

# GADGETS USED BY GEN Z WITH REFERENCE TO THOOTHUKUDI TOWN

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## ABSTRACT

Gen Z is the primary digitally local generation, born at the height of technical innovation. Younger adults are main the manner in expanded mobility, preferring laptops to computer systems and the use of their mobile telephones for a diffusion of functions, along with net, e mail, tune, video games, and video. *In the present research primary data were collected by structured questionnaire from 100 respondents in Thoothukudi Town. The main objectivity of the study was to determine the factors influencing Gen Z preference towards gadgets . The collected data was analysed using simple percentage, Z test and ANOVA. The study concludes that most of the respondents prefer to use devices even as drowsing; they do now not have a time restrict in using the gadgets. Over usage of devices at some stage in night time outcomes in mistaken sound asleep, because of unsuitable snoozing their subsequent day work will no longer be carried out successfully. Dependancy of using gadgets in night time must be decreased. Students ought to be greater encouraged to spend time on bodily sports and outdoor video games. More research need to be carried out concerning this problem so as to cope with the problem more exactly and strengthen the strategies further for the close to future.*

**Key words:** Gadgets, Gen Z, time, problem, factors, influencing, future, etc.,

## INTRODUCTION

Technology Z (aka Gen Z, iGen, or centennials), refers back to the technology that became born between 1997-2012, following millennials. This era has been raised at the net and social media, with a number of the oldest completing college through 2020 and coming into the body of workers. As the first social era to have grown up with get entry to to the net and portable virtual era from a young age, individuals of era Z were dubbed "virtual natives", even though they are now not necessarily digitally literate.

Gen Z is the primary digitally local generation, born at the height of technical innovation. They're the era who has continually had get admission to a ramification of virtual systems and social media. This permits them to stay related to all varieties of self-expression, which has supposedly contributed to their more and more liberalized viewpoints. This propagation of diversity is regularly additionally reflected of their self-expression, distinguishing them from preceding generations. Born with smartphones, the net, and era proper at their fingertips, era Z is the following up-and-coming generation to watch out for. Many devices have turn out to be popular across generations, with a majority now proudly owning cell phones, laptops and computer computer systems. Younger adults are main the manner in expanded mobility, preferring laptops to computer systems and the use of their mobile telephones for a diffusion of functions, along with net, e mail, tune, video games, and video.



Technology is also an instantaneous issue at the mental fitness of generation Z. Era and social media affords a feeling of connectedness, even while you're not in reality related. This era sees troubles where dad and mom don't feel like they spend time with their kids because they're glued to their telephones, and groups of pals don't virtually do some thing collectively but observe social media.

Whilst generation Z is dealing with stress and intellectual illness, there are effective indicators that they're working to cope and enhance those problems. This may assist make their future, and the sector's destiny, an awful lot brighter.

A few information approximately the Tech-devices and offerings utilized by era Z

#### ❖ **Smartphones**

A smartphone is a tool that we rarely let cross of, regardless of our lives. It is perhaps this century's maximum precious tech gadget. Innovations and development in gadgets are continually being put in the marketplace, every time offering a whole new international at our fingertips. Maximum of the duties that we do on a pc are now possible to do on a clever-cellphone. An afternoon will come when there can be no difference among a clever-telephone and a pc. So you can believe how critical a smartphone is in our lives.

#### ❖ **Laptops**

We use laptops for maximum of our office work. We are operating on them, looking movies, storing photos, films, records, gaining access to our emails, and social networking websites. Those gadgets are also reachable on cellular telephones, but as handy as a computer, it's no longer as comfortable. Most importantly, we bring our laptops anywhere we pass; for meetings, project making, burning CDs, watching movies, gaining knowledge of, reading books, paying attention to songs, etc. It's transportable, light, and easy to use. We can't consider our lives with out laptops.



### ❖ **Tablet/pocket book**

Drugs and notebooks are gadgets that fulfill most people's computing wishes while being cell. A notebook is basically simply any other name for a laptop, which is essentially a pc this is squeezed into a completely small package deal. A tablet is a smaller and sleeker kind of computer because it forgoes the physical QWERTY keyboard determined on maximum notebooks, which takes up a massive amount of space on the device. Rather, the main enter device of tablets is the touch touchy display screen. A tablet is packaged with a stylus which it is easy to use as a pointing device or as a pen while writing enter. Working structures that are used with capsules are packaged with very capable handwriting recognition software program that could decipher what one is writing and convert it to text.

