Impact Of ICT On The Various Grounds Of The Society

Dr. Kashyap Bishwas

Associate Professor, Department of English Lakhipur College, Lakhipur Goalpara, Assam.

Abstract: ICTs (information and communication technologies) are crucial to every facet of contemporary civilization. ICT have altered how we engage with each other, find the information we need, work, do business, interact with the government, and manage our social lives. ICT has an impact on people's daily lives as well as macroeconomic growth, which in turn has an impact on society by enabling improvements to infrastructure and standards of living. Since ICT may be utilised to keep in touch with loved ones, friends, and business partners, it has significant effects on social capital, also known as social contact in the framework. The designers of the framework refer to these effects as economic transformation since ICT enables effective management of present business and the pursuit of additional company possibilities by entering new market segments. ICT also have an impact on business operations. The framework also illustrates the influence of ICT on cultural evolution as seen in shifts in behavior.

Present paper is used to study the effect of ICT in on various grounds of the society like education, development, business, entertainment, government and politics etc.

Introduction:

The convergence of the computing, information, communications, entertainment, and mass media industries as a result of advances in ICT has made it possible to exchange information anytime, anywhere, in the computer-readable digital format. The way we live, work, think, and play have been greatly impacted by the convergence of technologies. These developments affect all parts of society, including business, education, the military, pleasure, transportation, communication, scientific research, knowledge management, and daily activities like using e-mail and mobile phones at home and at work.

ICT and Governance:

Governmental activity is called governance. It has to do with choices made while setting goals, granting authority, or evaluating performance. It is made up of either a standalone processor or a component of the leadership process. Understanding how ICT in Africa could aid in addressing issues of conflict, peace, and security as well as new media discourse that covers these topics and promotes societal development and environmental quality is necessary.

In Kenya today, good governance still needs to be fully implemented. The goal of making this ideal a reality must be shared by all Kenyans if they are to achieve sustainable economic and social growth. The Government is responsible for directing other supporting members—such as the local administrators in the various counties—to the people who will identify the most pressing concerns at the local level and relay them to the Government. By utilising the convergence of mobile and communication technologies, the paradigm change from e-governance to m-governance can usher in a multi-mode approach to the delivery of government services. These services can be provided without the use of conventional networks for physical interaction and communication. One consequence of avoiding physical contact is a restriction on the amount of corruption that can occur.

Positive impact of Governance: Citizens of every country want to know what their government officials and staff are up to. This has been made necessary by ICT due to the suppression of information via social media, media outlets, etc. Elections that were conducted online were the most transparent in Kenya. To effectively and efficiently provide services to its citizens, the government is using ICT. Governments gather and distribute statistical information that is utilized in decision-making. E-government enables citizens to participate directly in issues of public interest. The majority of governmental institutions and agencies have automated their services, increasing accessibility.

Negative effects of ICT: Because building ICT infrastructure is still highly expensive, the government has not made services for the inhabitants in rural areas available. In Kenyan society, one example is the price of giving class one students laptops. Recently, there have been instances in which unidentified attackers have hacked into government websites, raising the question of whether government data is secure.

ICT and Education:

In recent years, ICT adoption in the education sector has been evident at all levels of policy, from governmental to institutional. There are a lot of variances between 'e- maturity' within and between nations, as well as between individual nations' schools. In some nations, just a small portion of schools have integrated ICT into the curriculum and exhibit high levels of efficient and appropriate ICT use to enhance and transform teaching and learning across a variety of subject areas. However, the majority of schools in the majority of nations are still in the early stages of adopting ICT, characterized by patchy, uncoordinated provision and use, some enhancement of the learning process, some development of e-learning, but no significant gains in learning and teaching. The dynamic future ODEL (Open and Distance E-Learning) programmes have particularly inspired Kenyan institutions of higher education to champion this growth. On the basis of this platform, practically every university in Kenya is offering programmes. This is made possible by the fact that there are less regional restrictions and that the cost savings are greater than with the traditional style of study.

Webology (ISSN: 1735-188X) Volume 16, Number 1, 2019

Computer simulators and prototypes can be used to carry out seemingly impossible tests on subjects that appeared to be impossible to carry out in labs, notably in the fields of engineering and medical. The scourge of distance restrictions or scheduling conflicts is being broken in 21st-century schooling thanks to this development. Without having to go to the learning centre, one can participate in classes and access educational resources online. On the day of graduation, the student is the only one hosted at the learning centre. One prevalent aspect is the motivating impact that results from integrating ICT into teaching and learning. For instance, interactive multimedia information on interactive whiteboards continues to be highly motivational and engaging, increasing student attention in class. ICTs make it easier for students with special needs to arrange their learning and receive assignments that are better tailored to their needs. Using digital portfolios is one example. These ICTs are tailored to meet a specific special need of a student, such as blindness, deafness, or dumbness, enabling the students to study and communicate using the programmes.

ICT and Entertainment:

By increasing and offering people a variety of ways to amuse themselves, ICT's impact on the entertainment and leisure business has increased how we can amuse ourselves. Because of the adoption of these technologies, a lot of people now remain indoors to watch TV, play online games, talk with friends, etc (This means that when technology advances, we have more options for entertainment.

