Leverage of Media on Vulnerable groups – An overview

Meera Deshmukh Sujitha V. K

Tilak Maharashtra Vidyapeeth, Pune

Abstract

Media is the best way of communication between individuals as well as groups. Nowadays the channels for communication are endless, starts from one way communication of newspaper to instant satellite communication. Entry of internet / social media into the picture changed the scene drastically. Media influences the entire mankind irrespective of age, social status, gender, etc. All the medias especially internet, television have advantages as well as disadvantages. They can be termed as 'doubleedged sword' The approach to the media paves the path of role of the media on mankind. All the modes of communication media have the potential to develop positive and negative effects on human. The outcomes may be in the form of health problems (physical as well as mental), behavioral violence, loneliness and many more. Vulnerable groups such as children, financially backward population, sick people, elderly people etc may be the immediate preys of negative effects of media. By educating those groups on the advantages and

handling of the medias direct into the emergence of a civilized society. In this review we discuss how medias especially visual and social medias influence the vulnerable groups, focused on children of the society positively and negatively. Key words: Benefits of media, Social

media, Vulnerable groups Introduction

Vulnerable groups has to be protected from various kinds of abuse they come across. The UN member states have taken a step to protect vulnerable population across the world, i.e., a Universal Declaration on Bioethics and Human Rights (UNESCO, 2005). This promises the adequate protection to the vulnerable groups by the development and application of medical, technological and scientific knowledge [1].

Nowadays media plays an important role in molding the society. Irrespective of age, gender etc all are one way or other bound with at least any one type of media. The endless communication media include news paper, television, telephone, mobile phone, internet, social medias like

facebook, watsup, instagram and many more. The user number has hiked from half a million in the year 2000 to 4 billion in the year 2017 [2]. All the medias have advantages as well as disadvantages, they are like 'double-edged sword'[3]. Being a good friend of media and wise utilization of it, one can achieve many targets, but being an addict to media may be a dangerous situation that may include suicidal attempt, violence, depression etc [4]. Media can influence the vulnerable population like, children, sick people, economically backward people, aged people etc. Visual media is the one that influence everybody than any other medias. The viewer can imagine and understand the visuals in the media better way than by reading. Hence a visual media plays a critical role in molding a generation. As we all know, in the current scenario social networking is accelerating towards its sky. To explore the maximum out of it, our generation runs a step ahead with the medias - especially social media networking [5]. Let us put light on influence of media on vulnerable groups positively and negatively in this review. Vulnerable groups means the group of people/ population who are at risk, which may include children, aged people, media addicted youth, sick people, financially backward people, women etc.

Advantages of the medias can be summarized as,

Internet gives the updated news

across the world without even delaying minutes

In the field of education, students can easily understand and share the important datas of their class works. Teacher can explain very effectively with the video clippings of the topics. In the field of employment, with the introduction of job sites a person may get updated information about the vacancies

In the field of health people get advices from doctors

Social networking is the best and fast way to advertise anything to reach it to the public instantly

Media helps to explore children abuses through interviews etc, hence promotes child rights

Disadvantages of the medias can be summarized as:

Wastage of time by spending on internet / social medias for hours with nil productive information

Children watching the sites which has age limitations affect their mental and emotional health badly

Increased rate of cyber crimes Children become prey of dangerous cyber cheats in the form of suicidal games etc that may end up in loss of their life

Media and the vulnerable population - The boon and curse

Media has tremendous potential that can contribute to protect the vulnerable population rights. Media and networking shortened the barriers and increased the accessibility to share or to communicate with outside

world through mobiles or social networking to explore the situation. News across the world can reach the public without delaying even seconds with the help of current media facilities. But lack of coverage, lack of professionalism, lack of rules and of course, lack of voice of vulnerable population are the main barriers that comes in the way of media.

Being a part of vulnerable groups, children can use the media / social net working for their education purpose. They can share the updated informations related to their education with friends. With the help of visual medias or video clippings they may understand the concept better, than mere reading the books. Internet makes the literature survey more convenient with online libraries, online research articles etc. With the help of video visuals of the topics the teacher can teach the students better way than traditional way of chalk and black board.

