# Asian University for Women


# Perception of modern technology uses and its impact on youths and adolescents in Myanmar



By

**May Khine Phyo Shwe**

**Nan Saw Mon**

**Khin May Kyaw**



Advisor

## Professor Tiffany Cone



# Summer 2017

**TABLE of CONTENTS:**

## Acknowledgements

Much knowledge about modern technology uses and impacts on all over the world comes to my mind, after studying the core courses in Asian University for Women. The classroom knowledge was useful to apply in this practical qualitative survey. Globally, young people are trying to keep up with modern technology by using modern digital devices.

The funding of AUW and the support of our project advisor Prof. Tiffany Cone were amazing encouragement to organize the project. We are especially grateful to the Summer Project Committee which originally brought up with this awesome opportunity for the students. Many respect and acknowledge goes to each of our summer project members who worked hard with wonderful attention. Thanks to all of the participants who took place in our survey without any hesitation.

## Abstract

The explosive growth of Informative Technology in Myanmar has transformed the lives of teenagers in various ways. In Myanmar, since 2010 technology especially the smart phone reaches to the teenager's daily lives with many different approaches. Technology influences is not depend on different ages, sexes and socioeconomic level in Myanmar. Nowaday, most of the teenagers addict online with the smart phones and excessive amount of their time is occupied by Facebook, Twitter, Viber, Youtube, and video games. Press states, "Young people now spend more time with media than they do in school. They should spend no more than TWO HOURS online per day". However, according to our finding, most of the participants excessively used modern technology as their daily imperative without knowing negative impact of digital devices. Through this research we explored the opinions of adolescents on modern technology and how it impacts their daily practices.

## Introduction

During the past few decades, modern technology has penetrated and has been using widely in Myanmar society. That digital transformation began in 2011 after the military ceded power to a civilian-led government, opening the country to the outside world, according to Fujita. As a result, new technology development has become powerful and significant in many ways within Myanmar youth society. However, this survey undermined the roots of effectiveness and its impacts of modern digital devices among young adults in Myanmar. Controversies about whether modern technology shapes education, health, social behaviors are benefit for youths and adolescents are studied in this research. In this analysis essay, we will describe two major perspectives: the youth awareness of modern informative technology and its impact on education, health, family and social behaviors.

In Myanmar, the advance of technology has been exposing young people to unprecedented the opportunities and the risks. In addition, the youths' behaviors, habits and attitude are shaped by variety of digital devices in modern day. In most places, good impacts of technology are mostly told but in most parts the drawbacks rates are incomprehensible and unseen. According to this survey, smart phone and internet were an integral part of the youth lives for providing an easy way to communicate and creating a source for connecting to the world. As technology capability is easier in communication and entertainment, most of the participants much depend on the digital devices in their daily life.

This study is significant because it could seek the youths and adolescents perceptions on technology development and how it has been shaping their life in various ways. In addition, the participants were taken from Yangon, Aung lan and Hpa-an, which were in three different locations with various socioeconomic status. Moreover, this survey could roughly distribute information of how much level of young people's education, health, social and cultural behaviors have got affected according to their internet consuming time per day in three different regions of Myanmar. Again, this survey basically examined how the screen consuming time differs based on the family acceptance. Some major challenges such as cyber bulling and personal disturbance were also conducted throughout the survey.

As a result of globalization, the adolescents' lives are characterized by modern digital devices also known as modernization. This study will benefit for our country because the advancing of digital devices sucks the users' time without any benefit and motivate them to grow up in a media-rich environment. The findings from this survey are useful to maximize the productive part of modern technology and to minimize the risks of it. Moreover, by participating in this survey, participants could aware the risky behavior based on informative technology, positive and negative impacts of digital devices in particular fields such as educational, health, family and social issues. Besides, none of a research has been done in Myanmar regarding to the

correlation between modern technology and youths. Therefore, this research aims to give basic knowledge for further advance study to improve Myanmar society on the subject of internet technology and youths.

