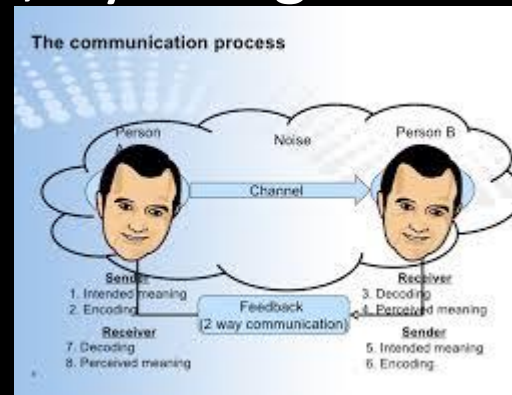


ICT and its effect on young Generation

ICT is an extended term for Information Technology (IT) which stresses the role of unified Communications and Integration of telecommunications, computers as well as necessary Enterprise software middleware, storage and audio-visual systems, which enable users to access, store, transmit and manipulate information.

What is Communication?

- According to Wikipedia, Communication is the process whereby Information imparted by a sender to receiver via Medium
- There are **Auditory** means, such as Speaking, Singing- something Tone or Voice
- OR
- Non Verbal means **Mimic** such as Body Language, Sign Language, Paralanguage, Touch, Eye Contact, by using Writing



Arises Problem

Almost all conflicts involve communication problems, as both a cause and an effect. Misunderstandings, resulting from poor communication, can easily cause a conflict or make it worse. Further, once a conflict has started, communication problems often develop because people in conflict do not communicate with each other as frequently, as openly, and as accurately as they do when relationships are not strained. Thus communication is central to most conflict situations

When there is a problem, there is a solution

- Sometimes we may need to talk about problems and solutions. But it is important to keep in mind that there are many ways of defining a problem and as many solutions. We need not try to find the right one. Instead we should be focusing on what good options we have to proceed. Good options would keep the participants involved and enable them to do things with their communicating.

Communication Revolution

- The invention of the Telegraph changed Communication forever. During the 70`s computer Technology miniaturization excelled, enabling the development of affordable personal computers(PC). PC Hardware and Software continued to develop during 80`s. And communication is going to be significant challenge.



Trendsetters:

- Youth between 16 and 24 have typically been understood as TRENDSETTERS in the area of declining social capital, positioned at the forefront of falling rates of civic engagement and political participation.
- This Generation are classified into four Groups:
 - Digital Generation
 - Generation Y
 - The Net Generation, or N-Gen
 - Gen YES

- . **Digital Generation:** Digital media and online communication have become a pervasive part of the everyday lives of youth in the modern world. Social network sites, online games, video-sharing sites, and gadgets such as iPods and mobile phones are now well-established fixtures of youth culture; it can be hard to believe that just a decade ago these technologies were barely present in the lives of U.S. children and teens. Today's youth may be engaging in negotiations over developing knowledge and identity, coming of age, and struggling for autonomy as did their predecessors, but they are doing this while the contexts for communication, friendship, play, and self-expression are being reconfigured through their engagement with new media.
- **Generation Y:** In Germany, they have been called Generation **Maybe**, a group who are well educated, highly connected, multilingual, globally minded, with myriad opportunities, but who are so overwhelmed by the possibilities available to them that they commit to nothing.

who have grown up in an environment in which they are constantly exposed to computer-based Technology. It was found that a large majority started university with experience of using online systems such as blogs and wikis; furthermore, their attitudes to the possible use of such tools in learning were positive. The Net Generation is a challenge to the way that all universities and medical schools provide teaching and learning.

Generation YES (Youth and Educators Succeeding), is a U.S. non-profit organization that works with schools around the world to empower underserved students and ensure that technology investments in education are both cost effective and meaningful. This Generation Students helps Teachers use Technology in classrooms, supporting effective technology school-wide.

What is the Change of social behaviour?

