Chapter 4

Internet Dependency Evaluation

The quantitative findings of the study is discussed in this chapter. Inferences are drawn based on the analysis of the collected data. Diurnal Internet Dependency Scale consisting of 30 questions with 5 point Likert scale rating to look at the level of internet dependency, two multiple questions for determining the factors and devices use for internet access along with three open ended questions were administered. ANOVA test was done within and between the six groups of classifications to see their variation and a *t*-test was also done to look at the difference between the internet use pattern of the digital natives and digital immigrants.

The population of the study is broadly divided into two categories viz. digital natives and digital immigrants, the determining factor as Question 14 and 15 (at Table 4.1.6 xiv – xvii). The modification of the definition of digital natives and digital immigrants in Mizoram is also mentioned in Chapter 2 (2.1.5). Therefore, the following null hypotheses were proposed:

H_0: There is no significant difference in the internet usage between the digital natives and digital immigrants.

H_0: There is no significant difference between the six categories of the internet dependency scale.

4.1 Quantitative analysis

The survey questionnaire analysis can be seen in the following sections. Section 4.1.1 to 4.1.5 shows the percentage analysis of the respondents' gender, age, region, their device for internet access and the factors that effect their internet use. Section 4.1.6 highlights the question-wise percentage interpretation of the respondents' score on the survey questionnaire (Diurnal Internet Dependency Scale (DIDS)). Scales are typically used to measure complex variables such as attitude, gratification etc. that cannot be easily measured with a single indicator measurement and over the years, several scaling techniques have been developed (Wimmer & Dominick, 2011).

4.1.1 Gender

Table 4.1.1 Gender of the respondents

Gender	Frequency	Percent
Male	272	45.3
Female	328	54.7
Total	600	100

From the total sample size of 600, 45.3% are male and 54.7% are female (Table 4.1.1). One of the reasons for higher number of female participants could be easier accessibility of institutions having female students and staffs as most of the research assistants in all the districts are female. This questionnaire aimed to look at male and female only in terms of gender.

4.1.2 Region

As mentioned in Chapter 3, two hundred samples each are collected from the 3 districts but interestingly the distribution of region from the collected questionnaire (Table 4.1.2) shows that more than one third of the respondents are from Lunglei district which could mean that people belonging to Lunglei town have spread out more to other districts for studies and work purpose, especially in the capital district.

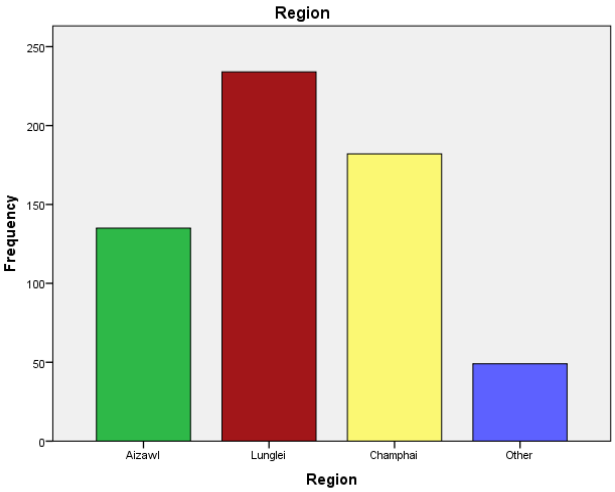

Figure 4.1.2: Region wise population distribution

Table 4.1.2 Population distribution		
Region	**Frequency**	**Percentage**
Aizawl	135	22.5
Lunglei	234	39.0
Champhai	182	30.3
Other	49	8.2
Total	600	100

Even though the universe of this study includes only Aizawl, Lunglei and Champhai districts, some of the respondents also belong to other districts as they constitute 8.2%. This can also be considered as an addition to the representativeness of the collected sample. Surprisingly, the capital district (Aizawl) has the lowest number of respondents even though its population constitutes of 36.5% of the total Mizoram population. The main reason for this can be the increasing temporary internal migration to the capital city due to job and education. The increase in the unequal development in the state and the concentration of development only in the city draws more attention for the rural people to migrate in Aizawl. Lalnunpuii (2019) also wrote that there is an increasing number of movement from rural to urban area in search

of job opportunities as there is scarcity of regular employment opportunities in rural areas which results in urban population explosion.

4.1.3 Age

Age is the most important demographic factor in this study as the study group are broadly classified into digital natives (those born after the internet) and digital immigrants (those who are born before the internet exists). The youngest respondent is/are 13 years old where the oldest is 71 years old. There is no restriction regarding age in this study as the target groups are broadly divided into Digital Natives and Digital Immigrants yet children below 12 years old are not encouraged to respond. The mean age of the respondents is 21.66, median is 19 and the age with the highest frequency (mode) is 16, the frequency of which is 96 comprising 16% of the total sample size 600. The number of respondents falling under various age group are as follows:

10 – 20 years = 348

21 – 30 years =189

31 – 40 years = 38

41 – 50 years = 16

51 – 60 years = 8

61 – 70 years = 1

The following two tables contain some factors determining the various aspects of the respondents' internet use.

4.1.4 Device used by the respondents for internet access

Table 4.1.4: Device for accessing internet

Options	Frequency	Percent
Nonresponse	6	1
Mobile Phone	547	91.2
Computer	7	1.2
Laptop	5	0.8
Tablet/iPad	4	0.7
All of the above	31	5.2
Total	600	100

Table 4.1.4 shows the devices used by the respondent for internet access where 91.2% of them use internet through ***mobile phones***. Very few of them use other devices and also only 5.2% are using all the devices. Here we can see that doing a study on mobile phone (or smartphone rather) amongst the respondents will likely be equivalent to studying internet use among the respondents.

4.1.5 Internet use factors

Table 4.1.5
Factors affecting internet use

Options	Frequency	Percent
Nonresponse	8	1.3
Friends/Peers	112	18.7
Easy access/affordability	125	20.8
To escape from problems	34	5.7
Work/Education	91	15.2
Entertainment	230	38.3
Total	600	100

Regarding the factors affecting internet use, Table 4.1.5 shows that *entertainment* becomes the main reason which is chosen by 38.3% of the respondents, *easy access* came second, opted by one-fifth (20.8%), *friends/peers* came third opted by 18.7% and 15.2% of the respondents use internet due to *work/education* while 5.7% use mainly to *escape from problems*.

4.1.6 Question-wise interpretation

The following tables 4.1.1(i) to 4.1.6(xxxii) show the question wise response of all the items in the questionnaire. Each of the table heading depicts the sum of the total score obtained by that particular item/option from all the 600 respondents.

Table 4.1.6(i)
Q1. I start using the internet right from the moment I wake up in the morning.
Total Score: 2024

Options	**Frequency**	**Percent**
Nonresponse	1	0.2

Never	37	6.2
Rarely	76	12.7
Occasionally	208	34.7
Frequently	179	29.8
Always	99	16.5
Total	600	100

More than one-third (34.7%) of the respondents said that they ***occasionally*** use internet right from the moment they wake up in the morning (as in Fig. 4.1.7(i). With another one-third (29.8%) opting for ***frequently*** and ***always*** by one-sixth (16.5%) of the respondents, we can say that majority of them use internet right from the time the wake up, i.e. the first thing that occupies their mind when they are awake is the internet or its content.

