# Awareness on Positive and Negative Impact of Technology

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**Abstract—**

Technology has been a part of our lives for the past many decades when it began to flourish to this day. We spend most of our time looking at our phones or laptops feeding our selfish minds. According to the CNN report (Wallace, 2015), an average teenager spends nine hours a day on their phones and social media. This decreases the ability to read and respond to each other in real life, and the greater chances of feeling lonely, as they largely depend on how technology shapes as we continue to rely on it. The purpose of this article is to discuss and to be aware of each and every technology we are using we should know all possible positive and Negative impact of that technology on our day-to-day tasks

*Keywords— Technology, Life, Electronic Gadgets, AI, Positive, Negative*

## I. INTRODUCTION

The word Technology is derived from two Greek words that is techne and logos. Techne means art, skill, or the way, or means by which a thing is gained. Logos means the expression through which the inner thought is expressed, a saying or an expression. So, technology literally means words or speeches about how to get things.

Technology is basically how we take the discoveries of science and combine them with our own needs. Technology is a general term that refers to the various tools, machines, and devices that we use in daily life. These tools and gadgets were invented by humans to make tasks faster, easier, and more convenient.

## II. The History of Technology

In each and every era of the human the technology is used somewhere to complete their daily tasks.

The following below is a timeline of technology history. It is also a timeline of technological advances and evolution:

- 3.3 million years ago to 2500 BC (Stone era)
- 2500 to 2300 BC (Chalcolithic era)
- 2300 to 700 BC (Bronze era)
- 700 to 450 BC (Iron era)
- 450 BC to 450 AD (Classical era)
- 450 to 1400 AD (Middle era)
- 1400 to 1750 AD (Renaissance)
- 1750 to 1950 AD (Industrial era)
- 1950 to present (Information era)

In this research paper we are going to discuss about Information Ages in which we currently are,

While we all speak about the information age, it isn't as if one invention, one evolution or one technology marks the official start it. The information age is at least as much a series of events and an ongoing evolution as it is a period in time. So, when someone asks when the information age started, we need to give the usual answer: it depends on whom you ask. While for this article we refer to the information age as the digital age (starting with the personal computer and augmented by the arrival of the Internet). The information age is from 1950 AD to present time. It is a period of time when data and technologically created materials goods from the industrial age

❖   *Information Age Diagram*
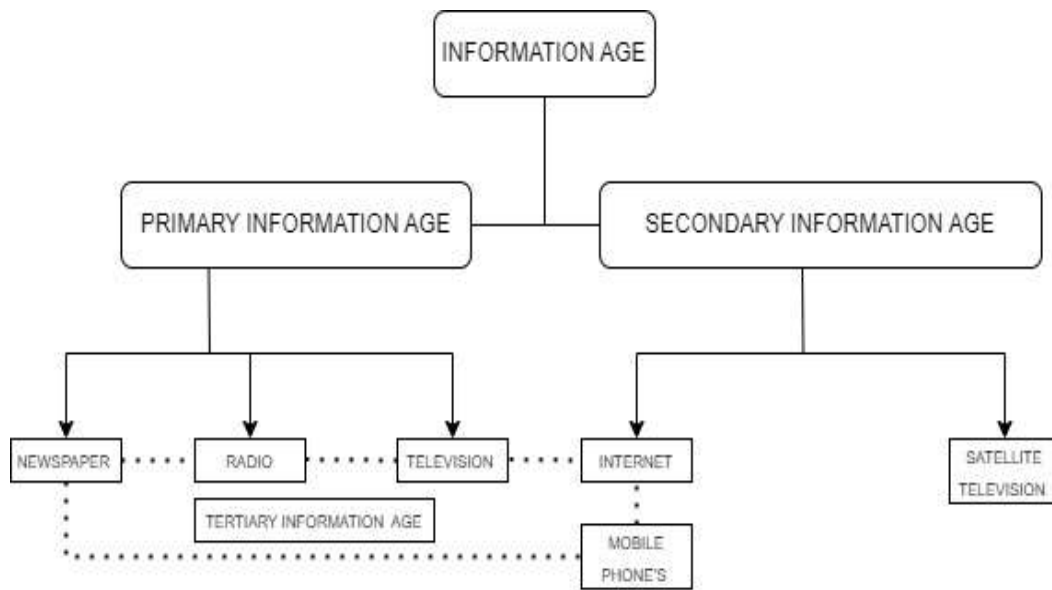


❖   *Technology Main Events Timeline*

- 1752: Benjamin Franklin invents the lightning rod and thus lays the foundation for the study of electricity.