## Literature Review

This review examined the published articles addressed on the modern technology and youths with particular aspects of impact on education, health and social behaviors. The digital technologies form an inextricable part of young people's everyday routine. One could think that the development of modern technology is used to gain knowledge, meet people around the world, sharing cultural idea to understand different society. However, some technology advances cause difficult concentration in classroom, increase unhealthy habits, less family time and disturbance in cultural behaviors.

Generally each individual student has a preferable learning style which can be differ from one another. However, in the age of high informative technology, online education is becoming a popular learning style among Myanmar youth society. Erstat says "Both online education and its traditional counterpart have pros and cons, so it's important for students to understand what to expect before they step foot—or log into—the classroom" Also, the researcher claims that the current generation of learners much emphasize on digital device learning rather than book reading or classroom learning. According to our finding, some adolescents did not like sitting in the classroom to learn, but they prefer flexible internet learning which could provide them fast information with different perspectives. Again, excessive digital devices use and less participating in physical activities can cause physical and mental effects for the users. For instance, youths who spend huge amount of online hours are associated with increase body weight and feel loneliness. Hendrick quoted the researcher's, Catriona Morrison , question in his article which says "What is not clear is what causes what, so the next step is to

ask: Does the Internet make you depressed, or is it the case that depressed people are drawn to the Internet?" In some point, they depressed for seeing their friends' achievements which made them realized their failures.

The consumers of internet and digital devices rate in Myanmar is dramatically increasing day by day which is somehow connecting our culture changes. Furthermore, the using hours increase along with the harm of technology also moving up. The popularity of digital devices increases user's online hours gradually. Most of the youths enjoy being online without any hesitation however sometimes hard to withdraw themselves back from the internet world. According to Amanda Lenhart, 2015, said "Aided by the convenience and constant access provided by mobile devices, especially smart-phones, 92% of teens report going online daily — including 24% who say they go online "almost constantly," Addition: The survey showed that while youths spent a large amount of time on digital technologies, the range of digital technologies they used was rather limited." At the same time, the study in United States from Pew Research Center defined that more than half (56%) of teens are ages between 13 to 17 and they go online several times a day and 12% of them use once a day and 6% of teems reported going online weekly and 2% go online less often. The influences of modern technology and internet have been most significant and it has transformed people lifestyles.

The implementations of such technology may have been done for the best of reasons, however often times they have a negative effect on a particular culture. Mesch had done a research on the impact of technology on youth culture and reveled that "The internet plays an important role in adolescent life as a cultural artifact and a culture in itself." Therefore, foreign culture influences is another factor of the development of internet technology. Moreover, Nip says, "Korean dramas beam into the homes of Cambodians, becoming a hot topic of conversation." Culture diffusion between Myanmar and other countries: dressing, foods were especially interesting among the participants.  Google culture overwhelming on

Myanmar young adults community and they are being applied in daily communication, dresses, hair style, food, and many others. Thus, technology development can shape one's organizational culture positively and negatively.

Family acceptance is in term of encouraging the using internet time, consequences of technology addiction and hard to limit them from utilizing digital devices. Technology speed has been progressively increasing in Myanmar over a few years, making less personal social interaction within family and also outside of the home. Nahla Niana in "From affection to addiction" article states that "If you don't feed the kids technology now, they will feel left out in a peer group. Earlier, children could ask a teacher or visit the library for help with their lessons. Today, they use Google. Of course it is up to the parents to enforce limits," he adds. With a family acceptation, the withdraw back from online is harder and the staying active hours is higher. Through this finding, compared digital devices using hours between the group with family restrictions and the group with free family acceptance was highly different among them. Due to the family acceptance with various perceptions, their children had no limited ambient for being online or online addicted. On the other hand, it is hard to define the internet addiction or technology addiction.

Many researchers did several studies with various methodologies to establish descriptions of how people feel about themselves and their behaviors based on daily internet habits. Acc to the hindu.com "With smart phones (mobile phone ording with built-in internet connectivity) expected to number 651 million by 2019 in India according to networking technology giant Cisco, may be just one of the many problems that the new generation of 'digital natives' will face over the long term." Also, Bullok and Covin conducted a survey and stated that "As technology becomes more pervasive in everyday life, the assessment of technology's presence in relationships and its impact on how humans interact with one another is an

emerging area of study." Though it allowed people to create quick communication within and outside the community, the rate of face to face communication gets decrease significantly.