These are social networks facilitated by the internet that thousands of people use to look for partners. It's wonderful that there are no geographical restrictions and that you can find mates from all around the world. These resources are available on the internet for practically everyone3. ICT allows us to connect and converse with people who are kilometres away from us and communicate with them as though we were having a one-on-one conversation4. The creation of download websites has made the internet a medium for the spread of music and other forms of entertainment. Websites like this include Waptrick and iTunes. The expansion of this sector has led to the creation of new job opportunities, such as those for visual disc jockeys, who are employed to amuse their followers.

A lot of time is spent playing video games that could be used more productively. Consecutive use of ICT for amusement, such as playing video games, can cause health problems. For instance, repetitive usage of the thumbs, wrists, and eyes can result in physical issues like RSI and eye strain. Compared to a standard computer; the hardware requirements for gaming equipment are relatively high and expensive.

ICT and Development:

The process of altering or improving social and economic circumstances as they apply to a person, an organisation, or society as a whole is what we refer to as socioeconomic development. So, it is

possible to analyse socioeconomic growth at different levels, such as at the level of individuals, organisations, or nations. We stress that the dependent variable in our paradigm for socioeconomic growth is this. It should be emphasised that there are differences in the literature's precise definitions of socioeconomic development, which are the focus of much debate among developmental economists. Our approach, however, is meant to be inclusive and cover a range of socioeconomic development levels and perspectives.

□ ICTs come in a variety of forms, each with a unique impact on societies and nations. They consist of products like mobile phone handsets and services like mobile telecommunications services that transform quickly over time; Many ICTs are general-purpose technologies that enable change and consequently have indirect effects; it can be challenging to define what is meant by "impact." In terms of intensity, directness, extent, stage, duration, and categorization, for instance, an OECD model for ICT impacts emphasises the diversity of affects. It is challenging to establish causality. Between dependent and independent variables, there might be an obvious connection and a positive correlation. It is difficult to establish the causality of such a link, though.

ICT and Business:

Business endeavours are actions taken by a variety of organisations, including people, businesses, and institutions, that have the potential to bring in money. Segessemann divides commercial activities into residential and productive activities. While productive activities are geared at additional regional demand and generate the fundamental revenue for a specific region, residential activities are business activities targeted at local customers. Numerous similar hypotheses have been developed as a result of in-depth research of the economic activity of major cities. Only productive activities, which create financial flows from outside the territory, enhance a region's economic standing, claims the economic foundation hypothesis. However, since they produce jobs and increase sales for nearby businesses, residential activities are crucial for socioeconomic growth at the individual and organisational levels.

Business environment is best described as a complex set of institutional, legal, policy, and regulatory frameworks that control how businesses operate in general. In other words, the business environment can be seen of as a collection of influencing outside forces imposed on businesses. These variables are not directly under the control of the management, business owner, or entrepreneur. The collective ideals and viewpoints of business players that shape how business is done are referred to as business culture. National culture, religion, and history all have an impact on business culture, which is related to managerial style.

The essential infrastructure needed for an economy to run properly includes all the amenities and services. This comprises the institutions that offer services like healthcare, education, and law enforcement as well as communication networks like roads, railroads, telephone, and Internet accessibility. The business environment is significantly impacted by this infrastructure because it establishes the groundwork for collaborative inter-organizational work and process efficiency.

Conclusion:

The four components of policy, business, technology, and society that have an impact on socioeconomic development are taken into account in this introduction to the special issue on the role of ICT in socioeconomic development. This framework expands upon a number of preceding frameworks, but it has a broader context and point of view, taking into account all ICT rather than just a few distinct ICTs, and it applies to all countries and areas rather than just less developed ones. While the strength and focus of the influence of particular causes may vary, the overall principles and relationships in our framework still hold true, according to our contention that development occurs in both underdeveloped and highly developed countries.

References: Adler, P. S., & Kwon, S.-W. (2002). Social capital: Prospects for a new concept. Academy of Management Review, 27(1), 17–40.

Baron, R. A., & Markman, G. D. (2003). Beyond social capital: The role of entrepreneurs' social competence in their financial success. Journal of Business Venturing, 18(1), 41–60.

OECD. 2004. The Economic Impact of ICT, Measurement, Evidence and Implications.

WSIS Outcome Documents: Geneva 200 – Tunis 2005.

ANJA BALANSKAT, ROGER BLAMIRE & KEFALA., S. 2006. THE ICT IMPACTREPORT. A review of studies of ICT impact on schools in Europe.

KUNDISHORA, E. S. M. 2012. The Role of Information and Communication Technology ICT) in Enhancing Local Economic Development and Poverty Reduction.

ALEXANDRE-PASCAL & CALDERON-ASSELIN. 2013. The Future of Cloud Computing. IBRAHIM SALEH, P. D. 2013. The impact of ICT on Peace, Security & Governance in Africa. journal ofITU.

NDEMO, B. 2013. Why Internet of Things is the future.

Business daily africa, November 18,2013

SARAH. 2013. Green Computing.

Ashraf, M., Grunfeld, H., Hoque, M. R., & Alam, K. (2017). An extended conceptual framework to understand information and communication technology enabled socio-economic development at community level in Bangladesh. Information Technology & People, 30(4), 736–752.