

Electronic gadgets analysis essay



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Introduction People all over the world use the media everyday whether they are using the computer, watching television, reading a newspaper, talking on the phone or listening to the radio, media have been a way to communicate. Through the media, one can find out about important news, listen to one's favorite music or watch favorite television shows.

The role of media and technology in education is quite obvious in today's educational settings. Some students use a laptop to help them with their academic studies. Media is such a massive part of one's life and it is everywhere.

Media influence on children has already increased indeed more sophisticated types of media has been developed and made available to the public.

Beneficial effects include early readiness for learning, educational enrichment, opportunity to view or participate in discussion of social issues expose to the arts through music and performances and entertainment.

Harmful effects may result from sensational or violent behavior exposure to subtle or explicit sexual content, promotion of unrealistic body images, presentation of poor health habits as desirable practices and exposure to persuasive advertising targeting children.

Media act as that double – edged sword that can hurt as much as help whoever wield it. Today communication is much much speedy, to send messages during the 1980's to Saudi Arabia takes three months to reach the recipient. Today it takes second to speak with a relative there through mobile phones.

It has been observed that students bringing electronic gadgets to school are distracted from their studies. Intrapersonal reaction and communication are missing because studies are immersed in texting and gaming.

There is a need to conduct a study of this condition because it has been proven by the result of Annual National Test of the DepEd that students with the most electronic gadgets in the cities and towns have lower result in these tests compared to rural areas where students have a fewer access to these gadgets.

The late 1990's brought about the prolificness of gadgets such as mobile phones, laptop, i-pod, mp3s, portable speakers, and PSP for gaming.