- 1794: Eli Whitney invents cotton ginning to speed up the separation of cotton seeds from the fiber. As a result, the US South increased its supply of cotton, which was shipped north for fabric manufacture. Francis C Lowell further increased efficiency by combining the spinning and weaving processes in the same factory, starting the textile industry's first industrial-scale manufacturing operation in the US1969: The US Department of Defense's Advanced Research Projects Agency Network (APARNET) develops many of the protocols used for internet communications today.

- 1972: Japan's Waseda University completes the WABOT-1 project and develops the world's first large-scale intelligent humanoid robot.1973: Ethernet is invented, the first system for the transmission of information between computer systems.

- 1974: The first Internet Service Provider (ISP) is born with the launch of a commercial version of APARNET known as Telenet.

- 1983: Ethernet is standardized. The Domain Name System (DNS) set. Edu, .gov, .com, .org and .net system for naming websites.

- 1984: William Gibson, author of the cyberpunk novel Neuromancer, coined the term "cyberspace"

- 1986: (PLCs)Programmable Logic Controllers are linked to (PCs) Personal Computers

- 1989: Tim Berners-Lee, scientist at the European Organization for Nuclear Research (CERN), develops the HTML language and introduces the World Wide Web to the public

- 1990: The first IoT device is born: John Romkey develops a toaster that can be switched on and off via the Internet.

- 1991: Tim Berners-Lee created first web page

- 1992: The first audio and video files are distributed over the Internet. and Connectivity for programmable logic controller is introduced.

- 1993: The UN and White House go online

- 1995: Amazon, eBay and Craigslist go live. The Internet's transformation into a commercial enterprise is almost completed.

- 1997: Wireless M2M technology is becoming prevalent in industrial environments.

- 1998: The Google search engine is born, changing the way users interact with the Internet. Ethernet is becoming increasingly popular in industrial environments.

- 1999: The term Internet of Things was coined by Kevin Ashton

- 2000: Yahoo! and eBay are hit by a large-scale DDoS attack that exposes the vulnerability of the Internet

- 2002: Cloud Technology takes hold with the launch of Amazon Web Services (AWS)

- 2004: The social media age begins: Facebook goes live

- 2005: Roger Mougalas of O'ReillyMedia coined the term Big Data.

- 2006: AOL changes its business model and offers the most free and reliable type of advertising to generate revenue

- 2008: A group of companies formed the IPSO Alliance to promote the use of Internet Protocol (IP) in "Smart Object" networks and enable the Internet of Things. Blockchain and the first ever invented cryptocurrency are introduced to the world by Satoshi Nakamoto's white paper Bitcoin: A Peer-to-Peer Electronic Cash System

- 2008-2009: According to Cisco, the Internet of Things was "born" between 2008 and 2009, at a time when more "things or objects" were connected to the Internet than people.

- 2010: Sensors fall in price. Smartphones and PCs are becoming more popular and the number of connected devices per person exceeds 1 for the first time in history. Facebook reaches 400 million active users. Pinterest and Instagram are launched.

- 2011: Bring Your Own Device (BYOD) goes mainstream.

- 2013: 51 % of US adults report banking online, according to a Pew Research Center survey

- 2016: Google Assistant welcomes the world and chatbots join the internet race. An IoT vision is emerging.

- 2018: According to Internet World Statistics, more than 55% of the world population uses the Internet.

## III. POSITIVE IMPACT

### A. Advancements of Technology:

From the invention of the wheel to the use of microchips in computers and cell phones, technology has come a long way. Man reached the moon and explored space only because of advances in the field of aeronautics. Even in primitive trades like farming, there have been so many technological advances with modern tools like traction engines and steam traction technology that have helped us advance.

Artificial intelligence (AI) is another field that is a classic example of the technological advances that humans have made. Who would have thought that a machine could think like we do?

The AI did this successfully. It's an intelligent machine that can behave like us. They can engage in activities such as problem solving, planning, learning, and even reasoning. Today, AI is used in all major areas such as warfare, security, healthcare, and communications. It's also much more efficient than us and has a lower error rate.