Table 4.1.6(ii) **Q2 The last thing I do before I sleep at night requires internet connection.** **Total Score: 2152**		
Options	**Frequency**	**Percent**
Never	65	10.8
Rarely	60	10.0
Occasionally	117	19.5
Frequently	174	29.0
Always	184	30.7
Total	600	100

As in Table 4.1.6(ii), one-third (30.7%) of the respondents ***always*** engage in activities that requires internet before they sleep and at the same time, another one-third (29%) ***frequently*** do the same while some other one-fifth (19.5%) ***occasionally*** requires internet before they sleep. From this response along with the previous one, we can see that the internet becomes an integral part of the respondents life as the first and last thing they do in a day involves the internet.

Table 4.1.6(iii) **Q3 My screen time can take up to more than 10 hours in one day** **Total Score: 1496**		
Options	**Frequency**	**Percent**

Nonresponse	1	0.2
Never	149	24.8
Rarely	168	28.0
Occasionally	158	26.3
Frequently	83	13.8
Always	41	6.8
Total	600	100

Even though we say that the internet becomes an integral part of the respondents' life in terms of their first and last activity in a day, the third question looks at their screen time (see Table 4.1.6(iii)) – the amount of time spent on digital devices which vary from person to person. An assumption was made that users spend around 10 hours on their screen in one day. Almost one-third (28%) of the respondents said that their screen time ***rarely*** takes upto 10 hours in one day, around one-fourth (26.3%) responded ***occasionally*** and another one-fourth (24.8%) said ***never***. This shows that most of the respondents still have a control regarding their screen time. In this study, by screen time we consider mainly the time spent on smartphones by the respondents.

Table 4.1.6(iv)
Q4 I keep checking my phone almost every minute
Total Score: 1555

Options	Frequency	Percent
Nonresponse	1	0.2
Never	148	24.7
Rarely	130	21.7
Occasionally	176	29.3
Frequently	106	17.7
Always	39	6.5
Total	600	100

This question (in Table 4.1.6(iv)) deals with the frequency of the respondents' smartphone engagement. When it comes to checking their phone "almost every minute", almost one-third (29.3%) of the respondents responded ***occasionally*** while another 24% opted for ***never*** and another one-fifth (21.7%) of the respondents said ***rarely.*** The respondents do not seem to find themselves checking their phones almost every minute since only less than one-fifth of the

respondents responded with “always” and “frequently”. Since this is a self evaluation parameter, the finding might be different if the respondents are asked to evaluate others and not their own usage.

Table 4.1.6(v) **Q5 I tend to switch focus during work/studies when there is internet access** **Total Score: 1944**		
Options	**Frequency**	**Percent**
Nonresponse	4	0.7
Never	56	9.3
Rarely	84	14.0
Occasionally	215	35.8
Frequently	130	21.7
Always	111	18.5
Total	600	100

The attention (or concentration) of the respondents seems to be greatly distracted by the presence of the internet (shown in Table 4.1.6(v)) as more than one-third (35.8%) of the respondents responded ***occasionally***, ***frequently*** by one-fifth (21.7%) and another nearly one-fifth (18.5%) opted for ***always***. When asked an open-ended question at the end, many of the respondents mentioned that the main problem they faced due to internet is waste of time or being unproductive in studies and work. It is evident from this response that the very existence of the internet, without getting into its pros and cons, is a distraction in itself without needing any further justification.

Table 4.1.6(vi) **Q6 I get enlivened when I go online** **Total Score: 1925**		
Options	**Frequency**	**Percent**
Nonresponse	1	0.2
Never	24	4.0
Rarely	83	13.8
Occasionally	304	50.7
Frequently	117	19.5
Always	71	11.8
Total	600	100

The internet also bring excitement to the users as half (50.7%) of the respondents (shown in Table 4.1.6(vi) responded ***occasionally*** when it comes to getting enlivened by getting immersed in online or virtual world. Almost one-fifth (19.5%) said ***frequently*** and in the meantime another 13.8% also opted ***rarely.*** Many users often run to the internet to escape from reality as they have the privilege of exploring another version of themselves while interacting with either a fictional or non-fictional character on social media.

Table 4.1.6(vii)
Q7 Internet boosts my self-esteem
Total Score: 1635

Options	Frequency	Percent
Nonresponse	1	0.2
Never	83	13.8
Rarely	160	26.7
Occasionally	234	39.0
Frequently	80	13.3
Always	42	7.0
Total	600	100

Table 4.1.6(vii) shows that there is a correlation between internet usage and self-esteem as almost 40% of the respondents responded ***occasionally*** to **"**internet boosts my self esteem", where more than one-fourth said ***rarely***, 13.3% responded ***frequently*** while another 13.8% opted ***never.*** As Erikson's Identity Development Theory states that identity issues can be studied in a way individuals try to resolve it by offering to their peers in a new model of resolution expressed through art or deeds using channels like personal journal, letters and various types of self- representations, the internet gives users one of the best channels to present or represent one's best (or desired) self.

Table 4.1.6(viii)
Q8 Internet makes my life more comfortable
Total Score: 2086

Options	Frequency	Percent
Never	28	4.7
Rarely	71	11.8
Occasionally	219	36.5

Frequently	151	25.2
Always	131	21.8
Total	600	100

Since the internet provides numerous platforms to experience various version of oneself and also exposure to the many dimensions of the world, it is believed to make life more comfortable ***occasionally*** by more than one-third (36.5%) of the respondents (in Table 4.1.6(viii)) while one-fourth (25.2%) of them opted ***frequently*** and another one-fifth (21.8&) said ***always.*** The yearn for a 'more comfortable life' in online world can also bring certain problems in terms of family relationship, financial management and also difficulty in gaining gratification without internet connection.

Table 4.1.6(ix)
Q9 I cannot study/work without internet.
Total Score: 1512

Options	Frequency	Percent
Nonresponse	1	0.2
Never	164	27.3
Rarely	151	25.2
Occasionally	147	24.5
Frequently	80	13.3
Always	57	9.5
Total	600	100

Looking at the need for internet in terms of studies and work Table 4.1.6(ix), the reliance on internet by the respondents for their work and studies, (in other words, professional use) is not high as the highest percentage (27.3) i.e. almost one-third of the respondents answered ***never*** to not being able to study/work without the internet. Another one-fourth (25.2%) said ***rarely*** while around 24.4% responded ***occasionally***. More than a necessity, the internet seems to be more of a distraction especially with the students.

Table 4.1.6(x)
Q10 Digital devices increase my productivity in study/work
Total Score: 2274

Options	Frequency	Percent

Nonresponse	1	0.2
Never	28	4.7
Rarely	51	8.5
Occasionally	161	26.8
Frequently	134	22.3
Always	225	37.5
Total	600	100

Despite being a distraction for some respondents, Table 4.1.6(x) shows that internet enabled digital devices greatly increase productivity among the respondents as almost 40% of the respondents opted ***always*** regarding digital devices increasing their productivity in study/work; more than one-fourth (26.8%) responded ***occasionally*** and ***frequently*** by another one-fifth (22.3%). Increasing productivity could also eventually lead to increasing dependency.

Table 4.1.6(xi)
Q11 I am trying to get acquainted with the internet as a part of my life
Total Score: 1808

Options	Frequency	Percent
Nonresponse	1	0.2
Never	81	13.5
Rarely	108	18.0
Occasionally	208	34.7
Frequently	123	20.5
Always	79	13.2
Total	600	100

Some of the respondents are trying to get acquainted with the internet as a part of their life as shown in Fig. 4.1.6(xi), more than one-third (34.5%) of the respondents answered ***occasionally*** and another one-fifth (20.5%) said ***frequently*** but on the other hand, almost one-fifth (18%) responded with ***rarely*** and both ***never*** and ***always*** interestingly have 13% response each. This shows that while more than half of the respondents are making effort to incorporate internet in their lifestyle, around 30% of them are not paying much attention to it.

