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DEVELOPMENT AND STANDARDISATION OF MOBILE MANIA SCALE (MMS)

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ABSTRACT

Living in the age of technology and parallel to the rapid development of science and technology, it is seen that technology affects the way of life of society. It has been obtained to know that the age of use of technological products has decreased until the primary school age. In particular, information technology has become an indispensable part of our lives. The best example of information technology is mobile phones. In recent years, mobile phones evolved as smart phones attract people of all ages and make people addicted to mobile phones. The children's addiction to mobile telephones and spending most of their days using them can negatively affect their course success. This addiction to mobile can cause physical discomfort such as burning in the eyes, drowsiness in the eyes, pain in the neck muscles, as well as disruptions in academic achievement, sleep disturbances and disruptions in activities in the social field. Addiction to mobile phone leads to the problem of mobile mania. Addiction to mobile phone leads to the problem of mobile mania. Hence the investigators planned to develop and standardize a scale namely mobile mania scale.

Key words:

Technological products, primary school age, smart phones, mobile telephones.

INTRODUCTION

Living in the age of technology and parallel to the rapid development of science and technology, it is seen that technology affects the way of life of society. It has been observed that the age of use of technological products has decreased until the primary school age. In particular, information technology has become an indispensable part of our lives. The best example of information technology is mobile phones. In recent years, mobile phones evolved as smart phones attract people of all ages and make people addicted to mobile phones. In recent years, the level of dependence has increased with the development of smart phones. People spend most of their time talking and texting via smart phones and accessing the up to date information via their phones.

MOBILE MANIA

The children use mobile phones to chat and follow the outside world, they become dependent on mobile phones. Mobile phones, which are being used to follow the outside world, can cause children to break away from the outside world. The children's addiction to mobile telephones and spending most of their days using them can negatively affect their course success. This addiction to mobile can cause physical discomfort such as burning in the eyes, drowsiness in the eyes, pain in the neck muscles, as well as disruptions in academic achievement, sleep disturbances and disruptions in activities in the social field. Addiction to mobile phone leads to the problem of mobile mania.

NEED AND IMPORTANCE OF THE STUDY

Mobile learning's certainly not merely the conjunction of mobile and learning; it has always implicitly meant mobile e- Learning and its history and development have to be understood as both a continuation of conventional e-Learning and a reaction to this conventional e- Learning and to its perceived inadequacies and limitations. It is the mobile' aspect of mobile learning that makes it stand apart from other types of learning, specifically designing learning experiences that exploit the opportunities that mobility' can offer us. M-Learning focuses on the mobility of the learner, interacting with portable technologies, and learning that reflects a focus on how society and its institutions can accommodate and support an increasingly mobile population. This is because mobile devices have features and functionality for supporting learners. For example, podcasts of lectures can be made available for downloading. Learners are to expect to engage with these learning resources whilst away from the traditional learning spaces. Over the past ten years mobile learning has grown from a minor research interest to a set of significant projects in schools, workplaces, museums, cities and rural areas around the world. The M-

Learning community is still fragmented, with different national perspectives, differences between academia and industry, and between the school, higher education and lifelong learning sectors.

MOBILE MANIA SCALE (MMS)

The Mobile Mania Scale (MMS) constructed by the investigator bears 60 statements from which 14 Positive Statements and 46 Negative Statements Each Statement has been against a 5 point scale. i.e. Strongly Agree, Agree, Undecided, Disagree, Strongly Disagree and having the Weightage of 5,4,3,2, and 1 are given for the Positive Statements and the Scoring is reversed for the (1, 2, 3, 4 and 5) Negative Statements. An Individual Score is sum of all the scores of the 60 items. Therefore one can get maximum score of 300 and a minimum score of 60.

PILOT STUDY OF THE SCALE

To validate this scale a Pilot Study has been conducted with a sample of 100 Higher Secondary Students studying in Tiruvallur region selected through Random sampling technique.

