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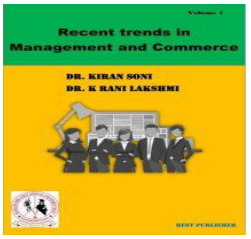


# Analysis of Smart Phone Technology Using IBM SPSS statistics

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## Abstract

Smart Phone Technology Internet browsing, software on smartphone apps, and mobile os there are advanced features including in turn, biometrics, video chat, digital assistants, and capabilities such as support for multiple smartphones offers. The smartphone is with an integrated computer a cellular phone with an operating system, web browsing, and the ability to operate software applications first phones like other unrelated features. Smartphones consumer and business context both can be used by individuals, and they are now every day are almost integral to modern life. Popular applications are multiple clients friends and family on social media there to engage with brands they use smartphones. And social media such as LinkedIn all sites are mobile applications that have, users their download from phone's app store can do this app is smartphone users are private while traveling making it possible to post updates and photos. Smartphone technology is goes, where the user goes, is technology. It is two-way portable communication device, computer devices, and the networking that connects them contains technology. Nowadays, mobile technology is smartphones, tablets, and watches by internet-based devices such as classified. Two-way pagers, notebook computers, mobile phones flip phones, gps-navigation including devices, and more are the latest developments. Communication connecting these devices networks are wireless technologies called they are voice and data and applications mobile applications enable mobile devices to share. SPSS statistics is a data management, advanced analytics, multivariate analytics, business intelligence, and criminal investigation developed by IBM for a statistical software package. A long time, spa inc. Was created by, IBM purchased it in 2009. The brand name for the most recent versions is IBM SPSS statistics. Evaluation parameters: Social and communication, Search engines, Tools and productivity, Casual reading, Sports or other entertainment, Games or music. the Cronbach's Alpha Reliability result. The overall Cronbach's Alpha value for the model is 0. 706 which indicates 70% reliability. From the literature review, the above 71% Cronbach's Alpha value model can be considered for analysis. Cronbach's alpha reliability results. The overall Cronbach's alpha value for the model was 0. 706, indicating 70% reliability. From the literature review, the above 71% Cronbach's Alpha value model can be considered for analysis.

**Keywords:** Social and communication, Casual reading, Sports or other entertainment, SPSS statistics

## Introduction

In the early 1990s, IBM engineer technology in mobile devices getting smaller enough to use realized. 1992 at IBM created by Canova when Englishman" as a prototype properly referred to as a smartphone first commercially available device began and in November of that year at the Comdex computer industry trade show proved. A refined version created by Canova when in 1994, Simon became a personal communicator sold to consumers by BellSouth under the name head to the smartphone screen college of buried students and on university campuses he is found everywhere. Even during classes, on the street, walking in elevators, iPhone, androids, and other similar devices generation of undergraduates are constant companions. However, in these devices what is studied or accomplished the question has not been adequately addressed. This is constant companionship is it a reflection of need, or this whether the devices are otherwise used, technology for this generation this is the difference in usage well documented from what came before [1]. Health approaches are specific to using smartphone technologies. A small number of providers facing, storing, and forward data is saved and viewed later or it can work, this is bisynchronous diagnosis also known as apps, they are retina screening, injury assessment, or for albumin testing smartphones use cameras. Some applications provide real-time feedback provides built-in algorithms run a few articles, insulin the pump is connected to an artificial pancreas continuous glucose monitoring described the methods, which were closed- loop operates on the smartphone platform, or bolus in development calculator applications, which patients to self-titrate the insulin dose allows real-time on smartphones synchronous video-conferencing very few articles describe the use of skills [2]. Mobile technology makes individuals their own how does communication relate to the consumer experience not only do they change their perception, but education is also important. Mobile learning, commonly known as m-learning called, helps in teaching it is a relatively new tool. Smart phones, personal digital assistants, and similar portable devices including small and portable computing devices this is accomplished by using one of the factors contributing to this phenomenon the proliferation of smartphones. Contact management and note-taking in addition to the usual features of features, most smartphones are intuitive functions of a personal computer with an interface are attached. In smartphones, the iPhone has emerged as one of the most popular smartphones [3]. Smartphones are computers with functions are mobile phones it enables users to run software applications and internet or other data allows you to connect to networks. This technology is perfect advantages of size and mobility and apart from the amenities, a traditional using a personal computer like, in some functions on their phone gives users the ability to engage. In 2008, used in the United States only 10% of