## Methodology

The study was conducted to evaluate the perception of modern technology and its impact on Myanmar youths and adolescents in July 2016. This study was approved by IRB committee of AUW organization in 2016. The target population ages were between 13 to 20 years with different gender. 200 participants were randomly selected from diverse socioeconomic backgrounds with different education levels. The survey took place in Yangon (Lower Capital), Aung Lan (Central Myanmar) and Hpa-ann (Southern Myanmar). First of all, we went to the respective areas and searched the population according to our criteria. Then we gathered a small group of participant to distribute the general information of this study and received their consent to start the survey.

The questioners consisted of 48 questions, basically about general information on modern technology. Also, there were some questions to identify the youths' understanding of digital devices and its impacts on education, health, social and culture behavior, and their family acceptances. Each question had five choices to grade according to their preference. The questioners were taken from different resources but most of them were created by us. Then, we put them in one piece that could adapt with the environment and culture of Myanmar. Both consent form and the questioners were translated into Myanmar language to get easily understand of the meaning. The questioners were completed by the participants without any compulsion. All the obtained data were analyzed by Microsoft excel and SPSS with a high confidentially. This analysis will be shared to AUW library for future reference.

The limitations of the study were: few of the participants anxious to give information regarding to their personal behaviors. Therefore, slight information bias might be there.

Furthermore, there was no previous source that we can reference and it made us hard to analyze and to bring up a comparison ending.

## Finding/ Presentation of data

The development of modern technology in Myanmar offers positive effects on youths to view the world and it also negatively influence on youths if overused. We found out the advantages and disadvantages of using modern technology among teenagers throughout this survey. This finding was highlighted the different perception of young adults in three different regions of Myanmar. In the survey, the modern technology advances give many positive effects on today Myanmar youths but overused could produce negative consequences.

**Table 1. Teenagers using on digital devices to improve education, health enhancement and maintain social and cultural value**

| Location | Yangon | | Aunglan | | Hpa-an | |
|---|---|---|---|---|---|---|
| Gender | Male | Female | Male | Female | Male | Female |
| Education | 40% | 48% | 50% | 48% | 58% | 48% |
| Health | 60% | 56% | 50% | 48% | 50% | 56% |
| Social | 48% | 50% | 56% | 56% | 62% | 52% |

- Effects on education

Due to the high connection between youths and modern technology, users' health, education, family, social behaviors were effected in some way. In education sector, female user from three different regions had almost similar positive result and Hpa-an male users had the highest beneficial rate.

- Effects on health

In health factor, basically male users had similar positive impact rates in three different regions. However, Hpa-an female users were facing health risks for using modern digital devices.

- Effects on Social behaviors

In the point of social influence, the users had been isolated from the community and were influenced by the foreign culture if they excessively used it. This graph provided evidence that teenagers were also utilizing the digital devices to improve education, health, and to maintain tradition and culture values.

**Graph: 1 Family Acceptance of using modern technology in three regions of Myanmar**
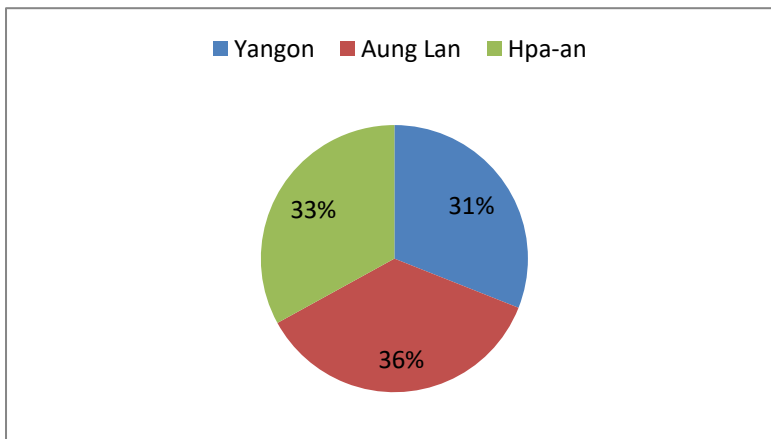