### ❖ **Bluetooth Speaker**

Bluetooth audio system are the latest improvements within the wireless global. Running at the identical Bluetooth era that permits you to share music and files in your mobile telephone wirelessly with friends, these speakers provides a excessive best listening revel in with out the use of any wires. As some distance as wireless technologies pass, Bluetooth continues to be in its nascent degrees, however nonetheless, offers a compelling overall performance. The 2 commonplace technologies most regular in wireless audio system are RF (radio frequency) and Infra-red. At the same time as both have their personal merits, their capability is rather restricted. Radio Frequency, for example, can from time to time be afflicted by interference and reception troubles, at the same time as Infra-purple requires the tool and the receiver to be in-line with each other, thereby limiting portability.

### ❖ **Smart watch**

These days, many people put on exclusive sorts of smart watches. Whether it's a suit bit that monitors fitness and health or another model that synchronises your calendar, those useful gadgets convey era to the duration of your arm. Maximum of them will sync your smartphone to apply them with greater ease and comfort

### ❖ **Headphones**

We need headphones for taking note of tune, the usage of our phones in fingers-free mode, and being attentive to calls from others. A headphone can make the usage of our smartphones smooth even as driving, exercising, or acting another pastime. Headphones are available in a wide

range in phrases of capabilities and rate. Some headphones are for conversations, and they come with a microphone. Others are designed for song that comes with features like high bass and noise cancellation. You could get any headphone consistent with your necessities.

#### ❖ **Digital digicam**

A virtual digital camera is a camera that captures snap shots in virtual reminiscence. Maximum cameras produced these days are virtual, largely changing people who capture snap shots on photographic film. Digital cameras are now extensively included into cell devices like smartphones with the equal or extra abilities and functions of committed cameras. Whilst there are nevertheless committed virtual cameras, many more cameras at the moment are incorporated into cellular gadgets like smartphones excessive-give up, excessive-definition devoted cameras are nevertheless generally used by experts and people who desire to take higher-satisfactory pics.

#### ❖ **Power banks**

The general public price their devices at home or workplace. However, people need to travel, and the charging points for electric retailers aren't available outside. Electricity bank is a device that allows you to price any USB device at any vicinity. A electricity bank can fee up to 4 gadgets concurrently. Consequently, it is an vital gadget that is part of your regular existence. Buying one with USB C PD (power delivery) is an terrific idea. It implies you can plug your iPhone or Android device right into a USB C cable and speedy charge it to add 50 percent battery life in approximately 30 minutes.

#### **Scope Of The Study**

This study is based on the use of devices by using generation z and its effect on them. The gen z faced many problems with the aid of the usage of the devices for a longer length. Via this observe we discussed their usage and the motive for getting gadgets. Via this we are able to analyze the total time and money they spend and whether the usage of in a right manner, or only for time passing. We also can analyze whether the usage of gadgets has created a positive or negative effect at the respondents.

#### **Review Of Literature**

Kumar,A.Ok. & Sherkhane (2018) of their take a look at, "addiction to assessment of devices and its effect on fitness among undergraduates" era has made our teenagers the maximum inclined organization among these days's populace, because of their accessibility and dependancy to newer gadgets, which can be cheap and easily available. Society has continually been disturbing about the term "Drug dependancy" of our adolescents however "device dependancy" is a more vital area of situation inside the present generation and is a danger to the social infrastructure inside the future. Addiction is an irrepressible urge that is observed by lack of manage main to lower emotional intelligence circuitously deteriorating the academic and professional overall performance as well as hampering their family life main to lifestyles threatening troubles in destiny. Go sectional look at was achieved among two hundred undergraduates the use of predesigned and pretested questionnaire. Gadget dependency changed into analysed using 5-point Likert-scale. Descriptive records and chi-rectangular test become used for analysing the facts accumulated. In results seventy one% belonged to 21-24 years age institution. 73.5% had been males and forty three.Five% belonged to elegance I socio - economic fame and 70% had regular BMI. 72.5% of topics had their first gadget at 16 -twenty years and 90.Five% had been using smartphones as a commonplace machine, of them, 50.2% had been the usage of for greater than 7 hours a day. 61% had issue in day after day work overall performance. Women have been more prone compared to males. Excessive stage of dependancy become gift with device addiction. Fitness movement to be taken within the shape of counselling approximately the professionals and

cons within the early phase can save you future complications.