cellular phones there were smartphones. By the end of 2011. Some evidence-based treatments, patients to review later the therapist of therapy sessions includes audio recording. Today's digital audio in smartphones and the facility of video recording, portability, and excellent quality are ideal for optional recording sessions. Homework record and date-stamp the review compliant treatment efficiency of applications help confirm. Also, the smartphone calendar and phone apps integrative therapy of interactions improve tracking of appointments, and convenient and instant therapist contact information can be kept for reference [4]. For lifestyle management study slim smart trainer, six one of four interventions per month 68 participants were eligible randomized. Exercise counseling and self-monitoring smartphone intervention, self-monitoring is the only smartphone intervention. Advice or smartphone-only participants than those in groups advice and self-monitoring smartphone weight randomly to technology we assume that they will incur losses. Self-monitoring smartphone technology when improved by, too translatable and high cost less intensive person intervention by the similar results we further hypothesized that can be accomplished [5]. These methods do, however, have significant drawbacks, such as the limited reach of the video system, the poor audio system accuracy, and the inconvenience of the worn sensor system. Recent smartphones come with many helpful sensors, such as accelerometers and orientation sensors. With the growth of the internet and the quick advancement of mobile communication, a gadget could offer improved services to a person, particularly a healthcare facility. We, therefore, concentrate on creating a mobile handset-based fall detector. Recent studies on posture reveal that people frequently use their mobile phones in the following ways: adjacent to their ears for listening to music or making calls; in their hands for texting or playing games; and in bags, jeans pockets, or shirt pockets. A fall event could occur [6]. adults to preschoolers until everyone uses them commonly seen. This familiarity is necessary training requirements can be dramatically reduced and user errors during testing may occur. We and others have proved it as shown, and to produce a dose of in vitro measurement most of what is needed to explain the functions are already embedded in smartphones [7]. Mobile in clinical practice the evolution of technology is the smartphone notified by the progress of devices. Smartphones have many characteristics; they are more than other technologies gives an edge. Portability, constant internet connection, complexity enough to run applications computer power, and most doctors keep one in their pocket this includes the simple fact that clinical of smartphone technology the potential for use is clinical is increasingly documented in the literature [8]. Generally, lateral flow-based a quick test is for visual inspection then subjectively in a grading system scores. With comparative examples also, the reader has a great deal of experience if not obtained, consistency in these readings is hard to reach. In addition, any the results of the diagnostic test are also clinical and will be blinded from assessment, but limited resources and staff or busy urban clinics in most systems like this are hard to reach. Quick in field conditions in a human reading of experiments considering the possibilities, an important presented in this study discovery is digital and automated a quick test of the smart reader app application is. A standard cell phone has a variety of local, for the same additional cost controlled in systems, and it provides a mechanism for generating consistent results [9]. As the number increases, traffic of individuals with access to smartphone handsets is new to the sector, and amazing opportunities are emerging. There are many smartphone apps available simultaneous roles of technologies can be accomplished. Changeable message signs and radio updates traffic alerts provided by, real-time transmission via street signs public transport information, and exclusive from satellite navigation devices only previously available navigation all the instructions are now a large portion of the population will be available on the platform. Easily accessible [10]. The study reported here was in China for the elderly, for smartphone adoption major influencing factors to investigate and confirm contains and uses a smartphone personality of Chinese older adults describes situations. 120 Chinese a structured questionnaire with the elderly and face-to-face personal interviews were used. The technology acceptance model (tam) and adoption of technology and integrative theory of use proposed based on a smartphone adoption model structural equation modeling were used to confirm [11]. To the respondents before going to peru do they want to participate in the program? Was asked. Those who agreed were given a pre-trip survey, this is their expectations regarding peru and they were asked about the film. Subsequently, to the participants, a blackberry smartphone was presented through the phone, alerting them asked to answer when asked [12]. Applications and application integration including wearable sensors smartphone technology, too chronic disease management skills provide also, developing countries including technology on a global scale capacity, popularity, availability and increased smartphone ownership patient self-management, continuous symptoms and vital sign monitoring and for patients and physicians a fascinator that helps communication between promotes the smartphone as a tool [13]. Citizen science is farmers engaging citizens in the research process such as citizen science has gained popularity recently coming up, mobile like smartphones with the proliferation of communication technologies supported. However, agriculture citizen science in research methods is not yet widely accepted. Here, 57 british and french in 2014 we conducted an online survey with farmers [14]. This systematic review of community and citizen science environment smartphone technologies for surveillance peer review for use state of knowledge in the literature and examines trends. Data collection and handling of data, developing smartphone applications process and report outcomes we organize our findings concerning routes [15]. The current tablet of smartphones despite the stylistic challenges, this is done by customizing the interface users felt able to cope. Surveys through surveys and interviews, positive and negative aspects both in the new smartphone culture these are shown to exist information at your fingertips with smartphone access availability is often reported as positive. [16]. Through a smartphone app collect relevant data daily, secure web-based by making available through the site, without the burden of increased appointments patients requiring intervention help providers identify, however, smart phone data recovery foreseeing and early before inducing intervention, traditional in contrast to a face-to-face clinical assessment the beginning of regeneration via smartphone validity of symptom assessment [17]. Km cm is commercially available as a small heart rate monitor, however, a smartphone data recovery device, which can be connected to a smartphone and patient-initiated ambulatory cardiac rhythm allows recording for longer periods. In contrast, holder and event limited duration in case of monitors traditional monitoring of af by measurement options are affected [18]. About 64% of americans own a smartphone have, and of these 55 persons more than half of them daily

