



Impact of Media on Society: A Sociological Study

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Introduction:

The media is a fundamental Institution of the society. It plays a very vital role in democracy. It is the voice of democracy against illegal activities. Freedom of media in India is one of the important aspects for the nourishment of Fundamental Rights enshrined in the constitution of India. The media's role in society includes acting as a Watchdog and enhancing the free flow of information to public, therefore media is called the fourth pillar of the state. The Social Media has also become the integral part of human being at present. In today's society, the use of social media has become a necessary daily activity.

Social media is typically used for social interaction and access to news and information, and decision-making. It is a valuable communication tool with others locally and worldwide, as well as to share, creates and spread information. More than 86% of all business has a dedicated social media platform as part of their marketing strategy. Social Media is a big platform not only for promotion or marketing but one can also reach out millions of people and share their views, through social media, every person is aware of what is

happening around them. But like any other theory social media platform have certain disadvantages. On the social site you will get easy to read false and baseless news.

Some people create religious hysteria and hatred, through their thoughts and expression, on social site. Prank videography has become a fashion among teenagers, they have been totally forgotten decency and morality and serving vulgar and obnoxious scene before the viewers, consequently sexual sensuality are taking birth in young children and pushing them into criminal activities. Facebook, YouTube and many other sites are openly disseminating the horrible and offensive scenes on their screen, besides this you can find the advertisement regarding, treatment of incurable diseases, occultism, Magic remedies and many misleading things.

Many people get cheated by coming under pretense. Due to prevalence of social media, online fraud and Cyber-crimes are increasing day by day in society. Hence a strong legislation is required, by which a reasonable restriction could be imposed on social media. Besides this social awareness programs related to social media and its positive as well as negative impact on society, should be organized by NGO's,

Govt. and academic institution from time to time.

Media:

Human beings express their nature by creating and recreating an organization which guides and controls their behavior in many ways. This organization liberates and limits the activities of men, sets up standards for them to follow and maintain. Whatever the imperfections and tyrannies it has exhibited in human history, it is necessary condition of fulfillment of life. This organization which is responsible for fulfillment of life of every individual is called society.

Man in every society has suffered from one or the other problems. Men in modern societies are also experiencing various problems and his behavior gets affected by many things, media is one of them: Media is the plural of the word medium. Media are the vehicles or channels which are used to convey information, entertainment, news, education, or promotional messages are disseminated. Media includes every broadcasting and narrowcasting medium such as television, radio, newspapers, billboards, mails, telephone, fax, internet etc (the main means of mass communication).

The mass media occupy a high proportion of our leisure time: people spend, on average, 25 hours per week watching television, and they also find time for radio, cinema, magazines and newspapers. For children, watching television takes up a similar amount of

time to that spent at school or with family and friends. While school, home and friends are all acknowledged as major socializing influences on children, a huge debate surrounds the possible effects of the mass media and findings both in favor and against effects are controversial. The question of effects is typically raised with an urgency deriving from a public rather than an academic agenda and with a simplicity which is inappropriate to the complexity of the issue (we do not ask of other social influences, what is the effect of parents on children or do schools have an effect which generalizes to the home or do friends have positive or negative effects).

The possibility of media effects is often seen to challenge individual respect and autonomy, as if a prefects view presumes the public to be a gullible mass, cultural dopes, vulnerable to an ideological hypodermic needle, and as if television was being proposed as the sole cause of a range of social behaviors. Such a stereotyped view of research tends to pose an equally stereotyped alternative view of creative and informed viewers making rational choices about what to see. Overview articles often describe a history of progress over the past seventy years of research which alternates between these two extremes -- first we believed in powerful effects, then came the argument for null effects, then the return to strong effects etc. -- a history whose contradictions become apparent when old research is re-read with new eyes. Contemporary media studies

sometimes define itself through its rejection of the language of effects research -- criticizing the laboratory experiment, the logic of causal inference, and psychological reductionism.

Functions Of The Media:

Mass media is a tremendous source of information for individuals as well as society. We know a bit about the role of mass media in a democracy. Let us now see how the media perform their functions to bring about changes.

Mass Media Can Help In Change:

Using mass media, people's attitudes and habits can be changed. For example all of us have mistaken or wrong notions about various diseases like leprosy or HIV/AIDS. Many of us think that by touching people suffering from these diseases we would be infected. You might have heard on radio or watch television programs or read messages which tell us that by touching an HIV/AIDS patient we do not get infected. Similarly, for eradicating polio there are special programs and messages disseminated through the media.

