A REVIEW STUDY ON MOBILE PHONES VS BASIC AMENITIES IN THE INDIAN URBAN SLUMS DWELLERS

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Abstract:

Needless to say, cell phones are part of our everyday life. But, the more overpowering question, as with every invention in our civilized world, is if there is a downside to our progress, and more specifically what levels of health problems has our use of the cell phone brought to our doorstep? On the surface of harmful cell phone use, is its potential to permanently damage brain cells through cellular phone frequencies. Believe it or not, science does not have a clear consensus on this issue. Instead of sounding a warning bell of despair, let's look at both sides of the argument to uncover the issues surrounding this topic. In this research paper we studied about Basic amenities Vs Cell phones in India half of India's homes have cell phones, but not toilets Census sheds new light on changing nation . These and many other contrasting facts of life have come out in Census 2011. The data on housing, household's amenities and assets cast new light on country in the throes of complex transition where millions have access to state-of art technologies and consumer goods – but a larger number of lacks access to the most rudimentary facilities in the urban slums the Andhra Pradesh urban slums.

Key words: Contrasting, Harmful, Surrounding, Technologies.

I. INTRODUCTION

A low-income and infrastructure-challenged space such as the urban slum is a dynamic and diverse socio technical universe capable of forging technical skills. Second, it is inhabited by an agile and aspiring set of technology users who exert their agency in the adoption/diffusion and maintenance of ICTs. Third, agency from within these contexts (not directed by external agents and agendas) qualifies the needs, requirements and desires to interact with and sustain engagements with ICTs. It is significant that both of these are rooted within the slum's

information ecology. Mudassar achieved the latter through a mix of community-located strategies: Along with setting up the store, he undertook short non-formal apprenticeship with a kin. From his small 10X10 feet store, he now provides repair and maintenance services over the counter. He services his customer base with a motley collection of SIM cards; recharge coupons; branded, spurious, used, recycled, and stolen handsets; batteries; chips; memory cards; and other accessories. The hardware in his store is entirely sourced through his interpersonal networks within Mumbai's rich gray market for ICTs. He also recycles parts and skills: He actively seeks out broken phones, and mines them to service other handsets. He also exchanges skills, sharing or trading- off work based on work pressures. Also critical are person-specific linkages with extra-neighborhood actors like agents of multinational service providers, a sharp sense.

II. OBJECTIVES OF THE STUDY

1. Review on cell phone users in urban India.
2. Assess the Socio-economic conditions of the selected peoples.
3. Trace out the Civic Amenities in the sleeted areas.
4. Suggestions and conclusions.

III. METHODOLOGY

We collect the data from Google scholars for the pin pointed review. And also from various authors' books, PhD published theses in national and international universities. Totally this paper is depending up on reviews papers.

IV. . REVIEWS:

[i]Housing is a basic requirement of human well-being. Along with the requirement of Shelter, other facilities in the micro environment of housing such as type of dwelling unit, Drinking water, sanitation, drainage, etc., constitute housing condition of the people that forms a vital component of their overall quality of life. To assess housing condition of the Households, living facilities available to them, and other related aspects, the National Sample Survey Office (NSSO) has been collecting data on 'Housing Conditions and Other Amenities' Almost since its inception.

[ii]The increasing importance of the web in people's daily life calls for device-independent access to existing web sites. More than two billion people have a mobile phone today, and for many of them, a mobile phone may be the only way to connect to the web. There is an order for full web access on mobile phones, but it faces several challenges and the user experience is often poor. This dissertation has its focus in the area of human-computer interaction and user experience research. The overall goal of the research has been to improve the end user experience when browsing the web with a mobile phone. Previous research has identified that the user's internal state, context, and system affect the user experience, but product development needs a more concrete and

comprehensive list of attributes. To understand the user experience building blocks in the case of mobile browsing, we ran several usability studies with mobile web browsers in both a laboratory and a mobile context. We also conducted 35 contextual inquiry interviews in Finland, United States, Japan, and the United Kingdom. The studies revealed that mobile browsing user experience is affected by the user's state, context, mobile device, browser application, network infrastructure, and web sites. Identifying these characteristics composes the main contribution of this dissertation. The mobile browser development activity at Nokia serves as a case study, in which we have considered the identified attributes and aimed to create a browser that fits well into the mobile context. Our field study results and early feedback from the market have been encouraging, which shows that taking the user experience characteristics into account helps creating positive user experiences. Finally, this dissertation adduces topics for future user experience research by discussing the difference between user experience and experience in general, the effects that pricing has on the user experience, and the role of a user's expectations in evaluating the user experience.

