

People have Become Overly Dependent on Technology

(A) Introduction to People's Over Dependency on Technology

(B) How People have Become Overly Dependent on Technology and Its Consequences

(i) Reliance on AI-Based Chat-Bots May Compromise Decision Making Capabilities

(ii) Investments in Newly Introduced 'Cyber' Businesses Provide Vital Grounds for Hacking

(iii) Dependency on Electronic Warfare Tools Enhances the Error Rates Due to Mal functions

(iv) Using Social Media to Get Updates and News Exposes Public to Misinformation and Victims of Propagandas (A)

(v) Easily Available Online Games for Childrens Posing Threats to Their Cognitive and Physical Abilities (B)

(vi) Making Drivings Comfort By Using Auto-Pilot Cars Endangering Personal and Public Safety

(vii) Introduction of New Regulations in Schools for Technology Oriented Classrooms Compromising Writing skills of Students

(viii) The Entertainments Through Digital Media Providing Opportunities to Political leaders

to Advance Their Agendas

(ix). People's Dependency on Electronic Devices Generated Technological Race over Chip Industry May Bring to the World War

(x). Youngers Losing Sense of Responsibility by Getting Their Assignments Done Through Online Labours

c Conclusion

In the nineteenth century, industrial revolution brought new conditions and challenges that no existing model could cope. Consequently, the people brought very new model: Liberal democracy, dictatorship, capitalism, nationalism, communism etc, to cope newly emerged challenges. They took nearly a century of world wars and bloody revolutions to experience them. Now, at this time, technological revolution can bring

devastating consequences and world cannot bear such wars and revolutions. Technology brings some comfort in people's lives, but at the same time, it has some consequences. People become prone to technologies they now using chat bots to make their decision which some times impose drawback on their decision making. They started investments in newly introduced currencies which are vital for cyber crimes and hacking. Furthermore, their dependency on electronic warfare systems which induce technological based error due to malfunctions, leading to catastrophic impacts on humankind. In addition, they shifted their approach to get knowledge from online sources that are tools of false informations and political motivated propagandas. Now online games which took the place of physical games imposed harm not only on cognitive abilities of childrens but also compromised their health. The over dependency of human kind on technologies leading world towards multi-

faceted problems.

The people reliance on AI-based chatbots compromise their decision making. They are using such technologies like ChatGPT to find the solutions of their daily life problems. Sometimes they use generative AI chatbots to overcome their loneliness. They talk to softwares and discuss what happen to them all the days especially those women who spend all time at home. When they have nothing to do, they start chatting with chat bot. Although, for a while, these chat bots can overcome their desperation of loneliness but in a long run these softwares start dominating their decision making. For instance, according to Washington Post, generative ChatGPT told a boy to kill his parents because they did not allow him to spend all the time on video game. This type of advices, due to overwhelming dependency, compromise childrens as well as youngers abilities to think rationally.

People now have found newly introduced businesses of soft currencies that provide vital grounds for cyber crimes and hacking. The Bitcoins and crypto currencies are prevalent in both developed and developing worlds. These currencies, no doubt, are huge source of income generation as being recognized in countries like America and UAE for transaction purposes. However, as these businesses are taking grounds the chances of frauds and scams are also prevailing. As per World Economic Forum, people lost 3.6 billion dollars in 2024 in the hands of hackers.

Such incidents, consequently, due to overly dependency of people on technologies

Furthermore, the dependency on electronic warfare tools enhances the error rates due to malfunction of devices. Technological revolution has changed the course of wars

with the invention of technologies like drones, and unmanned armed vehicles. Now states use these devices to cause maximum damage with limited loss to operating states. However, these devices maximise the chance of miscalculations and malfunction which sometimes kill unwanted person that are even neutral in the conflicts like civilian. One such example is come from the so-called "War on Terror" when, in 2018, American troops killed people that were attending wedding ceremony in Afghanistan, leading to the lost of more than fifty lives in drone attack. Such incidents, one can blame, are only due to our dependency on technology.

People now using social media more than the mainstream media to get updates and news related to daily life, exposes them to misinformations and political motivated propagandas. National main-

stream media for them has become so-called bait. Thus they shifted their intentions towards social and digital media. Their dependency often provides opportunities to violent non-state actors that spread misinformation to make chaos in the states. In the era of fifth generation warfare, these non-state actors advance their agenda to break the trust between people and state institution. Misinformation and propagandas are in the top five threat of world mentioned in the World Threat Index. Thanks to over-dependency on technology the world is now confronting in the new era of mistrust and hate.