- **Family acceptances on modern digital devices**

According to the survey, Aung Lan had the highest rate of family acceptance (36%) which had huge amount of online using hours compared to Yangon (31%) and Hpa-ann (33%). Although Yangon was an urban city, it only had less family acceptance rate and least online

using hours( graph 1). The family acceptance was importance part of social influence in Myanmar youth society. Some parents did not allow using the digital devices while some parents supporting their children to indicate the use of technology. Basically their parents' knowledge and experiences influenced on their children online hours. The survey found out that the family acceptances always encouraged the youths to become addicted with digital devices. Then it created the users to face with less family time and increased screen hours. Young people with family restrictions on using digital devices had less online hours compared to those whose time online was not managed by the family.

**Table 2: The time use of digital devices and its impacts on family time in Aung Lan**

| Hours | 1 (0 time limit) | 2 (few time limit) | 3 (average time limit) | 4 (often time limit) | 5 (always time limit) |
|---|---|---|---|---|---|
| Time with Family | 15% | 25% | 7% | 28% | 26% |
| Time usage limit | 20% | 17% | 25% | 28% | 11% |

- Comparison of family hours and online hours

As Aung Lan scored highest family acceptances rate, we used it data to compare the relationship between family time and digital device using time among the youths and adolescents. According to the graph, if participants their daily time about 20%, they can give only 15% of their time for family. Same with the lower online hour's users, they gave more time for their family about more than 25% of their daily time rather than spending on digital devices. Time with family increased when they had limitation on online using.

**Table 3: New Technology has positive and negative impacts on education, health and culture in Yangon**

| Yangon | Positive Impact | Negative impact |
|---|---|---|
| Education | 64% | 36% |
| Health | 41% | 59% |
| Social | 50% | 50% |

- Positive and Negative outcomes from modern technology

This graph shows the positive and negative outcomes of the consequences of modern digital devices. The results are shown in percentage regarding to the specific region. We examined the effectiveness of modern technology on Myanmar youths as it had benefits and negatively influences. Education referred to capacity for school learning, language improvement and opportunity,  engagement in classroom activities, creativity and thinking skills. Again, increasingly connected to modern technology is directly related to user's health and wellbeing. In Yangon, there were some significant physical and mental negative Health impacts among young online excessive users.

Moreover, by online exploring, original culture comprising has occurred rapidly around the word. Due to the widely uses of high technology, the foreign culture adaptation were highly found in this survey for example, foreign languages, music, movies, shows, dress and food. According to the, the data indicated participants from Yangon had positively effective on Education and Social. However, although the positive education consequence was high among participants, the health result was followed with less positivity. But in the culturally also avoid from other ideology of social influence from using internet.

**Table 4: Online addicted Rate depended on hours per day in Hpa-an:**

| hours | | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|---|
| 1= 0-1 hr/day<br>2= <2.5 hr/d<br>3= 2.5 hr/d<br>4= > 2.5 hr/d<br>5= >5 hr/d | Male | 32% | 56% | 54% | 68% | 70% |
| | Female | 38% | 50% | 60% | 80% | 60% |

- Online addicted rate in Hpa-an

In Hpa-an, young male users had the highest rate of online using hours compared to female users. We resulted that different sexes had different addiction rates. It was influenced by particular spending time with the modern technology. We defined that the online additional rate was those who used online more than or equal to 5 hours online per day. Most of the time participants did not notice that they were addicted as they were enjoying using modern digital devices with different purposes. According to our survey, female users were more actively addicted on modern technology than male participants.