ITEM ANALYSIS

Next step in the Validation of a mobile mania scale after the pilot study is to find out 't' value of each statement which forms the basis for item selection in order to build up the final scale. The Mobile mania Scale scores for all the 100 students were found out and they were arranged in descending of scores from the highest to the lowest. Then 27 % of the subjects (upper group) with the highest total scores and 27 % of the subjects (lower group) with the lowest total scores were sorted out for the purpose of item selection. The upper and lower groups thus selected, formed the criterion groups and each group was made up of 27 Students. Each statement was taken individually and the number of students who responded from “Strongly Agree” to "Strongly disagree" was found out in both the high and the low groups separately. A separate work sheet was prepared for each statement for the calculation of ‘t’ values. The value of ‘t’ is a measure of the extent to which a given statement differentiates between the high and low groups. If the ‘t’value is equal to or greater than 1.75, it indicates that the average response of the high and low groups to a statement differs significantly (Edwards, 1957). As many as 32 statements are having value greater than or equal to 1.75 were chosen in order to form the final scale. The items in the scale were randomized so that the Positive and Negative statements were distributed throughout the Scale.

Table-1
Rank Order of Items in mobile mania Scale based on 't' values

Statement Number	Nature of the Statement	't' Value	ITEM SELECTED
1.	Negative	2.94	Selected
2.	Positive	2.09	Selected
3.	Negative	2.71	Selected
4.	Negative	5.62	Selected
5.	Negative	2.35	Selected
6.	Negative	2.55	Selected
7.	Negative	0.84	Not Selected
8.	Negative	0.98	Not Selected
9.	Negative	3.92	Selected
10.	Negative	3.54	Selected
11.	Negative	1.22	Not Selected
12.	Negative	1.62	Not Selected
13.	Positive	0.69	Not Selected
14.	Negative	1.05	Not Selected
15.	Negative	3.67	Selected
16.	Negative	3.86	Selected
17.	Positive	1.31	Not Selected
18.	Negative	1.42	Not Selected
19.	Positive	1.86	Selected
20.	Positive	0.32	Not Selected
21.	Negative	0.37	Not Selected
22.	Positive	1.66	Not Selected
23.	Positive	0.37	Not Selected
24.	Positive	0.89	Not Selected
25.	Negative	1.03	Not Selected
26.	Negative	1.09	Not Selected
27.	Positive	0.57	Not Selected
28.	Negative	0.09	Not Selected
29.	Negative	0.77	Not Selected
30.	Negative	2.13	Selected

31.	Negative	3.78	Selected
32.	Negative	3.43	Selected
33.	Negative	4.22	Selected
34.	Negative	1.25	Not Selected
35.	Positive	0.55	Not Selected
36.	Negative	4.08	Selected
37.	Positive	1.56	Not Selected
38.	Negative	2.03	Selected
39.	Negative	1.97	Selected
40.	Negative	1.04	Not Selected
41.	Negative	3.89	Selected
42.	Negative	2.99	Selected
43	Negative	3.23	Selected
44.	Positive	0.20	Not Selected
45.	Negative	4.21	Selected
46.	Positive	1.83	Selected
47.	Negative	2.39	Selected
48.	Negative	0.83	Not Selected
49.	Negative	3.95	Selected
50.	Negative	2.67	Selected
51.	Negative	1.71	Not Selected
52.	Negative	3.57	Selected
53.	Negative	0.89	Not Selected
54.	Negative	4.22	Selected
55.	Negative	4.48	Selected
56.	Negative	1.22	Not Selected
57.	Positive	2.29	Selected
58.	Negative	3.87	Selected
59.	Negative	2.24	Selected
60.	Negative	0.95	Not Selected

As many as 32 statements having the highest ‘t’ values have been chosen in order to form the final scale (Table-1).

RELIABILITY AND VALIDITY OF THE SCALE

The Reliability of mobile mania Scale was established by the test - retest method. Reliability of the scale was determined **0.9763** and the Intrinsic Validity was found to be **0.9880**. Thus from the two coefficients, it may inferred that this scale is highly Reliable and Valid.

CONCLUSION

Thus the investigators developed and standardization a Mobile mania scale (MMS) and contributed it to the field of education.

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