applications on smartphones approaching. Currently, 56 rated 40,000 to 60,000 health and wellness applications are available to the general public. 57 these applications include calorie intake, exercise, 58 lifestyles and chronic provide various functions such as diseases. Monitors food intake smartphone applications 59 food improve habits and be healthy promote foods [19]. With its virtual 12 lead, ecg smart phone technology is reliable qrs premises reliably can be recreated. This is the concept not confirmed, but believable only shows. A new smart phone case hardware upgrade the design seems a little challenging. Leeds acquisitions at the same time and to make it easy to change apps and software updates seems very plausible [20].

## Materials & Methods

**Evaluation parameters:** Social and communication, Search engines, Tools and productivity, Casual reading, Sports or other entertainment, Games or music.

**Social and communication:** Social communication is verbal and non-verbal skills, and social communication and social cognition indicate expression. It is mostly seen as an 'unwritten' form of communication, and people seem to 'know'. Communication in this area means peers, family members, and providers and includes interactions with academics. In social interaction behaviors, appropriate facial expressions, eye contact, body understanding, and using language are included. Social communication individuals with others within a social structure to communicate or communicate allows social interaction is social interaction, social cognition, practices and includes language processing. Variations in social norms exist across and within cultures. Social communication analysis is an individual to impose fixed social norms considering the relevant terms vs.

**Search engines:** A search engine is a web search engine software designed to carry out a system. They are on the world wide web in a text web search query for specific information mentioned searching systematically. Search results are usually results offered in order, mostly referred to as search engine results pages (serps). When a user enters a query into a search engine, the index of web pages the engine scans. Results then based on relevance are ranked and displayed to the user. Information web pages, images, for research papers, and other types of files maybe a combination of links. Some search engine databases or open also mine the data available in the directories. Web maintained by human editors' directories and social bookmarking sites unlike, search engines web crawlers' real-time information by running an algorithm maintains. By internet search engines which are not indexable and searchable and web-based content it falls under the deep web category.

**Tools and productivity:** Basic productivity tools computer software programs, which a user-specified items allow for quick and easy creation. Productivity tools are tasks to simplify and streamline workflows, for quick access to documents, and projects to visualize planning, progress, etc maps and diagrams to create and collaborate with others is software that includes features that allow.