**Table 5: Foreign influence Social and Culture Effective on Hpa-an's youths:**

| Online using hours | | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|---|
| 1= 0-1 hr/day<br>2= <2.5 hr/d<br>3= 2.5 hr/d<br>4= > 2.5 hr/d<br>5= >5 hr/d | Positive influence | 61% | 60% | 45% | 43% | 23% |
| | Negative influence | 39% | 40% | 55% | 57% | 73% |

- Cultural influences in Hpa-an participants

In this data, Hpa-an' youth had foreign influences to social and culture. According to Hpa-an data, it demonstrated that participants were attracted to foreign culture more and more along with their pleasure on using modern digital devices. As we found that a high rate of using modern devices could affect the traditional and life style on the youth. So, we described that all the digital devices users did not have much idea to use the modern technology beneficially based on their cultural development. According to our survey, the average rate of male users had higher interest on foreign culture than female user.

According to the finding, the male youths were interested to explore about occupations, world inspire people, their ideas and the usefulness of different languages while female users were interesting on various dress up styles and foods. Therefore, the result proved that the male users used the digital devices to improve their skills, and they hold the higher rate of online culture influences. Therefore, the finding shows that most of the higher rate of online user among youth's in Hpa-an was higher interest in foreign cultures especially among male users. Youths were freely liked it the other culture or traditional and how they were controlled the right way to maintain their own traditional.

**Table 6: Correlation of cyber bulling rate with number of hours spent online in Yangon**

| Online using hours | | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|---|
| 1= 0-1 hr/day<br>2= <2.5 hr/d<br>3= 2.5 hr/d<br>4= > 2.5 hr/d<br>5= >5 hr/d | Male who had faced C.B | 13% | 29% | 28% | 35% | 30% |
| | Female who had faced C.B | 10% | 20% | 26% | 23% | 48% |

- Cyber bullying rate among male and female participants in Yangon

People commonly say that both male and female users had experienced online abuses in their life time. Although being online may support positive social engagement, it can also allow cyber-bullying to occur 24 hours a day/ 7 days a week. Cyber-bullying can be carried out via e-mail, texting, instant messaging, social networking sites, and other mobile apps and websites.Due to this reason, we were interested to find out the rate of online harassment in our study. More importantly, this survey suggested that males' and females' experiments of online harassment differ from region to region. This graphs illustrated that the female who used online more than 5 hours per day, had faced with huge amount of online harassment in Yangon. Furthermore, the results proved that female users had increased risk of online bullying when their online hours increased. It can say that there were online abuses based on gender status along with the development of modern technology.

## Results

After collecting the data, we found out that there were some results and suggestion for this study. The results proved that the three different regions participants had various benefits and negative impacts on education, health and social by using new digital devices. The results of this survey showed that technology development was highly useful in education sector although it made some difficulties in class concentration and interrupt school behavior. The study revealed that the most important negative health influences on participants were less physical exercises, depression and loneliness. Result of the finding indicated that the high number of participants said that they interested to learn foreign culture and tried to practice in their daily routine. The hours of internet usage range between 5 and more hours had effect to

the family hours and social interaction for the users. Also, family acceptance was also in terms of increasing user's online activity with various consequences. It is evident that the higher online hour consuming, the higher rate to get risk of online bullying at any time. The survey indicated that female users are more targeted online bullying than the male users among the participants. However, in some points, participants agreed that modern digital devices helped in communication, gaining new knowledge and exploring foreign cultural behaviors.

## Discussion/ Analysis of Data

Today technology has become a platform where young people can gain knowledge, information, and understanding about the world. When we say modern digital devices, we include smart phones, laptops, iPods, ipads, and tablets. Through this quantitative survey , various aspects of the impact of modern technology on the adolescents in Myanmar was studied.

According to the result, 11% of participants from Aung Lan Township were strongly agreed that modern technology was benefit for their education and their future. They accepted that modern technology was helping to learn the new thing and to advance their lives. Other 31% accepted that either learning from internet or learning from a person was good. According to the finding, 19% of participants said they never though that technology could be useful in educational field to gain knowledge. However, 38% did not have any idea about the benefit of modern technology. It showed, only a few adolescent had basic knowledge of the usefulness of modern technology.