In addition, easily available online games like "PUBG" for childrens posing severe threat to their cognitive abilities and physical activities. Childrens just before two decade ago were indulge in physical games as well as in solving puzzles.

However, with the advent of video games, they do not only away from their social circles like family or friends but also confine them into rooms. These activities reduce their ^{ability} to solve their daily life problems, how to engage with civil society and sometimes lead to desperation and frustration which ultimately impact their physical life. Their growth as well as sleep compromise due to stress they take in video games. Many studies have been proven that the children which are more expose to physical activities are more happy than the children who isolate them in the rooms.

The people should blame the over-dependency on technologies for the causes of such consequences.

Furthermore, making driving comfort by using autopilot cars endangering personal and public safety. The growing demands for such cars show that people

want comfort more than their lives. Although, the world should move towards technological advancements, but these advancements have some negative effects, which ~~no~~ no one can deny. There are many videos on social media that a person is sleeping on the back seat and car is moving on its own behalf. What if these cars are moving through the signal crossing while the other heavy vehicle approaching it by breaking signal. The chance of accident is obvious, because the auto-pilot car will definitely obey rules while the man can save his life by violating that rules. If he were drive car. These are, somehow, the consequences of giving complete confidence to technology.

In addition, introduction of new regulations in schools for technology oriented class rooms, compromising writing skills of students. As time is passing the

schools allow students to leave their books in the home. They are allowed to note their lectures while using laptops or e-notebook. But these devices badly affect students writing skills. The writing is not just an activity but it ^{takes} ~~has~~ multiple things along itself. During writing a person is using his intellect, mental ability and analytical capabilities. All these important things are compromised while using e-notebook or laptops. According to the report of Finnish National Agency for Education almost 70-80% of grade 6 to 12 students are using laptops in their classrooms. These technological oriented classes are modernising but at the cost of intellectual abilities of students.

The entertainments through digital media providing opportunities to political leaders to advance their agendas. The growing trend

of social media platforms like Facebook, WhatsApp, TikTok, X etc as a source of entertainments and joy, shifting traditional way to get happiness to the new one. Now politicians are using these platform to bring rivals on the decision or bargaining table. The TikTok is one such example.

In America, there are 170 million users of the App, almost the population of Bangladesh, the U.S. government gave ultimatum to Chinese owned app either sell it to American based entity or face ban. These 170 million users are the huge source of income to TikTok owner, and this strategic shift in U.S. foreign policy cannot possible without the dependency of users on technology.

People dependency on electronic devices generated technological race over chip industry which may bring to the world war. The

global powers during Cold war were competing for nuclear race and now turned to wards chip race. These chips are essential part of every electronic devices, from home appliance to missiles. The dominating semi-conductor chips means dominating world order. And there is only two powers: China, and United States, and both have their concerns with Taiwan. Because of its sophisticated and cheap chips. Taiwan Chip Manufacturing Industry is the only one, according to Foreign Affairs Journal, that meets 80 percent of global demand. Both U.S. and China are contesting upon its control, leading world to the brink of WWII. Thanks to people dependency on technology.

Lastly, younger also losing sense of responsibility by getting their assignment done through

online labour sources. They pay lower income countries people for preparing their research, assignments, proposal, projects etc. These activities not only undermine their sense of responsibility but also foster the culture of cheating in educational institutions, compromising their skills and talent to get their job done on their own behalf. According to United Kingdom Students Survey, 20 percent of university students in UK do their assignment through paid online sources like Fiverr or Freelancer.com. This percentage is only for UK, let assume the students of other countries. This is all because people overly dependent on Technology.

In a nutshell, over dependency of men on technology leading world

multi-dimensional negative consequences. Childrens has left healthy physical activities and turned themselves into the world of visual games. People now prefer social media to get information and completely sidelined the mainstream media. Which, atleast, does not involve itself in propagandas and fake-news. Furthermore, the culture of using laptops in class rooms for preserving lectures which has compromised students writing skills along with intellectual abilities. These developments of overly orientation of technology show that how excessive use of any thing impacts people lives an society in general and an individual in particular.