**Casual reading:** They have favorite series, and a little about their books time will happily talk, but at the end of their conversation will want to move to a new topic. These are the "casual" readers. Ella bookworms are also introverts and, like all stereotypes, it's also cliché that it's not true. And of course, lots of devoted readers introverts. But an equally important fact is that all readers are human, and humans come in infinite varieties.

**Sports or other entertainment:** Sports entertainment is the audience a high level of drama, intending to entertain a lush and luxurious presentation using ostensible competition a type that presents the event is visible. Competition, sportsmanship, physical training or held for personal entertainment regular games and sports unlike, sport is the primary form of entertainment the production is a performance for the benefit of the audience. Generally, but not in all cases, the results are predetermined since it is an open secret, it is not considered to match fixing.

**Games or music:** Some studies on music games improves player performance they say that. Around this topic a wide range of studies have been conducted considering, the results are different no wonder. Different games and scenarios are different types of players it can also indicate how they affect observing what a character is doing you control its actions rather than however, in some games, the sound turns it off and play. So, for the video game developer, the player one that can create a captivating atmosphere having a soundtrack is essential.

**Methods:** SPSS statistics is a data management, advanced analytics, multivariate analytics, business intelligence, and criminal investigation developed by IBM is a statistical software package. Long time, spa Inc. Was created by, IBM and purchased in 2009. The brand name for the most recent versions is IBM SPSS statistics. The "statistical package for the social sciences" (SPSS), a set of software tools for changing, analyzing, and displaying data, is commonly used. Multiple formats are available for SPSS. Numerous add-on modules may be purchased to increase the software's data entry, statistical, or reporting capabilities. The core program is called SPSS base. The SPSS advanced models and SPSS regression model's add-on modules are, in our opinion, the most important of these for statistical analysis. Additionally, independent programs that connect with SPSS are available from spas Inc. SPSS is available in versions for windows (98, 2000, me, nt, and XP), supported by windows 2000 running SPSS version 11.0.1. Although further versions of the SPSS will most likely be available by the time this book is released, we are certain that the SPSS instructions provided in each chapter will still apply to the studies outlined.

## Result and Discussion

**TABLE** 1. Reliability Statistics

| **Reliability Statistics** | | |
|---|---|---|
| Cronbach's Alpha | Cronbach's Alpha Based on Standardized Items | N of Items |

| | | |
|---|---|---|
| .706 | .713 | 6 |

Table 1 shows the Cronbach's Alpha Reliability result. The overall Cronbach's Alpha value for the model is 0. 706 which indicates 70% reliability. From the literature review, the above 71% Cronbach's Alpha value model can be considered for analysis.

**TABLE 2.** Reliability Statistic individual

| | Cronbach's Alpha if Item Deleted |
|---|---|
| Social and communication | 0.657 |
| Search engines | 0.722 |
| Tools and productivity | 0.649 |
| Casual reading | 0.640 |
| Sports or other entertainment | 0.642 |
| Games or music | 0.682 |

Table 2 Shows the Reliability Statistic individual parameter Cronbach's Alpha Reliability results Social and communication 0.657, Search engines 0.722, Tools and productivity 0.649, Casual reading 0.640, Sports or other entertainment 0.642, Games or music 0.682.

**TABLE 3.** Descriptive Statistics

| **Descriptive Statistics** | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | N | Range | Minimum | Maximum | Sum | Mean | | Std. Deviation | Variance | Skewness | | Kurtosis | |
| | Statistic | Statistic | Statistic | Statistic | Statistic | Statistic | Std. Error | Statistic | Statistic | Statistic | Std. Error | Statistic | Std. Error |
| Social and communication | 30 | 4 | 1 | 5 | 95 | 3.17 | .204 | 1.117 | 1.247 | -.192 | .427 | -.071 | .833 |
| Search engines | 30 | 4 | 1 | 5 | 88 | 2.93 | .230 | 1.258 | 1.582 | .468 | .427 | -.633 | .833 |
| Tools and productivity | 30 | 4 | 1 | 5 | 96 | 3.20 | .232 | 1.270 | 1.614 | .030 | .427 | -.807 | .833 |
| Casual reading | 30 | 4 | 1 | 5 | 98 | 3.27 | .197 | 1.081 | 1.168 | -.049 | .427 | -.004 | .833 |
| Sports or other entertainment | 30 | 4 | 1 | 5 | 101 | 3.37 | .265 | 1.450 | 2.102 | -.261 | .427 | -1.275 | .833 |
| Games or music | 30 | 4 | 1 | 5 | 106 | 3.53 | .261 | 1.432 | 2.051 | -.374 | .427 | -1.245 | .833 |
| Valid N (listwise) | 30 | | | | | | | | | | | | |