Jilumudi, D., & Palanisamy, B. (2021) in their take a look at "addiction to consequences of excessive usage of digital devices all through COVID-19" the use of electronic devices, in particular cell telephones amongst teens, has been a growing global challenge. The worldwide COVID-19 lockdown has handiest amplified the difficulty. The extended duration of lockdown and virtual lessons has expanded university students' time on their electronic gadgets. The debilitating health impact of excessive utilization of gadgets has been well installed. There are an array of consequences like headache, nausea, ophthalmological issues and mental outcomes associated with device use for extended intervals. The study ambitions to understand the distinction in time spent the use of gadgets before and throughout the lockdown and the related fitness impacts. The look at blanketed 348 participants, together with 183 female and a hundred sixty five male participants. Information was amassed using a semi-dependent questionnaire via Google forms from college students after acquiring consent. The effects advised that the common time spent on devices multiplied from 4.75hrs/day before lockdown to eleven.36hrs/day at some point of lockdown among participants. Most fitness lawsuits like complications, insomnia, eye lawsuits, tiredness and restlessness had been related to system use during the lockdown. The percentage of contributors experiencing those complaints throughout lockdown become also significantly better than before lockdown. By understanding the results of system use, it'd be viable to create interventions and endorse approaches to control the immoderate use of gadgets. It is of prime importance to address the difficulty considering the excellent of lifestyles and wellness of college students.

Surat, S, Govindaraj, Y. D., Ramli, S., & Yusop, Y. M. (2021) in their examine "addiction to take a look at on machine and mental fitness amongst Gen Z", the acceleration of present day era in the techno machine era has led to the transformation of current media highlighted by using generation Z. The goal of this take a look at is to discover how device dependancy influences the extent of melancholy, tension, stress and sleep pleasant some of the samples from the Ministry of fitness schooling organization Sungai Buloh, Malaysia. The consequences of this observe are useful to lecturers and heavy machine users and people who are hooked with their gadgets of their normal life. The implication of this study can provide awareness and blessings to society mainly for the Gen Z as the end result of take a look at contributes to the bad effect in their each day lives. In conclusion, system addiction has an impact at the customers instructional, socialisation and mental fitness.

Ivana I, Murniati M & Putri N. R. I. A. T. (2021) in their study, "the connection among system utilization and Adolescent Sleep satisfactory", teenagers are very interested in gadgets that make it easier for them to carry out diverse social sports. One of the issues which can rise up from device overuse is decreased exceptional of sleep. The cause of this have a look at was to decide the connection between gadget utilization behaviour and adolescent sleep great. Move-sectional design changed into used in this have a look at. 90-9 respondents had selected with a proportionate stratified random sampling. Analysis became achieved by way of Chi square test. Data evaluation confirmed that 84.8% of the respondents had been classified as machine addiction and eighty. 8% of the respondents experienced poor sleep first-rate. The connection between machine utilization and sleep quality turned into huge with a p-value of 0.0001. In end there was a dating between machine usage and sleep quality in teenagers, wherein machine dependency had poorer pleasant of sleep.

### **Statement Of The Problem**

It is very clear that era Z is dwelling their existence in a costly manner by means of shopping their devices via their mother and father' income. Most of them aren't aware of their need however they in reality buy to stay a highly-priced existence. They're simply hooked on shopping in keeping with the trend. Major trouble is they lose the relationship between their families due to the continuous system utilization.

### **Objectives**

- To know Gen Z digital concept in Thoothukudi Town.
- To determine the factors influencing Gen Z preference towards gadgets .

### **Scope of the Study**

This study is based on the use of devices by using generation z and its effect on them. The gen z faced many problems with the aid of the usage of the devices for a longer length. Via this observe we discussed their usage and the motive for getting gadgets. Via this we are able to analyze the total time and money they spend and whether the usage of in a right manner, or only for time passing. We also can analyze whether the usage of gadgets has created a positive or negative effect at the respondents.

### **Limitations of the Study**

- The study was limited to Thoothukudi Corporation only.
- Time is the major constraint while doing surveys.
- It's difficult to explain the survey questions to the respondents.
- Some respondents would not have given their true information; this may not give us accurate results also.