Yangon, an urban city of Myanmar, had better opportunity to access with digital devices than other two regions. Only 7.13% of participants were saying that they used it for education purpose and learning a new thing through modern technology. 27.8% of adolescents did not have any idea about digital device that it can be used for their life. Moreover, most of the youths from Yangon knew about the benefit of using digital devices than Aung Lan but just some of them (7.13%) were practically using in their educational needs and for their daily their lives.

On the point of health, most of youths did not realize that spending a lot of time on modern technology and internet could cause physical and mental health problems. According to survey, 37.8% of participants from Yangon and 32% of participants from Aung Lan thought, spending their time on internet and other digital devices did not effect on their health. Only 8.9% of youth from Yangon was strongly support to have limited online hours because they accepted that technology can also cause negative health outcomes. 20.7% of adolescents though that it could consequence only small amount of negative health impact. Other 23.7% of youth somehow agreed that Health problem would relate with using modern technology. 12.6% of participants from Aung Lan knew that modern technology can happened Health problems.  23% was satisfied using modern technology and did not care about health. 29.84% were using balance between modern technology and exercise for their health.

In Yangon, participants were using 58.08% of their time for internet and modern technology. Because of that time usage 58.8% of their health was also affected negatively. In Hpa-an, teenagers were spending 49% of their time on digital devices and their health was showing negative effect about 53.04%. Even though they use less time than Yangon, they were facing health problem as high as Yangon participants. For Aung Lan, it was not the same case 53.38% of participants agreed, their time was gone for digital devices and internet

using. However, negative effect on Health in Aung Lan was lower than other two places. Only 49.7% of adolescents were answering that it was effect negatively even the participants were using modern technology on day time in Aung Lan.

When technology improves, some of foreign culture can also influence in different ways and resulted in various outcomes. According to Yangon's data, 11.7% of participants were saying that they interested in foreign culture than their own culture such as dresses, hair styles and languages. 26.7% of youth said they took care of their own culture proudly. 15.9% of participant said they were flexible to adapt with any other culture. On the other hand, 38% of participants did not think that using digital devices can be influence on own culture and tradition. From Aung Lan's data, 19.5% of participant interested to copy other cultures and 27.9% of participant were interested their own culture. 18% of participants confused to choose their favorable culture as technology developed rapidly in Myanmar.

The study illustrated, the Family acceptances was one of the significant factors which increased the users' time on digital devices. In Aung Lan, 55.2% of users' families were accepted and had idea about using modern digital devices. Therefore, they allowed and supported their sons and daughters to utilize digital devices and hoped to improve their children' future. According to the result of Yangon, 46.36% of participants were answer that their families accepted and did not scold them from using these. Other 53.64% of participants agreed, their parents scold them for using it even they did not ban us from using it. 48.26% of participants from Hpa-an answer that their families agreed them to use modern technology and internet. For more detail, some participants (11.34%) were strongly said that their parents accepted to modern technology in Yangon. 10.44% of participant said their parents were simply accepted and 18.2% of participants were normally and 23.88% of adolescents said that their parents were not willing to agreed but still accept and other 28.8% youth said their parents were strongly against it. As for Aung Lan, 25.82% of participants answered that their

parents were strongly against to use modern technology and internet. Also from the result, it showed, over 16% of participants were strongly accepted so it told that even people from Aung Lan had more accepted modern technology than Yangon.

There had one interesting result that comes out from survey that when teenager were making time limit for using internet and digital devices, it would bring more time to be together with family. 20.08% of participants from Aung Lan said that they never made a limit time to use it so their time for using with family is only 14.92% of participants. 10.445 %of youth were making limit time for using internet and modern technology to give their time to the family and friends.

Therefore, they could manage to use their time about 25.37% daily. In Yangon data it showed the same kind of interesting result.29% of participant from Yangon gave the answer that they were using only 16.41% of adolescents used their time with family and friends because they did not make limit time for using modern technology. 11.94% of youth said that they can spend their time with their families and friends because of making limit time. The result showed that 28.35% of participants can give their time to their families and friends for social interaction. According to the result of survey, 5% of adolescents from Yangon, over 15% from Aung Lan and over 20% of youths from Hpa-an used digital devices average one hour per day. 25% from Yangon, 30% from Aung Lan and 35% from Hpa-an gave the answer that they were using almost 2 hours and 30 minutes per day. Other precipitants from three different regions gave a note that they were spending over 2 hours and 30 minutes per day by using digital devices.