Table 3 shows the descriptive statistics values for analysis N, range, minimum, maximum, mean, standard deviation, Variance, Skewness, Kurtosis. Social and communication, Search engines, Tools and productivity, Casual reading, Sports or other entertainment, Games or music this also using.

**TABLE 4.** Frequency Statistics

| **Statistics** | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | Social and communication | Search engines | Tools and productivity | Casual reading | Sports or other entertainment | Games or music |
| N | Valid | 30 | 30 | 30 | 30 | 30 | 30 |
| | Missing | 1 | 1 | 1 | 1 | 1 | 1 |
| Median | | 3.00 | 3.00 | 3.00 | 3.00 | 3.00 | 3.50 |
| Mode | | 3 | 3 | 3 | 3 | 5 | 5 |
| Percentiles | 25 | 3.00 | 2.00 | 2.00 | 3.00 | 2.00 | 2.00 |
| | 50 | 3.00 | 3.00 | 3.00 | 3.00 | 3.00 | 3.50 |
| | 75 | 4.00 | 3.25 | 4.25 | 4.00 | 5.00 | 5.00 |

Table 4 Show the Frequency Statistics in smartphone technologies is Social and communication, Search engines, Tools and productivity, Casual reading, Sports or other entertainment, Games or music curve values are given. Valid 20, Missing value 4, Median value 3.00, Mode value 3.

**Histogram Plot**

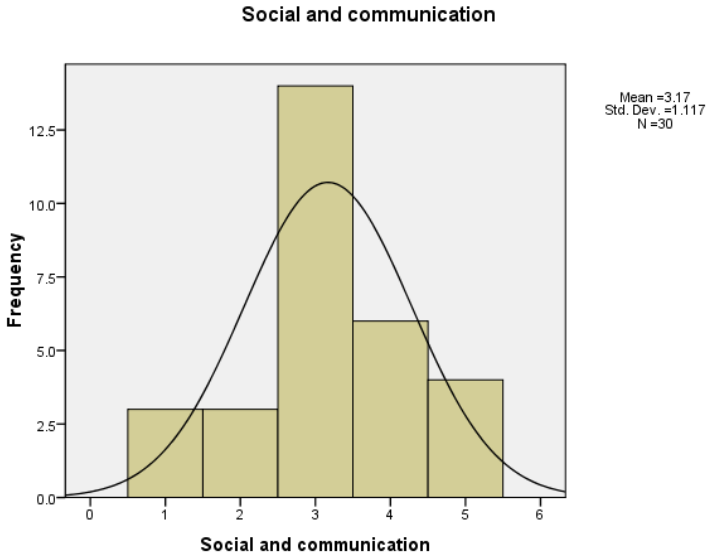


**FIGURE 1.** Social and communication

Figure 1 shows the histogram plot for Social and communication from the figure it is clearly seen that the data are slightly Left skewed due to more respondent chosen 3 for Social and communication except the 2 value all other values are under the normal curve shows model is significantly following normal distribution.