Even today children are facing abuse worldwide in the form of child labor, homelessness, illiteracy, sexual violence, physical abuse and many more that their basic rights are violated and questioned. Here media comes into picture and explore the situation in front of public / government so that this vulnerable population may be protected.

In the field of employment media plays an important role. With the emergence of job sites people can update themselves with the job market and vacancies on finger tips. They can attend online interviews through Skype etc. Certain jobs are like they can even work from their dwelling place through online.

Very much user friendly serviceable government sites as well as private sites are available for the public for making their needs easy, like ticket booking for flight, train, bus travelling, movie tickets, different applications submission for students, for job seekers, for government documentation etc.

Advertising on anything made easy and fast reachable through social networking and internet.

In the field of health care, media plays important roles like awareness programmes on various diseases, vaccination, precautions that need to take to prevent epidemics etc.

Also media especially social media helps people to keep in touch through years with their distant friends and relatives Television

Television is popular because of its easy handling and use. It has both positive and negative effect on society [6,7]. The developmental level of an individual child is critical factor that a media decides. All the television programs are not bad, but the information on negative effects like violence, immature sexuality, using of offensive language [8].

Following are the some of the literature outcomes that relate television and vulnerable groups;

Violent television programs relate directly with increase in violent behavior [9].

Television addiction causes childhood obesity [10].

Excess television watching affect concentration in studies and eventually academic performance [11].

Television can be one of the best ways to advertise products to every age groups [12].

Certain programs encourage in irresponsible sexual behavior [13]. Frequent television watching takes children's vital time for playing, reading, learning to talk, spending time with family, regular exercise, developing physical mental and social skills etc [14].

Television can be an excellent teacher. There are programs about different subjects that toddlers can learn valuable lessons like kindness, cooperation etc different historical events, arithmetic and alphabet. Encourage the children to visit libraries, read books, participate in different activities etc.[15].

Television increases violence. Children may watch violent videos or acts on television frequently which leads to many murder and rape incidents and aincreases aggressiveness. Children with learning disabilities, abused by their parents, whose families in distress etc are more vulnerable to violence nature [16].

Video games

Video games are with negative and positive impact depends upon the

theme of the games. Some of the videos games develop good qualities in children whereas some others develop violence and aggressiveness [17].

The survey shows most of the video games meant for all the audience include significant rate of violence in the form it rewards the player for injuring a character etc. Hence current scenario of video games has to be improved [18].

Internet

Internet is the encyclopedia of everything, that we may approach it anything and everything and it is user friendly. Parents appreciate their children for having knowledge in computer as well as internet. They may think internet is an essential medium that their children need to excel and hence they encourage it. But before encouraging their children the parents should be aware of both the advantages and disadvantages of it. The dangers of internet are hidden and uncontrolled and benefits are projected. The internet has enormous potential that it provides knowledge to children, youth and any group of the society.

Prolonged usage of internet even though for good thing may affect a child's postural condition and development. Also leads to childhood obesity, retarded social skills and behavioral changes [19,20].

Social networking is one of the brilliant technological phenomenons of the 21st century. It is a social net work of individuals or organizations etc. Social network is the platform to create social relations so that they can exchange ideas, discuss on a common topic etc on internet that may boost them personally as well as professionally. But social network provides platform to create individual websites using graphics, personal details etc. This provision is used up mainly by young generation [21].

Internet advertisements may lead children to watch pornographic sites or sex talks etc which may make a them a prey for such internet dangers. Parents have to keep an eye and make sure to block the access to such dangerous sites or material and not replaced. The best way to avoid internet crimes are by educating them about the significant potential of internet for good things and hidden dangers in it. Also appreciate and encourage the wise usage of internet. Case studies on Media as boon and curse

Media especially internet has become a boon as well as curse to the society. Following case studies reveal the potential of internet as a good and a bad guide.

A survey done at Ghana which focused on youth revealed the need of awareness on the risks of internet mainly social medias [22].

Another survey [23] shows that students are aware of what they have to do and not to do on internet. Here the findings were; (1) students are highly aware about the benefits of internet, (2) They find home, library, computer lab are the convenient places for browsing (3) Students approach internet mainly for education and entertainment (4) According to them, internet is the route that fulfills their requirements regarding project work, availability of updated information etc.