Online users were facing cyber bullying without realizing the risk of cyber bullying such as like threat by using photos that girls post in social media. The result of survey showed that how many people have experiences on these problems and how much did they face.

According to the Yangon's data, cyber bullying rate was increase for female if they were spending their time on digital devices. The rate for male was lower than female even they use the same amount of time like female. As long as they spent more hours on digital devices they were facing cyber bullying more and more. Participants who are using digital devices about one hour, 0.5% of female and 0.67% of male had experiences. When they used about 2 hours and 30 minutes, 1.3% of male were facing with cyber bullying and 1.4% of female had experiences with that. Finally, as long as the online using hours got higher, the risk of cyber bullying rate increased. For example, they spending time get to 5 hours and more per day, the rate of cyber bullying among female increased up to 2.42% and among male it was just for 1.5%.

Most of the adolescents forgot to give family time, communication with friends while they were using internet or digital devices in Yangon and Aung Lan. Some of them made a limit to use digital devices and some were not. The result from Aung Lan clearly showed that 20% of participants said that they never made a time limit when they used modern technology and the result for family time was low. 15% of participant gave the answer that they have try to make limited themselves to give some time to family, give some time to friends. One interesting thing was that between 25% and 30% of participants often could manage to separate time among family and digital devices usage.

**Conclusion**

According to the survey, we can claim that technology development is not only providing benefits but it can also negatively impact on the youths unnoticeably. Many people would argue that the rise of digital technology in Myanmar would lead to an improvement in education, health, and social and culture awareness. However, this survey proves that

technological advances have created a number of negative outcomes for the users. I strongly believe that people should step back and take a look at how often they use technology devices and how often they do person to person communication to create a better enjoyable society. We hope that Myanmar youths will not facilitate the development of technology in every aspect of their lives. Thus, youths should take advantage of modern technology improvement for their development and increase the level of awareness on all positive and negative impacts.

Works cited

Erstad, Will. "Rasmussen College." *Rasmussen College - Regionally Accredited College Online and on Campus*, DISQUS, 18 Aug. 2017, www.rasmussen.edu/student-life/blogs/college-   life/online-vs-traditional-education-answer-never-expected/.


Fujita, Akiko. "How Investors Are Betting on Myanmar Tech." *CNBC*, CNBC, 16 Mar. 2017, www.cnbc.com/2017/03/16/myanmar-technology-tackling-asias-final-tech-frontier.html.


Hendrick, Bill. "Internet Addiction Spins Web of Depression." *WebMD*, WebMD, 4 Feb. 2010, www.webmd.com/depression/news/20100204/internet-addiction-linked-to-depression#1.


Luke Duncan Luke, Duncan. "How Can Technology Reduce Youth Unemployment?" *World Economic Forum*, WEF, 9 Jan. 2015, www.weforum.org/agenda/2015/01/how-can-technology-reduce-youth-unemployment/.


Mesch, Gustavo S. "The Internet And Youth Culture." *Hedgehog Review* 11.1 (2009): 50-60.

*Humanities International Complete*. Web. 28 Oct. 2012.


Nainar, Nahla. "From Affection to Addiction." *The Hindu*, The Hindu, 15 May 2015, www.thehindu.com/sci-tech/technology/gadgets/from-affection-to-addiction/article7210153.ece.


Nip, Amy. "How Korean Culture Stormed the World." *South China Morning Post*, Scmp, 1 Dec.   2012, www.scmp.com/news/asia/article/1094145/how-korean-culture-stormed-world.


Press, Associated. "Kids Should Spend No More than TWO HOURS Online per Day, Warn Doctors - but Will Parents Have Any Hope of Enforcing That Rule?" *Daily Mail Online*, Associated Newspapers, 28 Oct. 2013, www.dailymail.co.uk/femail/article-2478415/Kids-spend-TWO-HOURS-online-day-warn-doctors--parents-hope-enforcing-rule.html.