Table 4.1.6(xii) Q12 I try to adopt the kind of lifestyles/practices I see on the internet Total Score: 1552		
Options	Frequency	Percent
Nonresponse	1	0.2
Never	97	16.2
Rarely	188	31.3
Occasionally	211	35.2
Frequently	69	11.5
Always	34	5.7
Total	600	100

Adopting new lifestyle or in another word, behaviour, is possible through the internet, hence Table 4.1.6(xii) shows that it happens ***occasionally*** with more than one-third (35.2%) of the respondents but also ***rarely*** with about another one-third (31.3%) while it ***never*** happens with around one-sixth (16.2%) of them. Majority of the respondents are passive internet users in terms of lifestyle adoption and are merely consuming the content without adapting them into their daily life.

Table 4.1.6(xiii) **Q13 I believe internet to be a trustworthy source of information** **Total Score: 1613**		
Options	**Frequency**	**Percent**
Nonresponse	8	1.3
Never	76	12.7
Rarely	143	23.8
Occasionally	264	44.0
Frequently	86	14.3
Always	23	3.8
Total	600	100

Table 4.1.6(xiii) shows that almost half (44%) of the respondents opted ***occasionally*** when it comes to believing the internet as a trustworthy source of information, more than one-fourth (23.8%) said ***rarely***, another 14.3% responded ***frequently*** while 12.7% opted ***never.*** The

respondents do not seem to trust the internet enough as only a few (3.8%) responded with ***always.***

The following questions, 14 and 15, have two options (a) and (b) ((a) – for digital immigrants and (b) – for digital natives) where the respondents have to choose only one among these. This is designed to see how many of the respondents belong to the category of digital natives and digital immigrants. Since clear instruction was not given regarding the age limit or categorisation of the two groups in the distributed questionnaire, there may be inconsistency in the response as the respondents' subjective perception of them being born before or after the internet's existence will be reflected in these two statements.

Table 4.1.6(xiv)
Q14a I was born before the internet exists so I find it difficult to cope up with it
Total Score: 459

Options	Frequency	Percent
Nonresponse	392	65.3
Never	81	13.5
Rarely	51	8.5
Occasionally	42	7.0
Frequently	20	3.3
Always	14	2.3
Total	600	100

Table 4.1.6(xiv) indicates whether the digital immigrants among the respondents have difficulty in coping up with the internet as it becomes a big part of everyday life. Almost two-third (65.3%) of the respondents left this question which means that they consider themselves to be digital natives (i.e. born after the internet exists). The total respondents then become 208 for this question. Among those 208 who opted for 14(a) 38.9% responded ***never***, 24.5% said ***rarely*** and another 20% responded ***occasionally.*** This shows that the digital immigrants do not have much difficulty in coping up with the lifestyle brought by the internet.

Fig. 4.1.6(xv)
Q14b I was born after the internet exists yet I'm not very familiar with it
Total Score: 1020

Options	Frequency	Percent
Nonresponse	208	34.7
Never	110	18.3
Rarely	82	13.7
Occasionally	125	20.8
Frequently	40	6.7
Always	35	5.8
Total	600	100

Table 4.1.6(xv) shows response by those who consider themselves as digital natives, out of 600, 208 (34.7%) respondents left this option considering themselves as digital immigrants which also means that there are more digital natives among the respondents. Of the total 392, almost one-third (31.8%) responded ***occasionally*** to not being familiar with the internet even though they were born after the internet exist while one-fourth (28%) said ***never*** and one-fifth (20.9%) responded with ***rarely***. This shows that the digital natives are quite familiar with the internet as they grow up with it.

Table 4.1.6(xvi)
Q15a I was born before the internet, yet I have no problem living with it
Total Score: 781

Options	Frequency	Percent
Nonresponse	400	66.7
Never	14	2.3
Rarely	13	2.2
Occasionally	34	5.7
Frequently	56	9.3
Always	83	13.8
Total	600	100

In Table 4.1.6(xvi), out of the total 600, 400 did not respond to this option, leaving the rest 200 to be the digital immigrants among them. Out of these 200 respondents, 41.5% responded with ***always*** to not having problem living with the internet in spite of being born after its existence, 28% said ***frequently*** and 17% responded ***occasionally***. Here we can see that the majority of the digital immigrants do not have problem with the existence of the internet.

Table 4.1.6(xvii) Q15b I was born after the internet, so it is an important part of my life Total Score: 1436		
Options	**Frequency**	**Percent**
Nonresponse	191	31.8
Never	18	3.0
Rarely	44	7.3
Occasionally	145	24.2
Frequently	115	19.2
Always	87	14.5
Total	600	100

This option is left by 191 respondents as shown in Table 4.1.6(xvii), where the number of digital native respondents become 409. Out of these 409, 35.4% ***occasionally*** consider internet to be an important part of their life, 28% responded frequently and for another 21.2% respondents, internet becomes an important part of their life "***always"*** as they were born after its existence. Even though few of the respondents (10%) answered ***rarely*** and another 4.4% said ***never***, we can say from this finding that the internet has become an integral part of the digital natives of Mizoram.

Considering the responses in 14 (a) and (b) and 15 (a) and (b) as the determining factor, the number of digital natives is taken as 391 and the number of immigrants is 209. This distribution will be used for further analysis as well.

Table 4.1.6(xviii) Q16 Use of the internet shapes the way I see people around me. Total Score: 1640		
Options	**Frequency**	**Percent**
Nonresponse	5	0.8
Never	105	17.5
Rarely	133	22.2
Occasionally	209	34.8
Frequently	98	16.3
Always	50	8.3
Total	600	100

How the internet shapes the respondents' perception about people is shown in Table 4.1.6(xviii) where more than one-third (34.8%) of the respondents believe that the internet shapes the way they see people around them ***occasionally*** while more than one-fifth (22.2%) contrastingly responded ***rarely*** and another 17.5% ***never*** believe the internet shapes their perception about people. Even though some of the respondents (16.3%) said ***frequently*** and ***always*** by a few (8.3%) respondents, this shows that the internet does not have much effect on the way the respondents look at the people around them.

Table 4.1.6(xix)
Q17 Use of the internet influences the way I behave with my friends and family
Total Score: 1608

Options	Frequency	Percent
Nonresponse	2	0.3
Never	114	19.0
Rarely	151	25.2
Occasionally	195	32.5
Frequently	83	13.8
Always	55	9.2
Total	600	100

Table 4.1.6(xix) shows that internet use brings change to almost one-third (32.5%) of the respondents ***occasionally,*** while it ***rarely*** influences the behaviour of one-fourth (25.2%) and ***never*** alters the way 19% of the respondents behave with their friends and family. Only a few (9.2%) believe that the internet change their behaviour ***always*** and 13.8% said ***frequently.*** The respondents' behaviour among their family and friends is not necessarily changed by the use of internet.

Table 4.1.6(xx)
Q18 I believe the internet brings changes to the culture I live in.
Total Score: 2166

Options	Frequency	Percent
Nonresponse	2	0.3
Never	49	8.2
Rarely	55	9.2
Occasionally	148	24.7

Frequently	169	28.2
Always	177	29.5
Total	600	100

Coming to internet and culture, in Table 4.1.6(xx) we can see that almost one-third (29.5%) of the respondents believe the internet ***always*** brings change to their culture, while 29.5% said it does bring change ***frequently*** and another 24.7% responded with ***occasionally.*** Another few (8.2%) respondents said the internet never brings change to the culture they live in, and also 9.2% opined that it rarely bring change in their culture. This shows that the internet has brought significant change in the culture of the respondents.