Business through internet is one of the great opportunities that one can utilize, i.e. online selling of commodities like apparels, jewelry, food, paintings and many more. Following are some of the entrepreneurs who succeed in their journey through internet; Newman and Elsass running an online kitchen that named Bushwick Kitchen, Andy Dunn who succeeded in setting up an online apparel store called Bonobos [24]. In India there are many success stories in the field on e-commerce that include Flipcart, Snapdeal, Myntra.com etc. [25]. Education being the ultimate goal of about 50% parents of India provide their children the best facility they can. Nowadays education became business and hence it is hard to give the best so the welcomed the EdTech for the assistance in the current century. In this scenario educational companies explore various methodologies of coaching and tuitions to be delivered to students make the concept clear and understand. BYJU's: The learning App aims to prepare the students for different entrance and competitive exams like CAT, JEE, IAS, GRE and GMAT. This focused mainly on school students from grade 6 to 12.

'Meritnation: School made easy' is another EdTech entrepreneur that made the studies easy for students upto class 12th.

'CultureAlley-Langue Learning' helps those who struggles to learn different languages. Embibe is an online portal of a team of entrepreneurs that focus on engineering entrance examination. 'Simplilearn: Get Certified, Get Ahead' which is an another online portal that aims to simplify the working professional learning.

'EduKart: courses for everyone' the app focused on online distance learning. It offrs courses such as MBA, executive MBA, BA, BCom, MCA, BBA and many more [26].

Not only in the field of education in the field of entertainments also media supports a lot. Justin Bieber who was a just a singer like others has now became an internationally famous pop singer recognized after posting videos on You Tube.

The convenient service provided by Ola, Uber etc that focus on online transport system makes changed the travel system of the society greatly. Zomato, swiggy etc succeed in thein restaurant search business, where as Trivago does their role excellently in lodging search business. Another step that made with the internet media is the ticket booking system that made the travel easy by the introduction of 'red-Bus'.

A great achievement through the

internet media was the implementation of the project named 'Internet Sathi'. This project empowered the rural women in Assam, India, about the importance of knowledge and how to update through internet etc. [27]. Even though internet is a boon of the current century there are curse also, which happened through the immature use of it.

An activity called Ice Bucket Challenge which involved dumping of a bucket of ice over one's head. This was a part of promotion of awareness of disease amyotrophic lateral sclerosis (ALS) and encourage donations for the research in the particular field in US. The awareness program went viral on social media and people across the world accepted the challenge of ice bucket and participated. Even though it was a successful campaign there occurred many health challenges who participated in it, like unconsciousness in people with blood pressure, sustained injuries and even death. A 18-year old was killed during the participation of ice bucket challenge in response to internet mania. He was the first victim of this viral challenge was found dead after jumping into a quarry [28].

Another reported cyber bullying in the year 2016 is a suicidal game called Blue whale challenge that targeted the vulnerable youth. It was a social network phenomenon across the world and a game consist of various tasks assigned to the players by the administrator over a 50 day period. The tasks with simple progress through self harming and finally challenging the player to commit suicide. This notorious internet game has taken more than 100s of life across the world that include India, Russia, Central Asian countries of Kazakhstan and Kyrgyzstan [29,30].

Conclusion

To conclude, it can be advised that proper awareness of usage and handling of the communication media give birth to a wise and civilized generation.

Ten Have, H., 2014. The principle of

vulnerability in the UNESCO

References

Declaration on Bioethics and Human Rights. In Religious Perspectives on Human Vulnerability in Bioethics(pp. 15-28). Springer, Dordrecht. http://www.internetlivestats.com/internet-users/ Robert, A., Suelves, J.M., Armayones, M. and Ashley, S., 2015. Internet use and suicidal behaviors: internet as a threat or opportunity?. Telemedicine and e-Health, 21(4), pp.306-311. World Health Organization, 2015. World malaria report 2014. World Health Organization. https://theknowledgereview.com/impa ct-social-networking-sites-youth/ Dietz, W.H. and Strasburger, V.C., 1991. Children, adolescents, and television. Current problems in pediatrics, 21(1), pp.8-31.