### **Research Methodology**

- **Sample Respondents**  
The study was based on Generation Z and so the respondents were of the age group 10 – 25.
- **Period of the Study**  
The study was carried out from March 2022 to May 2022.
- **Area of the Study**  
The present study regarding “Gadgets used by Gen Z” covers the area of Thoothukudi.
- **Data Type/Collection**  
Both primary and secondary data were used in this study. The primary data was collected from respondents by means of questionnaire. The secondary data was collected from scholarly articles, e books and websites
- **Tools For Analysis**
  - Simple percentage
  - Z test
  - Anova

**Analysis and Interpretation****Table No.1****Personal Profile**

Factors	No. of Respondents	Percentage
Gender		
Male	65	65
Female	35	35
Age		
10-15	35	35
16-20	42	42
20-25	8	8
Above 25	15	15
Occupation		
Agriculture	23	23
Employee	37	37
Business	28	28
Others	12	12
Educational Qualification		
Upto SSLC	48	48
HSC	12	12
Under graduate/ Diploma	24	24
Post Graduate/ Professional	16	16
Family Income per month		
upto 25000	35	35
25001-40000	53	53
40001-60000	12	12
Source of information		
Advertisement	24	24
Social Media	42	42
Friends/Relatives	34	34

The profile of data collected from 100 show that, 65 percent were male, 42 percent were in the age group of 16-20 years, 48 percent of the respondents were Upto SSLC, 53 percent of the respondent's monthly family income was between 25001-40,000 and majority (42%) of the respondents got information about gadgets through social media

Z – Test is used to study the opinion of the Respondents on the basis of their gender.

Null Hypothesis: On an average both male and female have the same opinion on the factors influencing Respondents preference towards gadgets like smartphone, laptop, digital camera, power bank, loud speaker, etc.,

**Table 2 -Z test between Gender and factors influencing GEN Z**

Factor	Gender	N	Mean	S.D	Z	Sig.
Calling/Messaging	Male	65	21.51	5.18	0.24	0.905
	Female	35	21.63	5.22		
Social Networking/Internet	Male	65	14.68	14.68	0.583	0.378
	Female	35	14.41	14.41		
Music/Video	Male	65	19.73	3.03	0.180	0.719
	Female	35	19.96	3.30		
Learning Activities	Male	45	28.40	6.92	2.268	0.134
	Female	55	26.34	6.62		

Table 2 reveals that, the calculated value are greater than 5% level of significance, hence the null hypothesis is accepted. It is inferred that, on an average both male and female have the same opinion on the factors influencing GEN Z.

ANOVA is used to analyse the influence of demographic variables like age, education level and family income towards factors influencing GEN Z.

**Table 3-ANOVA between Age and factors influencing GEN Z**

Factor	Age	N	Mean	S.D	Z	Sig.
Calling/Messaging	10-15	35	21.62	5.73	0.912	0.598
	16-20	42	21.07	4.81		
	20-25	8	24.00	5.31		
	Above 25	15	21.60	4.85		
Social Networking/Internet	10-15	35	14.82	1.54		



	16-20	42	14.42	1.46	0.862	0.685
	20-25	8	13.75	1.98		
	Above 25	15	14.60	1.29		
Music/Video	10-15	35	20.11	3.37	0.349	0.790
	16-20	42	19.73	3.31		
	20-25	8	19.00	2.82		
	Above 25	15	20.06	2.46		
Learning Activities	10-15	35	28.37	8.42	0.376	0.001
	16-20	42	27.64	5.29		
	20-25	8	27.12	3.64		
	Above 25	15	23.73	7.01		

Table 3 indicates that, the calculated value are greater than 5% level of significance except in Learning Activities, hence the null hypothesis is accepted. It is inferred that, on an average different age group have the same opinion on the factors influencing Respondents preference towards personal hygiene like Calling/Messaging, Social Networking/Internet and Music/Video. The calculated value is lesser than 5% level of significance indicating that, the null hypothesis is rejected. This means on the average different age groups do not have the same opinion on Learning Activities.