Table 4.1.6(xxi)
Q19 I communicate differently in online and offline mode
Total Score: 1982

Options	Frequency	Percent
Nonresponse	1	0.2
Never	86	14.3
Rarely	76	12.7
Occasionally	165	27.5
Frequently	111	18.5
Always	161	26.8
Total	600	100

There is a big difference in the respondents' online and offline mode of communication as Table 4.1.6(xxi) shows that more than one-fourth (27.5%) of them responded ***occasionally***; it happens ***always*** for one-fourth (26.8%) and ***frequently*** for another 18.5% while some (14.3%) of the respondents ***never*** communicate differently along with those 12.7% who opined that it ***rarely*** happens for them.

Table 4.1.6(xxii)
Q20 I prefer online friendship to offline one
Total Score: 1335

Options	Frequency	Percent
Nonresponse	7	1.2
Never	243	40.5

Rarely	119	19.8
Occasionally	123	20.5
Frequently	55	9.2
Always	53	8.8
Total	600	100

Even though online world provides a safe refuge to escape from reality for the respondents, almost half (40.5%) of the respondents ***never*** prefer online friendship to offline one as shown in Table 4.1.6(xxii), one-fourth (19.8%) of them responded ***rarely*** and ***occasionally*** by another 20.5%. Yet a few (9.2%) do prefer online friendship to offline friendship ***frequently*** and also 8.8% ***always*** do. Just as the respondents do not believe the internet to be a trustworthy source of information in Table 4.1.6(xviii), we can see here also that most of the respondents do not prefer online friendship to an offline one.

Table 4.1.6(xxiii)
Q21 Excessive use of the internet deters my important works
Total Score: 1699

Options	Frequency	Percent
Nonresponse	1	0.2
Never	95	15.8
Rarely	133	22.2
Occasionally	204	34.0
Frequently	109	18.2
Always	58	9.7
Total	600	100

We have seen in Table 4.1.6(ix) that internet can be a distraction for the users, yet Table 4.1.4(xxiii) also highlight that the respondents somehow still have control over their usage to not let the internet deter their important work. Internet use ***occasionally*** disturbs one-third (34%) of the respondents' important work while more than one-fourth (22.2%) responded ***rarely***, ***frequently*** for nearly one-fifth (18.2%) while it never disturbs another one-sixth (15.8%) of the respondents.

Table 4.1.6(xxiv) Q22 Absence of the internet makes me restless. Total Score: 1765		
Options	**Frequency**	**Percent**
Nonresponse	3	0.5
Never	76	12.7
Rarely	120	20.0
Occasionally	220	36.7
Frequently	116	19.3
Always	65	10.8
Total	600	100

The respondents were a little apprehensive about the absence of the internet as Table 4.1.6(xxiv) shows that its absence makes more than one-third (36.7%) of the respondents restless ***occasionally*** but ***rarely*** for one-fifth (20%) yet another 19.3% said ***frequently***. While it ***never*** makes 12.7% of the respondents restless, another one-tenth (10%) consider internet's absence to make them ***always*** restless. Not all, but more than half of the respondents get anxious when they lost internet connection even if they are not engaging with it, they want it to be available at any moment.

Table 4.1.6(xxv) Q23 Exposure to internet degrades my self-esteem. Total Score: 1584		
Options	**Frequency**	**Percent**
Nonresponse	5	0.8
Never	109	18.2
Rarely	163	27.2
Occasionally	191	31.8
Frequently	84	14.0
Always	48	8.0
Total	600	100

Internet exposure does not seem to have much impact on the self-esteem of majority of the respondents as shown in Table 4.1.6(xxiv). Even though the internet ***always*** devalues the self-esteem of a few (8%) respondents and ***frequently*** among 14%, almost one-third (31.8%)

of them responded occasionally while more than one-fourth (27.2%) said rarely and for almost one-fifth (18.2%), the internet ***never*** degrades their self-esteem.

Table 4.1.6(xxv) **Q24 I believe internet is controlling my life more than me controlling it.** **Total Score: 1753**		
Options	**Frequency**	**Percent**
Never	75	12.5
Rarely	152	25.3
Occasionally	195	32.5
Frequently	101	16.8
Always	77	12.8
Total	600	100

Table 4.1.6(xxvi) shows that internet have some control over the respondents' life but not completely where around one-third (32.5%) responded ***occasionally,*** one-sixth (16.8%) believed that internet ***frequently*** has the upper hand and is ***always*** for 12.8%. Around one-fourth (25.3%) believed that internet ***rarely*** have control over their life and for another 12.5%, internet ***never*** overpowers them beyond their control. The respondents still have control over their internet usage even though around 20% believe that they are no longer in control.

Table 4.1.6(xxvii) **Q25 People around me often tell me that I use the internet too much.** **Total Score: 1513**		
Options	**Frequency**	**Percent**
Nonresponse	1	0.2
Never	152	25.3
Rarely	163	27.2
Occasionally	152	25.3
Frequently	81	13.5
Always	51	8.5
Total	600	100

Words of the people around us can also be used for self-evaluation. Table 4.1.6(xxvii) shows the respondents response on their understanding of people's perception about their internet engagement. More than one-fourth (27.2%) of the respondents marked that people around them ***rarely*** tell them that they use the internet too much, one-fourth (25.3%) said ***never*** while it happens ***occasionally*** for another one-fourth (25.3%). On the other hand, a few (8.5) of the respondents responded ***always*** and ***frequently*** by 13.5%. This highlights that the respondents do not believe people around them to comment on their excessive engagement with the internet.

Table 4.1.6(xxviii)
Q26 Digital devices have become an integral part (extension) of me
Total Score: 1936

Options	Frequency	Percent
Never	63	10.5
Rarely	85	14.2
Occasionally	200	33.3
Frequently	157	26.2
Always	95	15.8
Total	600	100

With the increasing need of technical devices, the respondents' interrelation with digital devices is also reflected in Table 4.1.6(xxviii) where one-third (33.3%) of the respondents believed that digital devices have ***occasionally*** become an extension of them, one-fourth (26.2%) said ***frequently*** and ***always*** by another one-sixth (15.8%), digital devices ***rarely*** become an integral part of 14.2% of the respondents' life and are ***never*** a part of 10.5% of them. This shows that there is a high dependence on digital devices among the respondents. *The concept of "Media – the extension of man" by Marshall McLuhan laid the foundation of this option*.

Table 4.1.6(xxix)
Q27 I tend to use the internet more provided that I get the required information that caters to my need.
Total Score: 1988

Options	Frequency	Percent
Never	43	7.2
Rarely	98	16.3

Occasionally	197	32.8
Frequently	152	25.3
Always	110	18.3
Total	600	100

Build on the foundation of Media Dependency Theory, Table 4.1.6(xxix) shows whether the respondents use the internet more or not if they get what they desire. For around one-third (32.8%) of the respondents, it happens ***occasionally***, ***frequently*** for one-fourth (25.3%) and ***always*** for 18.3%. On the other hand, around one-sixth (16.3%) of the respondents ***rarely*** use the internet more even if they get what they want from it and a few (7.2%) said that it ***never*** happens for them. From this figure, we can tell that the respondents tend to use the internet more if they get what they need from it.