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They inform people about the need for giving polio drops to children and about the day that is declared a „ Polio day.“ Special arrangements are made to give polio drops to as many children as possible on polio day. Change would also mean things for the better. The concept of development of a country is again a matter

of change, when old practices and equipment are changed and new, better and more efficient means are being used. Mass media play an important role in communicating this change. By giving the necessary information, and sometimes skills, the media can help bring about this change. You may ask how media can impart skills. Mass media like television can demonstrate and show how things work. You would have seen on television how a certain dish is cooked using modern kitchen equipment. Mass Media have made the World Smaller and Closer : The speed of media has resulted in bringing people across the world closer. Let us take an example. When you watch a cricket match between India and another country in England, Australia or New Zealand, live on television, you feel you are part of the crowd in that stadium. Events, happy or sad, happening anywhere can be seen live. Sometimes we feel that the entire world is one big family. You might have heard the term “global village”. It means that the whole world is shrinking and becoming a village. Wherever we go to any part of the world, we see the same products such as soft drinks, television, washing machine, refrigerator etc. and the same type of advertisements. Similarly, the world wide web and internet have brought people and countries much closer. Mass Media Promotes Distribution of Goods : Mass media are used by the consumer industry to inform people about their products and services through advertising. Without advertising, the public will not know about various products (ranging from soup to oil,

television sets to cars) and services (banking, insurance, hospitals etc.) which are available in the market as well as their prices. Thus mass media help the industries and consumers Entertainment and informative : Mass media is one of the best means of recreation. Television, radio, internet are the best means of entertainment and extremely informative. Social media keeps us up to date with the happenings around the world.

We can sum up the functions of media as:

1. Media provide news and information required by the people.
2. Media can educate the public.
3. Media helps a democracy function effectively. They inform the public about government policies and programs and how these programs can be useful to them. This helps the people voice their feelings and helps the government to make necessary changes in their policies or programs.
4. Media can entertain people.
5. Media can act as an agent of change in development.
6. Media has brought people of the world closer to each other.
7. Media promote trade and industry through advertisements
8. Media can help the political and democratic processes of a country.
9. Media can bring in positive social changes.

Social Impacts Of Media:

The mass media occupy a high proportion of our leisure time: people spend, on average, 25 hours per week

watching television, and they also find time for radio, cinema, magazines and newspapers. For children, watching television takes up a similar amount of time to that spent at school or with family and friends. While school, home and friends are all acknowledged as major socializing influences on children, a huge debate surrounds the possible effects of the mass media and findings both in favor and against effects are controversial. The question of effects is typically raised with an urgency deriving from a public rather than an academic agenda and with a simplicity which is inappropriate to the complexity of the issue (we do not ask of other social influences, what is the effect of parents on children or do schools have an effect which generalizes to the home or do friends have positive or negative effects?).

The possibility of media effects is often seen to challenge individual respect and autonomy, as if a pro-effects view presumes the public to be a gullible mass, cultural dopes, vulnerable to an ideological hypodermic needle, and as if television was being proposed as the sole cause of a range of social behaviors . Such a stereotyped view of research tends to pose an equally stereotyped alternative view of creative and informed viewers making rational choices about what to see. Overview articles often describe a history of progress over the past seventy years of research which alternates between these two extremes -- first we believed in powerful effects, then came the argument for null effects, then the return to strong

effects etc. -- a history whose contradictions become apparent when old research is reread with new eyes. Contemporary media studies sometimes define itself through its rejection of the language of Impacts of Media on Society... www.ijhssi.org 58 | Page effects research -- criticising the laboratory experiment, the logic of causal inference, and psychological reductionism. This rejection is, I will suggest in this chapter, in part justified and in part overstated Media effects: a matter of change or reinforcement? If by media effects, we mean that exposure to the media changes people's behavior or beliefs, then the first task is to see whether significant correlations exist between levels of exposure and variations in behaviour or beliefs. 'Change' theories -- on which this chapter will focus -- generally presume that the more we watch, the greater the effect. Most research does show such a correlation (Signorelli & Morgan, 1990), albeit a small and not always consistent one. The next question concerns the direction of causality. For example, having shown that those who watch more violent television tend to be more aggressive (Huesmann, 1982), researchers must ask whether more aggressive people choose to watch violent programs (i.e. selective exposure), whether violent programs make viewers aggressive (i.e. media effects), or whether certain social circumstances both make people more aggressive and lead them to watch more violent television (i.e. a common third cause). To resolve this issue, the effects tradition has generally