**Table 4-ANOVA between education and factors influencing GEN Z**

Factor	Education	N	Mean	S.D	Z	Sig.
Calling/Messaging	Upto SSLC	48	20.66	7.42	3.85	0.160
	HSC	12	22.41	4.81		
	Under graduate/ Diploma	24	19.00	4.10		
	Post Graduate/ Professional	16	23.62	4.50		
Social Networking/Internet	Upto SSLC	48	14.50	2.31	0.81	0.975
	HSC	12	14.50	1.27		
	Under graduate/ Diploma	24	14.66	1.46		
	Post Graduate/ Professional	16	14.50	1.71		
Music/Video	Upto SSLC	48	21.25	2.63		

	HSC	12	19.75	3.48	1.633	0.211
	Under graduate/ Diploma	24	20.12	2.49		
	Post Graduate/ Professional	16	18.75	3.19		
Learning Activities	Upto SSLC	48	22.50	6.73	2.93	3.370
	HSC	12	27.41	6.36		
	Under graduate/ Diploma	24	27.62	4.95		
	Post Graduate/ Professional	16	29.87	9.03		

From the table 4 it is understood that, the calculated value are greater than 5% level of significance except in Learning Activities, hence the null hypothesis is accepted. It is inferred that, on an average different educational group have the same opinion on the factors influencing respondents preference towards gadgets are Calling/Messaging, Social Networking/Internet and Music/Video.

**Table 5-ANOVA between family income and Respondents Preference towards GEN Z**

Factor	Family income	N	Mean	S.D	Z	Sig.
Calling/Messaging	upto 25000	35	21.06	4.61	0.85	0.473
	25001-40000	53	22.42	6.08		
	40001-60000	12	21.66	4.92		
Social Networking/Internet	upto 25000	35	14.64	1.42	5.6	0.005
	25001-40000	53	14.62	1.41		
	40001-60000	12	13.00	2.36		
Music/Video	upto 25000	35	20.69	3.16	7.8	0.007
	25001-40000	53	18.77	2.82		
	40001-60000	12	18.00	2.44		
Learning Activities	upto 25000	35	26.11	6.66	0.530	0.390
	25001-40000	53	26.33	6.32		
	40001-60000	12	27.62	4.93		

The table 5 indicates that, the calculated value are greater than 5% level of significance except in Learning Activities, hence the null hypothesis is accepted. It is inferred that, on an average different family income group have the same opinion on the factor's influencing respondents preference towards gadgets like Calling/Messaging, Social Networking/Internet and Music/Video. The calculated value is lesser than 5% level of significance indicating that, the null hypothesis is rejected. This means that Respondents with different age groups do not have the same opinion on Social Networking/Internet and Music/Video.

### Suggestions

- Maximum of the respondents purchase the devices by the use of their determine's profits. They had been no longer aware of the cash spent by using them in buying. They did not use the gadgets properly. And that they purchase the devices just to expose off. They ought to realize the hard paintings of their dad and mom and purchase in line with their want.
- Respondents opt to consume meals in the front of any devices. This outcomes in fitness issues and also will become a bad addiction. Most of them did no longer eat nicely due to a loss of awareness in consuming food. Using devices even as ingesting must be strictly avoided. If it's miles an unavoidable situation they could use the gadgets, apart from that they have to forestall normal usage of the system at the same time as ingesting.

### Conclusion

There's a enormous relation of electronic system use with the level of schooling and gender. Use of gadgets additionally relies upon on the easy get entry to the net and applicable on-line centers, that may vary primarily based on respondents' socio monetary repute. This equal reason applies to finding better use of gadgets in urban areas compared with the students of rural areas. Unluckily, gadgets have proven a brilliant effect on physical and intellectual health popularity. The extra common tendency of device use among youngsters is more and more contributing to several bodily health complications (eg, headache, slumbering ailment). To ensure the health of the existing era and upcoming ones, mother and father need to be greater aware of their kid's gadget use limits. It became a bad habit that even supposing we have no work in social media, we are usually compelled to test the social media money owed frequently. This dependancy led us to loss of awareness and strain. We ought to develop the addiction of checking or the use of social media best if there may be a need to look it. Most of the respondents prefer to use devices even as drowsing; they do now not have a time restrict in using the gadgets. Over usage of devices at some stage in night time outcomes in mistaken sound asleep, because of unsuitable snoozing their subsequent day work will no longer be carried out successfully. Dependancy of using gadgets in night time must be decreased. Students ought to be greater encouraged to spend time on bodily sports and outdoor video games. More research need to be carried out concerning this problem so as to cope with the problem more exactly and strengthen the strategies further for the close to future.

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