Table 4.1.6(xxx)
Q28 I depend on digital devices for every simple task in everyday life.
Total Score: 1874

Options	Frequency	Percent
Never	54	9.0
Rarely	104	17.3
Occasionally	220	36.7
Frequently	158	26.3
Always	64	10.7
Total	600	100

Table 4.1.6(xxx) also highlights the respondents' level of dependency on digital devices where a large portion (36.7%) of the respondents ***occasionally*** depend on digital devices even for a simple task in everyday life, more than one-fourth (26.3%) responded ***frequently*** and ***always*** for 10.7%. On the other hand, 17.3% of the respondents ***rarely*** depend and 9% seems to have ***never*** depend on digital devices for everyday task. This shows that digital dependency among majority of the respondents is high.

Table 4.1.6(xxxi)
Q29 I believe technology is controlling the human society
Total Score: 2325

Options	Frequency	Percent
Nonresponse	2	0.3
Never	11	1.8

Rarely	32	5.3
Occasionally	156	26.0
Frequently	213	35.5
Always	186	31.0
Total	600	100

The respondents opinion on technological determinism can be seen in Table 4.1.6(xxxi) where more than one-third (35.5%) of the respondents responded with ***frequently***, ***always*** by 31% and another one-fourth (26%) saying ***occasionally*** while a few (5.3%) responded ***rarely*** and ***never*** by only 1.8%. Most of the respondents (i.e more than 60%) believe that the internet or technology is controlling the people or the society.

Table 4.1.6(xxxii)
Q30 Technology depends on human as it is the result of human activity.
Total Score: 2570

Options	Frequency	Percent
Nonresponse	2	0.3
Never	14	2.3
Rarely	21	3.5
Occasionally	76	12.7
Frequently	149	24.8
Always	338	56.3
Total	600	100

Even though the previous question, Table 4.1.6(xxxi) reflects the respondents' view on technological determinism, Table 4.1.6(xxxii) also depicts the opinion of the respondents regarding human control over technology. Interestingly, more than half (56.3%) of the respondents believe that it is humans who ***always*** have control over technology as it is the product of their hands; around one-fourth (24.8%) responded ***frequently*** and ***occasionally*** by 12.7%. Only 3.5% responded ***rarely*** and ***never*** by 2.3%. This shows that the respondents believe in human more than technology to be the driving force of society.

4.2 Analysis of Diurnal Internet Dependency (DIDS) Score

This section deals with the analysis of the Diurnal Internet Dependency Scale (DIDS) score. The survey data collected through online and offline questionnaires are entered into SPSS

version 20 and are analysed accordingly. Statistical Package for Social Sciences (SPSS) is a computer software program created by International Business Machines (IBM) and is designed to execute a great variety of statistical procedures where users require certain techniques or know-how to efficiently utilize it (Cronk, 2026). SPSS is a powerful package that has been conventionally popular among the social scientists (Hansen et. al, 1998). The incorporation of SPSS helps social science researchers in conducting complex statistical tests in a more simple and efficient manner. This package also helps researchers in getting simple descriptive as well as complex statistical analyses as it reduces the requirement for rigorous mathematical calculations, providing a suitable means for storing valuable information derived from the collected data (Bala, 2016). As dozens of notable computer software programs are available nowadays, what used to take weeks or months a few decades ago can now be completed in few seconds or minutes, this simplifies the task of statistical analysis for the researchers (Wimmer & Dominick, 2011). The number of all the respondents selected for analysis is 600 and the total score of all the respondents is 54869, the mean value of which is 91.45, median is 91 and mode is also 91 (shown in Table 4.2.1).

Table 4.2.1
Internet Dependency Scale Score Statistic

N	600
Mean	91.45
Median	91.00
Mode	91
Total Score	54869

As per the Diurnal Internet Dependency Scale (DIDS) score, where 50 is the minimum score and 150 is the maximum, the respondents with the lowest scores obtained 50 and the highest scores hit 132. The number of respondents that score between

- 50-60 = 21
- 61-70 = 42
- 71-80 = 81
- 81-90 = 133
- 91-100 = 157

- 101-110 = 91
- 111-120 = 54
- 121-130 = 18
- 131-140 = 3
- 141-150 = 0

The top 5 score in terms of frequency are:

1. 91 by 25 (4.2%) respondents
2. 83 by 22 (3.7%) respondents
3. 90 by 20 (3.3%) respondents
4. 95 by 19 (3.2%) respondents
5. 92 by 18 (3%) respondents

As the DIDS evaluation shows that if the score is:-

- below **50** – the respondent is not **internet dependant**
- between **50 – 100** the respondent is **moderately dependant**
- above **100** – the respondent is **highly dependent** on the internet

The finding of the study shows that the number of respondents falling

- Below 50 = 0
- Between 50 – 100 = 434
- Above 100 = 166

Therefore, 73% of the respondents are **moderately dependent** on the internet and 27% of them are **highly dependent** on the internet. The frequency of DIDS score can be seen in Table 4.2.2.

Table 4.2.2 DIDS Score Frequency

DIDS	Frequency	Percent
51	2	0.3
52	1	0.2
53	3	0.5
54	3	0.5
55	1	0.2
56	1	0.2
57	3	0.5
58	2	0.3

59	2	0.3
60	2	0.3
61	1	0.2
62	1	0.2
63	5	0.8
64	6	1.0
65	4	0.7
66	2	0.3
67	6	1.0
68	4	0.7
69	6	1.0
70	7	1.2
71	6	1.0
72	11	1.8
73	10	1.7
74	9	1.5
75	4	0.7
76	8	1.3
77	11	1.8
78	7	1.2
79	7	1.2
80	8	1.3
81	9	1.5
82	11	1.8
83	22	3.7
84	7	1.2
85	11	1.8
86	9	1.5
87	17	2.8
88	13	2.2
89	14	2.3
90	20	3.3
91	25	4.2
92	18	3.0
93	11	1.8
94	15	2.5
95	19	3.2
96	11	1.8
97	13	2.2
98	12	2.0
99	16	2.7
100	17	2.8
101	7	1.2
102	12	2.0
103	9	1.5
104	6	1.0
105	8	1.3
106	10	1.7

107	11	1.8
108	9	1.5
109	10	1.7
110	9	1.5
111	10	1.7
112	6	1.0
113	5	0.8
114	10	1.7
115	4	0.7
116	1	0.2
117	3	0.5
118	7	1.2
119	4	0.7
120	4	0.7
121	2	0.3
122	3	0.5
123	4	0.7
124	2	0.3
125	2	0.3
126	1	0.2
127	2	0.3
130	2	0.3
131	2	0.3
132	1	0.2
Total	600	100

The questions in DIDS are further classified into six groups, each group consisting of five questions except for the third group where Q14 and Q15 that have optional questions. The groups under this classification of internet use pattern (shown in Table 4.2.3) are Practice, Enhancement, FamiliaritySocialization, Constraints and Dependency.

- **Practice** – contains question related to the users daily use or practice of internet including how often or how intensely the internet is used. The total score of the group is 9171 with a mean opinion score of 3.01.

- **Enhancement** – deals with how the internet enabled users to do better in their work and studies as it also looks at the level of comfort and pleasure they get while using it. The total score of this group is 9432 with 3.14 mean opinion score.

- **Familiarity** – is about the awareness or fluency of the users in terms of internet adoption. This group has optional Questions at 14 and 15 where users can choose either (a) or (b) which will determine whether they are born before or after the

existence of internet. The finding indicated that out of the 600 respondents, 390-400 (65% or more) are digital natives while around 200 are digital immigrants. The total score of this group is 8669 and the mean opinion score is 2.06.

- **Socialization** – looks at the pattern of internet users' online and offline socialization along with how the internet influence their perspective about people and the things around them. The total score of this group is 8731 with a mean opinion score of 2.87.

