

A Study to Assess the Effectiveness of Structured Teaching Programme On Knowledge Regarding Effects of Electronic Media On Traditional Play Among Higher Secondary Students in Selected Schools of Buldhana District, Maharashtra, India

Nisha Yashwantrao Deshmukh

Research Scholar, Shri JTT University, Rajasthan

Corresponding author : Nisha Yashwantrao Deshmukh, Research Scholar Shri JTT University Rajasthan

Corresponding E-mail : nishadeshmukh135@gmail.com

Abstract

Introduction : Assessment on effects of electronic media on traditional play among higher secondary students in selected schools in Buldhana District, Maharashtra, India. The objectives were to assess the usage of Electronic Media (mobile phones, computers, video games & television) among Higher secondary students, to Assess the effects of Electronic Medias on Traditional Play and to Associate the effects of Electronic Media on Traditional Play with the selected demographic variables.

Methodology : A descriptive design was used for the present study. Convenience sampling was used to select 80 Higher Secondary School children. The data collection tools were validated and reliability was established. The data were collected by self-administered questionnaire. The collected data was Tabulated and Analyzed. Descriptive and Inferential statistical method were used.

Results : The study shows that 56% of the Children had Moderate Positive impact, 41% of the Children had Optimum Positive Impact and 3% of the students had Minimum Positive Impact of Electronic media on Traditional play.

Conclusions : There was no significant association between the Effects of Electronic media on Traditional play and the selected demographic variables.

Keywords : Effects, Electronic media, Traditional play and no association.

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Introduction

"If you believe that your thought originates inside your brain, do you also believe that television shows are made inside your television set?" -Warren Ellis in today's world, electronic

media are thoroughly integrated into everyone's life, with television, movies, videos, music, video games and computers central to both work and play. Recent studies indicate that even the youngest children are using a wide

variety of screen media, many at higher levels than recommended by the child development Professionals. (Rideout, Vandewater and Wartella, 2003). School-aged children need a lot of physical activity after a busy school day. Play is the vision through which children experience their world and the world of others. Goldstain, 2012). If deprived of play, children will be suffering both in the present in the long term. Play is vital in nurturing as it contributes to the cognitive, physical, social and emotional well-being of children and youth.

It also offers an ideal opportunity for parents to interact with their child. (Goldstein, 2012). Radio, television (TV), movies, video games, cell phones and computer networks have assumed major part in our children's daily lives. The media has demonstrated impacts both positive and negative, on children's cognitive, social and behavioural development. Considering the spiking exposure of children to new modes of media, Review on the current literature on the effects of media on child health both in the Western countries and India were made. It is widely accepted that media has mere influence on child health, including violence, obesity, tobacco and alcohol use and risky sexual behavior. Simultaneously, media have some positive effects on child health. We need to understand better how to reverse the negative impact of media and make it more positive. (Department of Paediatrics, Advanced Pediatric Center, Postgraduate Institute of Medical Education and Research, Chandigarh 160 012, India.)

Methodology

Research Approach : The research approach used for this study was Quantitative approach.

Research Design : A descriptive design was used for the present study.

Research Setting : The study was conducted in Higher Secondary school at Buldhana District, Maharashtra, India.

Population : The population were the students from Higher Secondary schools in Buldhana District, Maharashtra, India.

Sample : In this study the samples were Higher Secondary students (11th & 12th standard) who are studying in Higher Secondary schools in Buldhana District, Maharashtra, India.

Sample Size Estimation : Formula : $Z^2 p(1-p) / d^2$ Z = Level of confidence standard 95% value is 1.96 P = expected prevalence D = precision value is 0.05 The total number of samples selected for this study are 80 Samples

Sampling Technique : In this study Convenient sampling technique was used by the researcher to select the sample

Results

Findings : Findings of the study were presented under the following headings based on the study objectives.

Objective 1 : To assess the usage of Electronic Media (mobile phones, computers, video games & television) among Higher secondary students in selected schools in Buldhana.

The finding of the present study reveals that :

1. 64% of the adolescent children spent 2-3hrs a day on electronic media.
2. 16% of the children spend more than 6 hours a day on electronic media.
3. 11% of children spend 3-4hrs each day and 4. 9% of the children spend 5-6hrs a day.

Objective 2 : To assess the effects of Electronic Medias on Traditional Play.

Findings : The Impact percentage of electronic media on Traditional play was assessed with a self-structured questionnaire in this study. Scoring was based on the '5 - Point Likert Scale', which included 20 Questions. Each. The maximum score is 100 and 1. Medico-legal Update, April-June 2020, Vol. 20, No. 2?209 Reference minimum score is 20.

The findings were :

1. 56% (45) of children had a Moderate Positive Impact of Electronic media on Traditional play.
2. 41% (33) had Optimum Positive Impact of Electronic Media on Traditional play.
3. The rest 3% (2) had a minimum positive impact of Electronic Media on Traditional play.

FIGURE AND TABLE

Table 1: Frequency and Percentage distribution of Effects of Electronic Media on Traditional play among Higher Secondary School children.

Level of Effectiveness	Frequency	Percentage
Minimum Positive Impact	2	3%
Moderate Positive Impact	45	56%
Optimum Positive Impact	33	47%

Table 1 illustrates 56% of the students had Moderate positive Impact, 41% of the students had optimum positive impact and the remaining 3% had the least impact

Objective 3 :

To associate the effects of Electronic Media on Traditional Play with the selected demographic variables. On association of the demographic variables with the level of impact the probability value P was less than 0.05 which signifies that there were no significant association between the selected demographic variables and the effects of electronic media on traditional play.

Limitation :

Only adolescent students from class 11th and 12th were covered in the study.

Recommendations : This study can be replicated on large sample; studies can be conducted in different settings to validate findings. A study can be conducted on general public regarding effects of electronic media

Conclusions

To conclude the Researcher would like to: Improve the knowledge on the Effects of Electronic media on Traditional play and to make sure that the students are aware of the ill Effects of Electronic media on Traditional play.

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