adopted an experimental approach, arguing that only in controlled experiments can people be randomly assigned to experimental and control conditions, thereby controlling for any other variables in the situation. Only then can causal inferences be drawn concerning any observed correlation between the experimental manipulation (generally media exposure) and resultant behavior. In research on media violence, some researchers offer a bidirectional argument, concluding that there is evidence for both selective viewing and media effects (Huesmann, Lagerspetz, & Eron, 1984). Undoubtedly, many viewers choose selectively to watch violent or stereotyped programs (after all there has always been a market for violent images). However, it does not necessarily follow that there are no effects of viewing such programs or that motivated viewers can successfully undermine any possible effects. Many remain concerned especially for the effects of violent programs on children and so-called vulnerable individuals, irrespective of whether they chose to watch them. However, if by media effects, we mean that the media do not generate specific changes but rather reinforce the status quo, then empirical demonstration of media effects becomes near impossible. It is difficult to know what beliefs people might have espoused but for the media's construction of a normative reality, and difficult to know what role the media plays in the construction of those needs and desires which in turn motivate viewers to engage with the media as they are rather

than as they might be. Nonetheless, arguments that the media support the norm, suppress dissent and undermine resistance, remove issues from the public agenda, are central to theories of ideology (Thompson, 1990), propaganda (Jowett & O'Donnell, 1986) and cultivation (Gerbner, Gross, Morgan, & Signorielli, 1986; Noelle-Neumann, 1974). Similarly, it is extremely difficult to test the argument that the media, in combination with other social forces, bring about gradual social changes over the long term, as part of the social construction of reality. Yet for many, these 'drip drip' effects of the media are likely to exist, for television is 'telling most of the stories to most of the people most of the time' (Gerbner, et al., 1986, p.18). There are, then, difficulties in conducting empirical research on both change and reinforcement conceptions of media effect. As we shall see, the findings of the field are in many ways inconclusive. It has been argued, consequently, that the media effects debate can never be resolved and so research should cease. This raises two related questions. First, can any general conclusions be drawn from effects research to date concerning both the overall balance of findings and promising future directions. Second, if the issue will not go away -- as the history of effects research and public concern throughout this century suggests -- how should the question of effects be reformulated.

Sociological Theories Of Communication:

The sociological approach to communication theory is based on

assumption that there exists a definite relationship between mass communication and social change. Some of the relevant theories which are going to be discussed here are:

Social Learning Theory:

It is one of the most widely used theories in mass communication. According to this theory the media are active but subtle educators in teaching readers, viewers, listeners about the world. An important component of this theory is that it explains how people can learn from observations alone.

Agenda Setting Theory:

The term was coined by Maxwell McCombs and Donald L Shaw in 1972 in the context of election campaign where the politicians seek to convince the voters about the party's most important issues. This theory tries to describe and explain as how stories are selected.

- (a) Packaged and presented- a process known as Gatekeeping,
- (b) By resulting agenda
- (c) How this agenda affects what people think about the relative importance of the issues presented. This theory also "predicts" that of particular news item is presented prominently and frequently by the press, the public will come to believe that it is important.

Play Theory:

In this theory of mass communication William Stephenson counters those who speak of the harmful effects of the mass media by arguing that first and foremost the media serve audiences as play experiences. Even news

papers, says Stephenson are read for pleasure rather than information or enlightenment. He sees media as buffer against conditions which would otherwise be anxiety producing. The media provides “Communication-pleasure”

Uses and Gratification Theory:

This theory has emerged out of the studies which shifted their focus from what media do to the people to what people do with media (Katz, 1959). The uses approach assumes that audiences are active and willingly expose themselves to media and that the most potent of mass media cannot influence an individual who has “no use” for it in the environment in which he lives. The uses of the mass media are dependent on the perception, selectivity, and previously held values, beliefs and interests of the people.

Cultivation Theory:

It was developed by George Gerbner in 1967. It is based on the assumption that mass media have subtle effects on audiences who unknowingly absorb the dominant symbols, images, and messages of media. He calls it “cultivation of dominant image pattern”. According to this theory a long persistent exposure to TV is capable of cultivating common beliefs about the world.