### B. Importance of Technology:

Technology has its own importance in our lives. Without technological progress, our life would not have become easier and faster. The modernization that the world is experiencing today was possible thanks to technological advances in various fields. Additionally, it has helped reduce the risks that people have had to take in many sectors such as mining. With the new tools available, the tasks are less risky and also more efficient.

### C. Positive Effect of Technology on Sectors

1. Education Sector:

With the situation of the Covid pandemic, the importance of technology has increased. Today it is only possible to teach during detention thanks to technologies such as the Internet, computers, Zoom and similar software applications.

Previously before the Pandemic, EdTech Companies are those who make full use of technologies. These companies offered both online learning options and face-to-face classes. They used LMS portals, which I don't think were used much by schools or universities before.

The use of technology will continue to increase even after the 2019 pandemic is over. Thanks to technology, there are no longer any geographical barriers. People can be taught by foreign experts/faculty from the comfort of their own homes. Moreover, with so much information available on the internet for free it has become possible for People to afford to learn many things. With the development of artificial intelligence and machine learning, people will start to accept them Overall, this is certainly a step towards a new way of teaching as people adjust to virtual learning.

2. Business Sector:

Let's speak for the corporate sector from a marketing perspective. Where the scope of a business used to be limited to one location or region, technology is now expanding its reach to literally the whole world.

Businesses can increase their profits exponentially with the right use of social media platforms and marketing techniques. Nowadays companies don't have to organize expensive trips abroad to work with foreign companies or parent companies. These can easily be done over the internet, thus reducing costs

Even in businesses like delivery services, online reservations, transportation, technology is heavily embedded in them.

Today, online booking is preferred to physical booking because you can book from the comfort of your own home and don't have to queue or wait for hours.

Companies are finding that there is no need for infrastructure because now people they can work from home. In this way, companies can reduce many expenses while working from home at the same level. Cost reduction is a key argument for enterprise technology integration.

3. Health Care Sector:

Research into the impact of technology on health has increased tremendously. Only through continuous research and development in medicine is it possible to save lives. This has been proven historically with every single drug developed for any disease.

With technology, it is possible to gather information about a person save medical condition. history in an organized way. Which can be accessed at a later date The use of technology has drastically increased the pollution of our environment and this has led to a variety of different health problems, global warming and the depletion of our diverse natural resources.

on time with a single click of a button. Because of this, no time is wasted when a critically ill patient searches for a cure.

Then there are the MRIs, the X-ray scanners, and others medical devices that can give us information about injuries that is not visible to the naked eye. Knowing this increases the chances that the person will receive the appropriate treatment.

In addition to the above the artificial organs mentioned, robotic surgery, inhalers are some other examples of technology integration in the medical field.

In this way, information technology helps a lot in the field of medicine.

## IV. NEGATIVE IMPACT

Although technological advances are important to us, it's also true that we rely on them too much today.

Nothing comes with 100 benefits, and the same goes for technology adoption. Some of the negative effects or technological disadvantages are as follows.

1) Job loss (downsizing) is one of the main problems in the integration of AI in business.

2) Adverse health effects such as the harmful effect of digital screens on the eyes.

3) Decreased physical interaction with call meetings and social media platforms.

4) More forms of distraction from multitaskers, less efficiency.

5) Crime/fraud involving Internet or messaging application technologies

6) Increased pollution from transport or e-waste

7) The loss of privacy through social platforms is another major problem.

8) Physical inactivity becomes a major problem with technology making life easier

9) The use of cell phones should be to keep in touch during difficult times. But now we see that kids are too busy with the various mobile applications and wasting their valuable time.

10) Many crimes became more digital because of malicious use technology reported.

11) Additionally, it has been found that many people lack the basic

12) training required to ensure proper use of the technology currently available. In fact, most of them wear it for fashion and end up abusing it.

13) People have become so dependent on technology that they no longer want to do any manual work. Even with small jobs that can be done manually, people prefer to do it through technology. This has left people mentally and physically inactive.

14) Due to the abundance of entertainment that technology is bringing into our homes, the People don't know why they should go out and enjoy nature. Nowadays, most people, especially children, prefer to stay at home than to go out and participate in various outdoor activities. As a result, various health problems such as stress; poor sleep habits and obesity are now rampant.