Johnson, J.G., Cohen, P., Smailes, E.M., Kasen, S. and Brook, J.S., 2002. Television viewing and aggressive behavior during adolescence and adulthood. Science, 295(5564), pp.2468-2471.

American Academy of Pediatrics. Media violence. Committee on Public Education.Committee on Public Education.Pediatrics. 2001 Nov; 108(5):1222-6.

Johnson, J.G., Cohen, P., Smailes, E.M., Kasen, S. and Brook, J.S., 2002. Television viewing and aggressive behavior during adolescence and adulthood. Science, 295(5564), pp.2468-2471.

Canadian Paediatric Society, Healthy Active Living for Children and Youth Advisory Committee Healthy active living for children and youth. Paediatr Child Health. 2002;7:339-45 Strasburger, V.C., 1986. Does television affect learning and school performance?. Pediatrician, 13(2-3), pp.141-147.

Bar-On, M.E., Broughton, D.D., Buttross, S., Corrigan, S., Gedissman, A., de Rivas, M.R., Rich, M., Shifrin, D.L., Brody, M., Wilcox, B. and Hogan, M., 2001. Children, adolescents, and television. Pediatrics, 107(2), pp.423-

426.

Strasburger, V.C., 1989. Adolescent sexuality and the media. Pediatric Clinics of North America, 36(3), pp.747-773.

Canadian Paediatric Society, Healthy Active Living for Children and Youth Advisory Committee Healthy active living for children and youth. Paediatr Child Health. 2002;7:339-45. Huston, A.C., Anderson, D.R., Wright, J.C., Linebarger, D.L. and Schmitt, K.L., 2014. Sesame Street Viewers as Adolescents: The Recontact Study. In G Is for Growing (pp. 153-166). Routledge. Center for Media and Public Affairs Studies of television violence. May 16, 2003 Thompson, K.M. and Haninger, K., 2001. Violence in E-rated video games. JAMA, 286(5), pp.591-598. Walsh, D.A. and Gentile, D.A., 2001. A validity test of movie, television, and video-game ratings. Pediatrics, 107(6), pp.1302-1308.

Salter, R.B., 1999. Textbook of disorders and injuries of the musculoskeletal system: An introduction to orthopaedics, fractures, and joint injuries, rheumatology, metabolic bone disease, and rehabilitation. Lippincott Williams & Wilkins. Canadian Paediatric Society, Healthy Active Living for Children and Youth Advisory Committee Healthy active living for children and youth. Paediatr Child Health. 2002;7:339-45. Diomidous, M., Chardalias, K., Magita, A., Koutonias, P., Panagiotopoulou, P. and Mantas, J., 2016. Social and psychological effects of the internet use. Acta informatica medica, 24(1), p.66. Markwei, E.D. and Appiah, D., 2016. The impact of social media on

Ghanaian Youth: a case study of the Nima and Maamobi communities in Accra, Ghana. The Journal of Research on Libraries and Young Adults, 7(2), pp.1-26. Kadli, J.H., Kumbar, B.D. and Kanamadi, S., 2010. Students perspectives on internet usage: a case study. Information Studies, 16(2), pp.121-130.

https://www.business2community.com /ecommerce/5-unbelieveable-ecommerce-success-stories-will-blowmind-01893594

https://phoeniixx.com/top-ten-successful-e-commerce-stories-in-india/ http://www.iamwire.com/2017/01/10indian-education-startups-2017/148036

https://www.shethepeople.tv/news/suc cess-story-how-internet-sathis-areempowering-rural-women-in-assam Philipson, Alice (25 Aug 2014). "Teenager dies 'after taking ice bucket challenge". The Telegraph. Retrieved 25 August2014 Mukhra, R., Baryah, N., Krishan, K. and Kanchan, T., 2017. 'Blue Whale Challenge': A Game or Crime?. Science and engineering ethics, pp.1-7. Blue Whale challenge: These are the

5 suspected cases in India, The Indian Express, Oct 21, 2017