[iii]Use of mobile phones to fulfill communication, media and age-related needs by young people in India and to investigate regional and gender differences. The qualitative analysis of the data showed that young people in both the cities used cell phones for a variety of communication, news and entertainment needs. Additionally they considered cell phones as personal items and used them to store private content, maintain privacy and have private conversations. Further, the analysis showed that they used cell phones to negotiate independence from parents and to maintain friendships and create friendships with members of opposite sex. The quantitative analysis of the data revealed that young people in the two cities used cell phones differently due to the differences in their lifestyles and socio-cultural Factors. Additionally, the study found there were only a few gender differences in the use of cell phones by young people, mainly in the use of cell phones for entertainment purposes, negotiation of independence from parents and in forming friendships with members of opposite sex. Finally the study concluded that young people in India mainly use cell phones for private communication and needs.

[iv] The increasing popularity of smart phones with their embedded sensing capability and the availability of new application distribution channels, such as, the Apple AppStore and the Google Android Market, is giving researchers a unique opportunity to deploy mobile sensing applications at unprecedented scale and collect sensor data way beyond the boundaries of traditional small-scale research Laboratory deployments. This thesis makes a number of contributions to Smartphone sensing by Introducing new sensing models, algorithms, applications, and systems. First, we propose CenceMe, the first large-scale personal and social sensing application for smart phones, which allows users to share their real-time "sensing presence" (i.e., activity and context) with friends using the phone, web, and social network sites (i.e., Face book, MySpace, Twitter). CenceMe exploits the Smartphone's onboard sensors (viz. accelerometer, microphone, GPS, Bluetooth, Wi-Fi, camera) and lightweight, efficient machine learning algorithms on the phone and backend servers to automatically infer people's activity and social context (e.g., having a conversation, in a meeting, at a party). The development, deployment, and evaluation of CenceMe opened up new problems also studied in this dissertation.

Sensing with smart phones presents several technical challenges that need to be surmounted; for Example, the Smartphone's sensing context (i.e., the position of the phone relative to the event being Sensed varies over time) and limited computational resources present important challenges that Limit the inference accuracy using phones. To address these challenges, we propose an "evolve pool- Collaborate" model that allows smart phones to automatically adapt to new environments and Conduct collaborative sensing among co-located phones resulting in increased robustness and classification accuracy of Smartphone sensing in the wild. We call this system, Darwin Phones. The final contribution of this dissertation explores a new mobile sensing application called VibN, Which continuously runs on smart phones allowing users to view live feeds associated with hotspots? in a city; that is, what is going on at different locations, the number of people and demographics, and the context of a particular place. VibN addresses a number of critical problems to the success of Smartphone sensing, such as, running continuous sensing algorithms on resource limited Smart phones, resolving privacy issues, and developing a sensor data validation methodology for Applications released via the app stores (i.e., validating sensor data and identifying patterns without any notion of ground truth evidence). Such a methodology is crucial to the large-scale adoption of Smartphone sensing in the future.

[v]Anthropological study of everyday mobile Internet adoption among teenagers in a low-income urban setting. We use this study to explore how information about everyday ICT use may be relevant for development research, even if it is largely dominated by entertainment uses. To understand how ICT tools are used, we need to study the spaces users inhabit, even if these spaces are dominated by mundane, no instrumental, and entertainment-driven needs. The key here is for ICTD discourse to situate insights from anthropological studies (such as this one) within an understanding of what drives a specie user population to adopt technologies in particular ways. Clearly there is a link between context and use, and understanding this may be invaluable for development research. Adopting a narrow development lens of technology use may miss the actual engagements and ingenious strategies marginal populations use to integrate technologies into their daily lives. [vi]Marginal users of ICTs in urban Indian Slums. We use the term 'marginal' to denote users in resource-poor environments with little or no formal ICT infrastructures or training facility. In particular, we highlight the bounty of contextual socio-economic Mechanisms producing the 'marginal rich user' in the absence of state and donor investments. These unfold to reveal an interesting admixture of supplying to and the demand from the marginal user of ICT devices, Especially the mobile phone and the mobile internet. Deploying two profiles, one of a margin rich mobile phone entrepreneur and the other, a margin rich mobile internet user, we argue marginal users are a category no less than the mainstream user in ambitiously kneading technology to suit desires.