- **Constraints** – as the term suggests, this group focus on the problems or difficulties caused by the internet among its users. The total score of this group is 8314 where 2.72 is the mean opinion score.

- **Dependency** – this group is backed by theories/concepts such as Media Dependency theory, technological determinism as well social shaping of technology, media – the extension of self and is trying to look at the users' dependency of internet amongst the users based on these theories and concepts. The total score of this group is 10693 and the mean opinion score is 3.54.

Table 4.2.3 Question-wise classification

DIDS Questions	Total Score	Parameters	Parameter-wise Score	Mean Opinion Score
Q1	2024	Practice	9171	3.01
Q2	2152			
Q3	1496			
Q4	1555			
Q5	1944			
Q6	1925	Enhancement	9432	3.14
Q7	1635			
Q8	2086			
Q9	1512			
Q10	2274			
Q11	1808	Familiarity	8669	2.06
Q12	1552			
Q13	1613			
Q14(a)	459			
Q14(b)	1020			
Q15(a)	781			
Q15(b)	1436			
Q16	1640	Socialization	8731	2.87
Q17	1608			
Q18	2166			
Q19	1982			

Q20	1335			
Q21	1699	Constraints	8314	2.72
Q22	1765			
Q23	1584			
Q24	1753			
Q25	1513			
Q26	1936	Dependency	10693	3.54
Q27	1988			
Q28	1874			
Q29	2325			
Q30	2570			

In Table 4.2.3 we can see that among all these groups, the group with Dependency theme has the highest score (10693), followed by Enhancement (9432) and Practice (9171). And among the individual questions, Q30 ***Technology depends on human as it is the result of human activity*** has the highest score (2570). The next is Q29 ***I believe the internet is controlling the human society*** (with 2325 score). Q10 ***Digital devices increase my productivity in study/work*** came third (the score of which is 2274). The fourth is Q18 ***I believe the internet brings changes to the culture I live in*** (with 2166 score) and Q2 ***The last thing I do before I sleep at night requires internet connection*** came 5th (2152). The category wise score of Digital Natives and Digital Immigrants can also be seen in Table 4.2.4.

Table 4.2.4 Category wise score of digital natives and digital immigrants

Categories	Digital Natives	Digital Immigrants
Practice	6031 (16.6%)	3140 (17%)
Enhancement	6147 (17%)	3286 (17.6%)
Familiarity	5570 (15.37%)	3063 (16.4%)
Socialization	5873 (16.2%)	2856 (15.4%)
Constraints	5563 (15.35%)	2651 (14.2%)
Dependency	7072 (19.51%)	3621 (19.4%)

4.3 Statistical Analysis

After preparing the data, the analysis proceeded for quantification or calculations, which is called statistical analysis (Ørmen, 2021). Wimmer & Dominick (2011) also suggested that research methods and statistics should be chosen because of their appropriateness or applicability and not necessarily for their popularity nor because of somebody's suggestion. Data analysis can now be conducted with the widely available statistical analysis packages in

the market (Hansen et. al, 1998). The following section comprises of the further statistical analysis of the respondents' score. The overview – mean, median, mode and standard deviation of the total score of the respondents can be seen in Table 4.3(i).

Table 4.3(i) Overview of the respondents' score		
Statistics	**Age**	**Score**
Mean	21.66	91.45
Median	19.00	91.00
Mode	16	91
Std deviation	7.827	16.227

As the total sample of the study is broadly divided into two groups – digital natives and digital immigrants, table 4.3(ii) shows the frequency, mean, standard deviation and percentage of the two groups.

Table 4.3(ii) Digital Natives & Digital Immigrants Frequency				
Groups	**Frequency**	**Mean**	**Std. deviation**	**Percent**
Digital Native	391	92.69	16.253	65.2
Digital Immigrant	209	89.13	15.960	34.8

The total sample size of the study is 600, out of which 391 are digital natives and 209 are digital immigrants. The mean of the digital natives is 92.69 and digital immigrants is 89.13. The mean of the total score = 91.45, median = 91 and mode = 91 which signifies a perfectly symmetrical frequency distribution as Altinay (2016) wrote that the most crucial characteristic of a unimodal symmetric distribution is when the mean, median and mode are equal or coincide at the centre.

4.3.1 Normality Test

In statistical or econometric analysis, normality test – checking whether population distribution is normal or not is an important aspect (Khatun, 2021). Assumption of distribution, in a more specific term normality test, is still a vital area of an ongoing statistical research in theory and practice (Shapiro & Wilk 1965, 591). In order to draw inference using statistical analysis, a research must fulfil various assumptions made about the data (Yazici & Yolacan 2007, 175). Data are considered to be normal if they are drawn from a population

having a normal distribution and the interpretation of data and inference may unreliable or invalid if the assumption of normality is contravened (Razali 2009). Several statistical tests used in data analysis require suppositions for the results to be valid as the normality assumption demand that the populations from which the samples were taken follow proper normal distribution and the most commonly used tests to assess normality is Kolmogorov-Smirnov and Shapiro-Wilk test (Tsagris & Pandis 2021, 548). Kolmogorov-Smirnov normality test was introduced in 1933 and Shapiro – Wilk Test in 1965 (Yazici & Yolacan, 2007). The null hypothesis tested by the Shapiro-Wilk test is that a sample x1- xn are drawn from a normally distributed population (Kwak & Park, 2019). In Shapiro-Wilk test, the *p* value has to be greater than 0.05 and if the *p*-value is less than 0.05, it means that the data is not normally distributed. The null hypothesis is to be rejected if $\alpha \geq p$-value but when the $\alpha < p$-value, the null hypothesis is not rejected (Kwak & Park, 2019). Normality test must be done to see whether the normality requisite is met or not as long as the statistical analysis method assumes normality (Kwak & Park, 2019). Hence, a normality test is conducted in this research to look at the distribution of sample population in order to further go for ANOVA and Independent Samples *t*-test.

Table 4.3.1 exhibits that data normally distributed. There is also a higher chance of getting lower *p*-value with a bigger sample size. In normality test, the null hypothesis assumed data to be taken from a population that is normally distributed, therefore, when $P > 0.05$, null hypothesis is accepted which shows that data is normally distributed (Mishra et. al, 2019). Table 4.3.1 highlights Shapiro-Wilk test result where $p = 0.071$, and as α is greater than the *p*-value, it shows that it is statistically insignificant, hence the data in this research can be considered to be normally distributed.

Table 4.3.1 Tests of Normality

Shapiro-Wilk		
Statistic	df	**Sig.**
.995	600	**.071**

Figure 4.3.1 also shows that the distribution of the respondents' score is normally distributed.