15) Today, although overly attached to technology, many are young people have developed social isolation that often results in a lack of much-needed social skills to survive in life. Using technology to the extreme combined with living a socially isolated life can lead to depression.

## V. SURVEY OF TOPIC

Link to view/download survey

## VI. Descriptive STATISTICS

Descriptive statistics in the research is used to provide simple summaries about the sample and about the observations that have been made.

| How much you are dependent on technology? | |
|---|---|
| | |
| Mean | 4.142857 |
| Standard Error | 0.205879 |
| Median | 4 |
| Mode | 4 |
| Standard Deviation | 0.770329 |
| Sample Variance | 0.593407 |
| Kurtosis | -1.12346 |
| Skewness | -0.26444 |
| Range | 2 |
| Minimum | 3 |
| Maximum | 5 |
| Sum | 58 |
| Count | 14 |

| How much you are dependent on technology? | |
|---|---|
| Mean | 4.142857143 |
| Standard Error | 0.205879055 |
| Median | 4 |
| Mode | 4 |
| Standard Deviation | 0.770328887 |
| Sample Variance | 0.593406593 |
| Kurtosis | -1.12345679 |
| Skewness | -0.264437317 |
| Range | 2 |
| Minimum | 3 |
| Maximum | 5 |
| Sum | 58 |
| Count | 14 |

How much percentage of your work or day to day tasks is dependent on below technologies?

[TRAVELING]

| | |
|---|---|
| Mean | 0.464285714 |
| Standard Error | 0.044298119 |
| Median | 0.5 |
| Mode | 0.5 |
| Standard Deviation | 0.165748386 |
| Sample Variance | 0.027472527 |
| Kurtosis | -0.310227273 |
| Skewness | 0.150831031 |
| Range | 0.5 |
| Minimum | 0.25 |
| Maximum | 0.75 |
| Sum | 6.5 |
| Count | 14 |

How much percentage of your work or day to day tasks is dependent on below technologies?

[ENTERTAINMENT]

| | |
|---|---|
| Mean | 0.75 |
| Standard Error | 0.078621 |
| Median | 0.875 |
| Mode | 1 |
| Standard Deviation | 0.294174 |
| Sample Variance | 0.086538 |
| Kurtosis | -1.15993 |
| Skewness | -0.66098 |
| Range | 0.75 |
| Minimum | 0.25 |
| Maximum | 1 |
| Sum | 10.5 |
| Count | 14 |

How much percentage of your work or day to day tasks is dependent on below technologies?

[OTHER]

| | |
|---|---|
| Mean | 0.607143 |
| Standard Error | 0.081682 |
| Median | 0.75 |
| Mode | 0.75 |
| Standard Deviation | 0.305625 |
| Sample Variance | 0.093407 |
| Kurtosis | -1.66653 |
| Skewness | -0.10225 |
| Range | 0.75 |
| Minimum | 0.25 |
| Maximum | 1 |
| Sum | 8.5 |
| Count | 14 |

## VI. Conclusion

Technology makes people lonelier because they spend far more time with their electronic devices than in person with friends and family. Being too attached to a screen makes the difference between being lonely and being alone. Technology has a negative impact on our social interaction; this makes people feel lonelier and more socially awkward. Although technology is having a negative impact on society, that doesn't mean people should stop using it, it's here to stay. But, it's up to you and me to decide how much we allow technology to dominate our lives.

It's always up to you whether you want to see the world through a screen or with your own eyes! Don't look at what others are doing, ask yourself, "What is my decision?"

Technology can be It is said to be very addictive due to its convenience and the simple sources of comfort accompanied by the entertainment it offers. However, it is important to try to find a balance between nature and technology and not get too high tech. If someone can do this, it is certain that their life will change for the better and they can live a happy life free from stress and depression.

Technology is the result of human ingenuity. It reflects our evolutionary heritage. We're not strong like gorillas or tigers, nor fast like cheetahs and hawks, but our brains and thinking abilities have given us the greatest advantage of any species on the planet. Technology is a result.

Technology is inherently good or bad; the way we use it makes it that way.

Cleaving a hydrogen atom is technology in action. As history has shown us, technology can equally be used to build a nuclear bomb that kills millions or to generate electricity that lights up a million homes

## VII. REFERENCES

1)      https://edition.cnn.com/2015/11/03/health/teens-tweens-media-screen-use-report/index.html