V. SCENARIO OF LACK OF CIVIL AMENITIES IN INDIA:

It house Indian society is overwhelmingly made up of nuclear families. They have ever more access to electricity and gather their information from television, rather than ratio, at the same time, women are forced to rely on traditional smoky fuels to cook, and less than a third of the population have access to treated drinking water.

Total households	Rural	Urban	Total
	167,826,70	78,865,937	246,692,667
One room households	39.4	32.1	37.1
Tap water from treated source	17.9	62	32
Electricity	55.3	92.7	67.2
Latrine facility in house	30.7	81.4	46.9
Of which piped sewage system	2.2	32.7	11.9
Firewood for cocking	62.5	20.1	49.0
LPG cocking	11.4	65.0	28.5
Available ankingservices	54.4	67.8	58.7
T.Vs	33.4	76.7	47.2
Computer(with net)	0.7	8.3	3.1
Computer (without net)	4.4	10.4	6.3
Ph landline or mobile	54.3	82.0	63.2
Ph mobile only	47.9	64.3	53.2
bicycle	46.2	41.9	44.8
Scooter/moped	14.3	35.2	21.0
Car/van/zeep	2.3	9.7	4.7
None of the specified assets	22.9	7.0	17.8
Source: Census of India's House listing and Housing Census Data Highlights -2011.			

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VI. FINDINGS AND CONCLUSIONS

A. HEALTH IMPACTS

There are a number of reported health impacts that result from cell phone intrusion. Here is a summary of results:

1.   With the brain's electro-chemical communications repeatedly zapped by lightning-like cell phone pulses headaches, fatigue, lethargy, nausea, dizziness, depression, arteriosclerosis and even Alzheimer's can result from frequent or prolonged calls on cell phones.

2.   Cell phones can murderously modify moods. In brains and bodies seriously derailed by tiny Imbalances in trace minerals and hormones, depression, suicide, anger, rage and violence can Result when calcium and serotonin levels are disrupted by cell phone transmissions.

3.   there is also a higher incidence of cardiac problems in terms of the timing function in hearts Resulting in more heart attacks and more heart disease

4.   Cell phone emissions may cause an increase in asthma and an increase in asthma-related death rates as well as reduce the effectiveness of anti-asthmatic drugs, and retard recovery from illness.

5.   In addition, the production of histamine, which triggers bronchial spasms, is nearly doubled after Exposure to mobile phone transmissions.

6.   Cell phone radiation may also cause DNA damage, impaired DNA repair, and interfere with cardiac pacemakers.

7.   Electromagnetic radiation across the spectrum increases brain tumors in human populations. Rare tumors on the outside of the brain are more than doubled among cell phone callers - particularly on the right side of the head where phones are usually held.

8.   Studies suggest that cell phone radiation contributes to brain dysfunction, tumors, and potentially to conditions such as autism, attention deficit disorder, neurodegenerative disease, and behavioral and psychological problems.

B.   **HEALTH HAZARDS**:

NECKS AND THUMBS

1.   As our digital devices worm their way into our lives we have even given a name for some of the ailments they produce, for example: "BlackBerry neck". Orthopedists and others who specialize in muscle and joint injuries say there's no question that the surge of handheld technology is leading to a new wave of aches and pains where the neck and upper back seem to be taking the brunt of the pain. It seems that small screens cause us to hold our devices in strange positions that lead to strains and pains in our neck and produce an assortment of back and neck pains that are reminiscent of the ergonomic pains introduced by our laptops. .

2.   Thumbs also take a beating. People who send upward of 100 text messages a day may experience pain in their thumbs and wrists. The thumb muscles, which spread across the back of the hand and into the wrist, aren't used to all that up-and-down motion with the tiny keyboards that are becoming increasingly standard on cell phones. The keys are so small that it just means the thumb muscles have to work harder and the thumbs don't get any rest because they're constantly text messaging. Although our fingers are pretty good with the flexion, but every time we lift them up we use tendons that go over the top and side, and that motion Can cause a tendonitis to occur at the wrist.

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