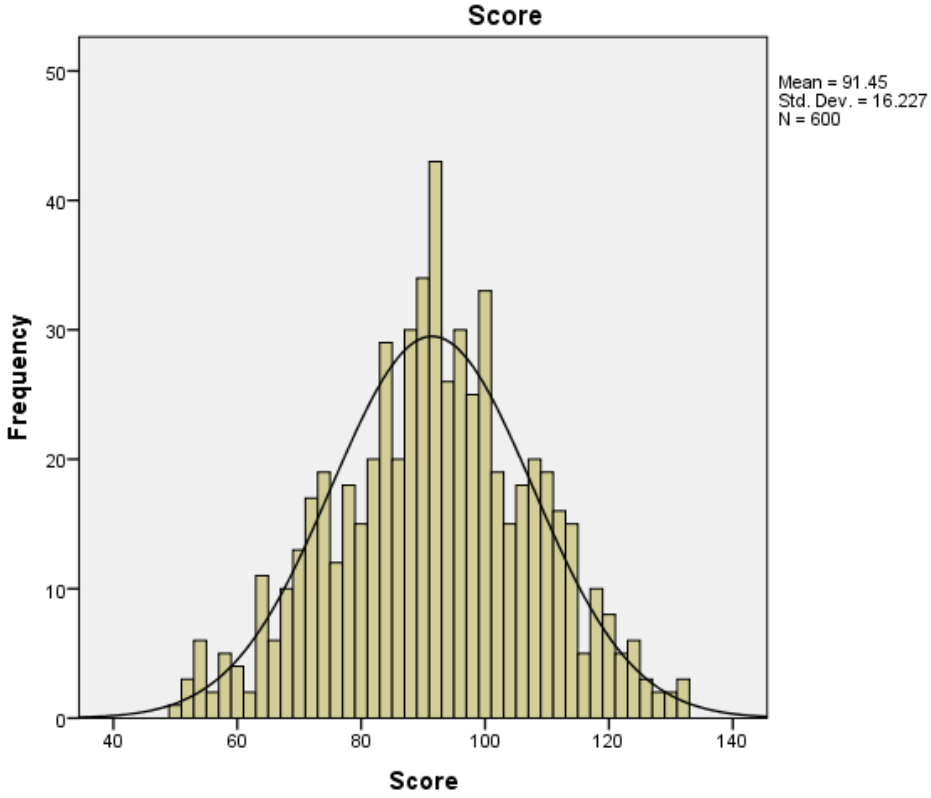

Fig. 4.3.1 Distribution of sample population of the total score

4.3.2 ANOVA Test on the six categories

Considering the classification made in Table 4.2.3, Oneway Analysis of Variance (ANOVA) test was conducted on the classified six groups to see whether the differences among the means of the categories or groups are statistically significant or not. Analysis of variance (ANOVA) an appropriate test for three or more means (Cunningham & Aldrich 2012, 121) is an exceedingly important data analysis method used in exploratory as well as confirmatory work (Gelman 2005, 1). It analyses the average scores and the variation within the scores between three or more groups. It compares means of the samples of groups in order to make inferences about the population mean (Morgan et.al. 2013, 186); the amount of variations between the samples with the amount of variation within each sample (Argyrous 2011, 368). The *p*-value is the possibility of being incorrect when claiming that a significant difference exists; depending on whether the *p*-value is below or above a pre-specified alpha (α) level, usually 0.05 (Greenland and Poole 2013, 62). Less than 0.05 *p* value indicates that there is a statistically significant difference between the variances of the variables, while greater 0.05 *p* value suggests that here is no statistically significant difference between the variance from one group to the other (Knapp 2014, 94). The F value highlights the variation 'between'

sample means or variation 'within' the sample means. The F value is calculated when the variance of the total group is compared with the variances of the individual group (Cunningham & Aldrich 2012, 121). In any statistical test, when *p* is less than our α, we reject the null and the *p*-value of approximately 0.000 suggests that we should confidently reject the null hypothesis (Carver & Nash 2007, 117). Oneway ANOVA test result of the six categories of the Diurnal Internet Dependency scale score can be seen in the following table – 4.3.2.1, 4.3.2.2 and 4.3.2.3.

4.3.2.1 Digital Natives Score ANOVA

Table 4.3.2.1 ONEWAY ANOVA ON CATEGORIES OF DIGITAL NATIVES SCORE

Categories		Sum of Squares	df	Mean Square	F	Sig.
Practice	Between Groups	3796.614	74	51.306	7.065	**.000**
	Within Groups	2294.911	316	7.262		
	Total	6091.524	390			
Enhancement	Between Groups	2396.072	74	32.379	4.871	**.000**
	Within Groups	2100.542	316	6.647		
	Total	4496.614	390			
Familiarity	Between Groups	1955.030	74	26.419	4.861	**.000**
	Within Groups	1717.399	316	5.435		
	Total	3672.430	390			
Socialization	Between Groups	2976.212	74	40.219	4.993	**.000**
	Within Groups	2545.625	316	8.056		
	Total	5521.836	390			
Constraints	Between Groups	4926.987	74	66.581	8.685	**.000**
	Within Groups	2422.655	316	7.667		

	Total	7349.642	390			
Dependency	Between Groups	3123.055	74	42.203	6.563	**.000**
	Within Groups	2031.989	316	6.430		
	Total	5155.043	390			

Table 4.3.2.1 shows the result of oneway ANOVA test within and between the six categories from the score of the Digital Natives specifically.

4.3.2.2 Digital Immigrants Score ANOVA

Table 4.3.2.2 ONEWAY ANOVA ON CATEGORIES OF DIGITAL IMMIGRANTS SCORE

Categories		Sum of Squares	df	Mean Square	F	Sig.
Practice	Between Groups	1878.395	66	28.461	3.754	**.000**
	Within Groups	1076.485	142	7.581		
	Total	2954.880	208			
Enhancement	Between Groups	1932.945	66	29.287	4.655	**.000**
	Within Groups	893.399	142	6.292		
	Total	2826.344	208			
Familiarity	Between Groups	1563.909	66	23.696	4.910	**.000**
	Within Groups	685.288	142	4.826		
	Total	2249.196	208			
Socialization	Between Groups	2031.424	66	30.779	3.784	**.000**
	Within Groups	1155.131	142	8.135		
	Total	3186.555	208			
Constraints	Between Groups	2104.135	66	31.881	3.947	**.000**
	Within Groups	1147.023	142	8.078		
	Total	3251.158	208			
Dependency	Between Groups	2151.678	66	32.601	4.966	**.000**
	Within Groups	932.198	142	6.565		
	Total	3083.876	208			

Table 4.3.2.2 shows the result of Oneway ANOVA test within and between the six categories from the score of the Digital Immigrants specifically.

4.3.2.3 Total score of both digital natives and digital immigrants ANOVA

Table 4.3.2.3 Oneway ANOVA on Categories of the Total Response

Categories		Sum of Squares	df	Mean Square	F	Sig.
Practice	Between Groups	4932.850	80	61.661	7.738	**.000**
	Within Groups	4135.415	519	7.968		
	Total	9068.265	599			
Enhancement	Between Groups	3763.329	80	47.042	6.859	**.000**
	Within Groups	3559.631	519	6.859		
	Total	7322.960	599			
Familiarity	Between Groups	3066.607	80	38.333	6.913	**.000**
	Within Groups	2877.911	519	5.545		
	Total	5944.518	599			
Socialization	Between Groups	4753.617	80	59.420	7.334	**.000**
	Within Groups	4204.981	519	8.102		
	Total	8958.598	599			
Constraints	Between Groups	6806.218	80	85.078	10.425	**.000**
	Within Groups	4235.455	519	8.161		
	Total	11041.673	599			
Dependency	Between Groups	4892.556	80	61.157	9.266	**.000**
	Within Groups	3425.362	519	6.600		
	Total	8317.918	599			

Table 4.3.2.3 shows the result of Oneway ANOVA test result within and between the six categories from the total (overall) score of both the digital natives and digital immigrants altogether. The three tables show that the p values are significant at $\alpha = 0.05$ and as the $p < 0.01$, we can see that there are significant differences between the six categories – Practice, Enhancement, Familiarity, Socialization, Constraints and Dependency among the score of Digital Natives and Digital Immigrants separately as well as within the total score. The above tables reveal that there is a significant difference between groups and within the groups of the six categories of the Diurnal Internet Dependency Scale score among the digital natives and

digital immigrants separately as well as within their total score, therefore, the null hypothesis is rejected.