A final theory on the effects of violence in the media has evolved out of more recent studies. It is the Cultivation Theory. Rather than predict that we will turn to or from violence, it looks at how we'll react to the violence. The central assumption of the theory is that in the symbolic world of media, particularly TV,

shapes and maintains audience's conception of the real world. In other words, the media, especially TV, creates fantasy world that is mean spirited and dangerous. It also creates stereotypes of dominant/weak folk in society. For instance, imagine a bank robber who is big and mean. Is your imaginary bank robber of certain race? Are all people that look like this bank robber actually mean bank robbers? or how about this? You are starting to show some signs of age with gray hair and wrinkles around your eyes. If you are guy in the media, that is good. It shows a maturing. If you are woman, that is bad, it just shows that you are getting old and less vital. A male can be dominant and be looked up to.

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www.ijhssi.org 61 | Page A woman who is dominant can be a bitch. All lawyers are crooks. All journalists are seedy (as in "The Front Page"). All media stereotypes! And the media tell us that it is a mean world out there. Driving freeways is unsafe because of drive by shootings and spectacular police car chases. Crime in the neighborhood is rampant if you look at the nightly news. Some people who live vicariously through television feel it is unsafe to leave their home or apartment and become shut-ins.

What type of media is used by youth?

1. Computers
2. Texting
3. Facebook

4. YouTube
5. Smart phones with apps
6. iPod's
7. Television
8. Movies
9. Video games
10. Tweeting
11. My Space
12. Pinterest Use/ Consumption of Social Media
13. 93% of teens are active users of the internet (60- 70% daily)
14. 75% of teens own a cellphone
15. Teens average over 3000 texts per month (100/day)

Text messaging has increased most dramatically, along with media multi-tasking
What Teens do Online

The percentage of Internet users, ages 12-17, who do the following online:

1. 89% send or read email (Chat)
2. 84% go to websites about movies, TV shows, music groups, or sports
3. 81% play online games
4. 76% go online to get news or information about current events
5. 75% send or receive instant messages
6. 57% go online to get information about college
7. 43% buy online merchandise
8. 22% look for information about a health topic that shard to talk about
Teen Social- Networking by the Numbers
9. 51% of teens check their sites more than once a day.

10. 22% of teens check their site more than 10 times a day.
11. 39% of teens have posted something they later regretted.
12. 37% of teens have used sites to make fun of other students.
13. 25% of teens have created a profile with a false identity.
14. 24%of teens have hacked into someone else's social- networking account.
15. 13% of teens have posted nude or seminude pictures or videos of themselves or others, online.

Impact of media types:

1. Induced fear and phobias
2. Media multi- tasking affects attention
3. Reality vs. fantasy
4. Role models

Time use Impacts of Media on Society...

Impact of high exposure on behavior and mental health

- Middle scholars use more media than any other age group (8 hrs, 40 min per day)
- Lower academic achievement, grades
- Lower attachment to school
- Shorter attention spans
- Among youth who report internet harassment victimization and unwanted sexual encounters (sexting), 25% report extreme upset Exposure and violence
- Visiting hate and satanic sites are associated with significantly

elevated odds of violent behavior
perpetration

- Exposure to media violence does not affect all children in the same way
- Gender • Aggressive/ CD youth vs. non
- Physical vs. social aggression
Brain studies
- FMRI studies show exposure to TV violence activates brain regions that regulate emotion, arousal and attention, and episodic memory
- Extensive viewing may lead to a large number of aggressive scripts stored in long- term memory that end up influencing behavior
- Aggressive media viewing= blunting of emotional response and reduced attention with repeated viewing
- Among aggressive youth, media violence exposure may habituate amygdala responses to violent stimuli (lower emotional impact) is exposure to media violence a public health problem?
- Overall, studies do not provide evidence that media violence exposure leads to aggressive behavior

Conclusion:

In this paper we have discussed various positive and negative impacts that

today media has on society. We find that major chunk of youth is using social media networks more than 5 hours a day resulting in decreasing their general health in general and mental health in particular. We also found that media is playing both constructive as well as destructive roles on one hand it has lots of advantages but on the other hand it has lots of disadvantages and at the end its up to the individual and society to decide which ones to use.

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