Is modern technology desensitising Gen Y to violence, sexual abuse and humiliation? Is it feeding a growing culture of cruelty? Do we need to legislate against anti-social and illegal behaviours being distributed on mobiles and over the net? Do we need to implement censorship to protect kids from being exposed to dangerous and damaging material at an early age? Is the recent spate of acts pertaining to videoing violence at the fault of technology? Is modern technology normalising otherwise unacceptable behaviour? Is it creating a dangerous and false perception of reality?

Definition of identity?

Identity structure the way a person understands themselves and their world in both a descriptive and prescriptive sense. From infancy onwards, a person is addressed by others through identities that invite the addressee to regard them in a certain way.

Identity has mainly two aspects: social and personal.

According to Nayar: Identity is a vague, ambiguous, socially constructed fluid concept that is constructed by multiple complex layers.

an individual within society. Identities are integral aspects in online world as there is no physical presence of the user, such as the way in which they act and interact. The rapid increase and integration of technologies like the internet and online gaming within society has raised many critical issues, as to how such technologies impact youth behavior and development.

Identity crisis

Frederman suggests that Additional manifestations of a users identity exist on the web, in chat programs, through avatars, among weblogs, webpage postings and other digital media, and thereby create numerous digiSelves Cultural Paradox of the Global village.(The McLuhan Program in Culture and Technology) (18)

These multiple identities operate independently from the real world identity and develop autonomously through experiences within the various virtual worlds and their participants. Frederman and other critics argue that through adopting these virtual world identities it leads to a disconnection from real world experiences and loss of the physical and corporeal senses of time space.

Influence of computer

The use of home computers not only can influence children's cognitive and academic skills, but can also shape children's social interactions and development. Several studies have found, for example, that teenagers are more likely to help their parents with computers than parents are to help their children—with boys disproportionately helping their fathers and girls disproportionately helping their mothers. In addition, some have hypothesized that the equality in online communications among computer users of all ages tends to erode authority structures, with the result that children will be less accepting of parental authority.

In the online world as in the real world, issues of personal identity affect how we relate to others. Culture in online environments is created by these understandings and misunderstandings about gender, race or nationality. As the net grows not only in size but also in diversity, it is important that we take these issues into account as designers and participants of this new medium.

Although the prescribed roles in the family for example, husband, father, wife, mother etc, are often extended through the technologies in two ways. Through control over them; in terms of their length and frequency of use of a computer, and control through them; by means of electronic leash, keeping track of children's whereabouts by mobile phone or pager.

Save The Youth

Having a dream to rescue the young generation is not just an obligation; it's also a privilege. God is at work and He wants to pour out His Spirit. He is waiting for someone to step up with a dream for our youth.

When working with younger children, the most important thing is to teach children to accept and love differences. The teacher's role in leading the students through these activities is critical to achieve the desired objectives.

I think so could be the youths encouraged. For example:

- ☐ Positive thinking
- ☐ Compliment young people.
- ☐ Positive Self-Image
- ☐ Responsibility for Actions and Consequences
- ☐ Hope

The negotiations between kids, parents, educators, and technologists over the shape of youth online participation are also a site of struggle over what counts as legitimate forms of learning and literacy. Any discussion of learning and literacy is unavoidably normative. What counts as learning and literacy is a question of collective values, values that are constantly being contested and negotiated between different social groups. Periods of cultural and technological flux open up new areas of debate about what should count as part of our common culture and literacy and what are appropriate ways for young people to participate in these new cultural forms.

Currently there are two solid-state fingerprint sensors in the market. With the application of such programs, it may be possible, that after 30 minutes use of mobile it will be automatically closed for one day. The adjustment of sensor capacitor plate can be used to regulate the operation. The moral panic over youth new media uptake is also part of this power differential, as adults mobilize public support to direct children away from social forms and literacies that they find threatening and dangerous. (ICTs) happens outside of school. "This recognition requires us to acknowledge a wider 'ecology' of education where schools, homes, playtime, and library and the museum all play their part."

We still have time to grasp this future. If we care?

Thank you so much!