4.3.3 Independent samples *t*-test on the score of digital natives and digital immigrant

The function of a *t*-test is to compare two group means where the groups are independent of each other, for instance – boys and girls. It is used to assess the difference in the means of a dependent variable between two given groups. Invented by William Sealy Gosset in 1908, the *t*-distribution expected the sample means distribution to be a normal, drawn from a normally distributed population (Kim, 2019). If the result of the pretest (i.e, normality test) is not significant ($\alpha \geq$ p-value), then, *t*-test is conducted to test the hypothesis of equal population means at significance level α but if the null hypothesis is rejected at the preliminary test, the main analysis applies a nonparametric test (Rochon et. al, 2012).

Table 4.3.3 Independent samples *t*-test between the score of digital natives and digital immigrants

t-test for equality of means		t	df	Sig. (2-tailed)	Mean Difference	Std. Error Difference	95% Confidence Interval of the Difference	
							Lower	Upper
Score	Equal variances assumed	2.57	598	0.01	3.56	1.38	0.84	6.28
	Equal variances not assumed	2.59	431.78	0.01	3.56	1.38	0.85	6.26

Table 4.3.3 shows that there is a highly significant difference between the sum of total score between digital natives and digital immigrants with a *p*-value = 0.01. Hence, since the *p*-value is < 0.05, we can consider that the null hypothesis

> ***H₀**: There is no significant difference in the internet usage between the digital natives and digital immigrants.*

is rejected and the alternative hypothesis (below) is accepted.

> ***H₁**: There is a significant difference in the internet usage between the digital natives and digital immigrants.*

Therefore, this study shows that there is a difference in the internet use pattern of the digital natives and the digital immigrants in Mizoram.

4.4 Open-ended findings

Four open-ended questions were added at the end of the questionnaire. The response were summarised as follows:

4.4.1 Reasons for internet use

Many of the respondents mentioned that they use internet due to education or work purpose while some of them use it mostly because of its convenience, ease of use and for a time pass. Communication and socialization were also common reasons along with entertainment and news/information gathering. While the internet is a good place to vent out frustrations and to escape from problems for some users, it is also an ideal space for learning and exploring new things for others as it makes life so much easier and faster. The internet is also a life saver for the respondents who have social anxiety as they as they can communicate comfortably through it.

4.4.2 Changes in the respondents' perspectives brought by the internet.

The internet makes some of the respondents see the world in a more pragmatic and liberal way. Even though some cannot identify any change in their perspective that the internet has brought, a lot of them mentioned that it (internet) has enabled them to see that people and things are not always what they seem, leading them to doubt about people's authenticity and genuineness as they see their true colour. While the internet makes some respondents more understanding, other respondents also think that it makes them more judgemental. Social media portrayal or behaviour of people makes some of the respondents stop admiring (or change opinion about) the people they look up to while some other respondents get to appreciate people more by getting to know them better through social media exposure. Some participants believe that nobody shows their true self on the internet but only a facade, a false perfection as Baudrillard also said that the real is dead and everything is just a representation. The internet makes some of the respondents become more open-minded, giving them a better outlook, become more easy-going, flexible, creative as well as inquisitive. It also encourages users to be bold enough to have their opinion on certain things (even if it does not conform to the opinion of the majority) while respecting others' opinion – giving people the easement of being different from others and to be more open towards multiple worldviews. The internet also brings disappointment to certain people when they compare the condition of the first and

third world countries, seeing the nescience of people in the third world countries open their eyes towards western hegemony.

4.4.3 Problems or constraints caused by the internet.

The most common problem faced by the respondents due to internet engagement is time management issue, including procrastination, laziness, being unproductive, lack of self control and failure to fulfil one's responsibility/task, more than 30% of the respondents mentioned this issue. Another prominent problem is related to health, many of the respondents noted that they have eye problem, headache, sleep deprivation, short-temperedness, mood swing, attention/retention and concentration including mental health issue. The internet also cause problem in family relationship as it decreases physical interaction among family members, this communication gap at home weaken the family bond and that also brings difficulty in offline friendship building. There is a tendency of being not so mentally present at family gatherings. As the saying goes, "Charity begins at home," what is laking or missing at home is difficult to mend outside of it. Each and every 'family' seems to be invaded by the internet's presence which could be more devastating in future if attention is not paid to the importance of maintaining a good family bond. Many students mentioned that their academic performance worsen because of the internet and they receive more rebuke from their parents for the same reason. Other problems mentioned include spending too much money for online shopping, having more enemy, covetousness, vulnerability to offence, unhealthy comparison with others, increasing lustful desires (sexual perversion), becoming forgetful and a degrading self-esteem among many. Identity crisis is caused by excessive use of the internet. For some respondents, more than the internet's presence, its absence creates problem which indicates a high level of dependency; they feel incomplete without the internet.

4.4.4 Changes that the internet brought in Mizo culture.

Majority of the respondents expressed a great concern regarding adoption as well as admiration of Western culture and lifestyle among the Mizos that leads to disdain or negligence towards their own culture. Indigenous festivals have almost been replaced by the hype and vibe of Western festivals. Some of the respondents are afraid of cultural assimilation. Internet is believed to improve the living standard of the people with modernisation which has also led people to live a superficial life such as portraying a larger than life version of oneself. It also promotes research culture as it gives better access to

various resources and materials, helping people to gain perspective from a wider scope of sources. The yearn for easy money and luxurious lifestyle is considered to be increased by the internet. Many of the respondents asserted their aversion towards LGBTQ+ community which they believe have become more audacious as the social media platforms give them the space to raise their voice without restrain. Woke culture is also thought to be promoted by the internet. There is an increasing ungodliness and people no longer have reverence for God and the things about God as they used to; not only that, people are losing manners and etiquettes in online world, consequently, moral value and the practice of respecting elders are also declining. Even as virtual relationship is overtaken by physical relationship, social bond is also debilitated. Digitalization is believed to make traditional practices obsolete, e.g: *Tlangau* (community information system), *Zualko* (the practice of informing the community about death – announcement of death in the locality). The contribution of the youths in voluntary community services and church activities has also greatly declined due to disturbed sleep cycle caused by late night internet surfing. The internet has considerably influenced the fashion, food, behaviour and language of Mizo internet users. Many respondents expressed their concern about the deteriorating knowledge of Mizo language in terms of written as well talk and the practice of *Tlawmngaihna* (a selfless practice of putting others' need before oneself). Public gatherings are now mostly accompanied by smartphone engagement, hence socialization process is also altered by the presence of internet.

4.5 From the lens of Media Dependency Theory

Ball-Rokeach et. al. (1984) conceptualised Media Dependency Theory (or Media System Dependency theory) around six goals, which are – self understanding, social understanding, action orientation, interaction orientation, solitary play and social play. If we look at the findings through this theory, the most relevant goals are solitary play and social play. Majority of the respondents use the internet primarily for pleasure and relaxation (or entertainment) in order to pull out temporarily from work/responsibilities (solitary play) and also for drawing social relationship associated inspiration and shared gratifying experiences among groups (social play). Self understanding and social understanding are also quite pertinent as most of the Mizo internet users are not experts but are yet to discover and themselves through the internet and are also yet to understand the social environment brought forth by the internet. Action orientation goal is applicable among those who regularly seek for the "how" tips and those who purchase things online more often as look for help in

making buying decisions. Interaction orientation goal seems to be the least relevant goal as people are more interested in expressing themselves rather than trying to learn appropriate social behaviour as well as the opinion and behaviour of others.