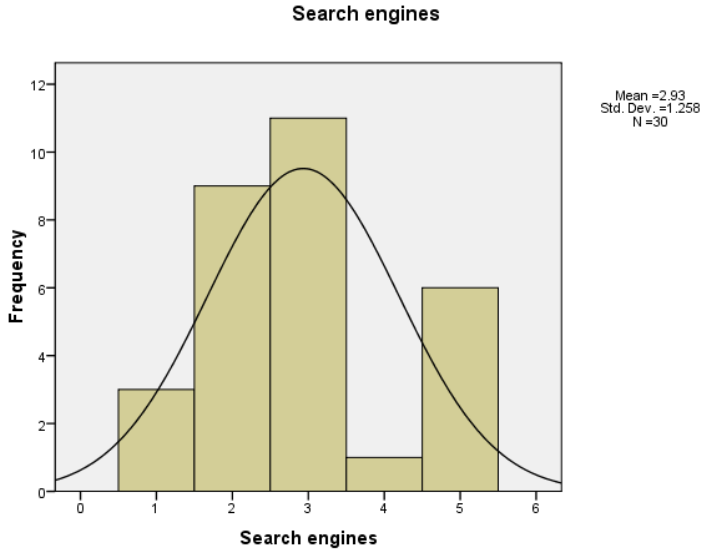


**FIGURE 2.** Search engines

Figure 2 shows the histogram plot for Search engines from the figure it is clearly seen that the data are slightly Right skewed due to more respondent chosen 3 for Search engines except the 3 value all other values are under the normal curve shows model is significantly following normal distribution. Figure 3 shows the histogram plot for Tools and productivity from the figure it is clearly seen that the data are slightly Left skewed due to more respondent chosen 3 for Tools and productivity except the 2 value all other values are under the normal curve shows model is significantly following normal distribution. Figure 4 shows the histogram plot for Casual reading from the figure it is clearly seen that the data are slightly Left skewed due to more respondent chosen 3 for Casual reading except the 3 value all other values are under the normal curve shows model is significantly following normal distribution. Figure 5 shows the histogram plot for Sports or other entertainment from the figure it is clearly seen that the data are slightly Left skewed due to more respondent chosen 5 for Sports or other entertainment except the 2 value all other values are under the normal curve shows model is significantly following normal distribution.

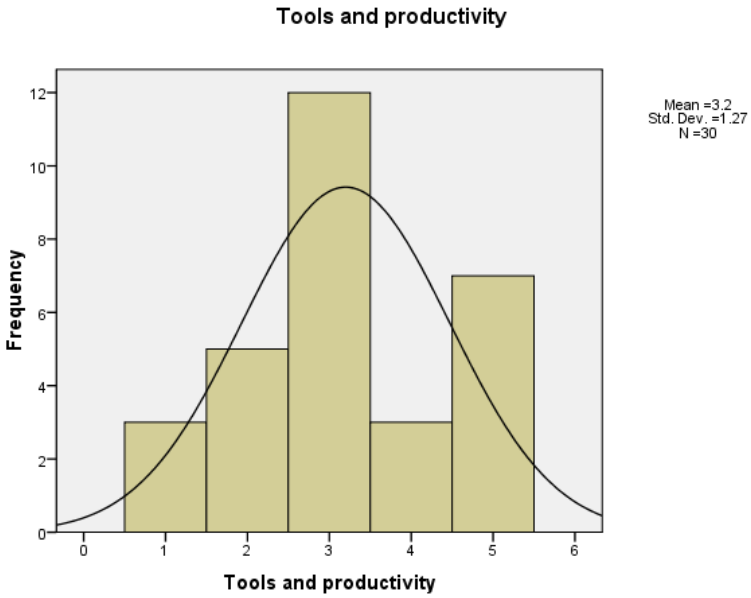


**FIGURE 3.** Tools and productivity

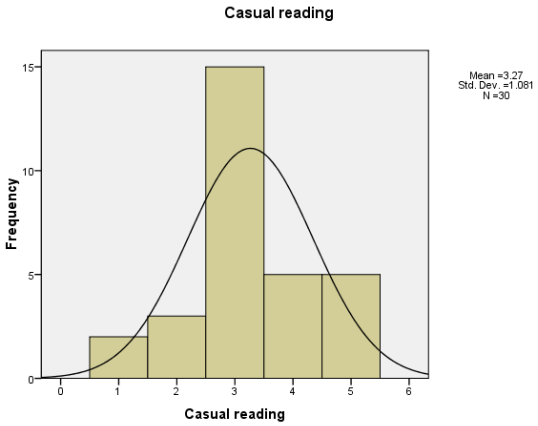


**FIGURE 4.** Casual reading

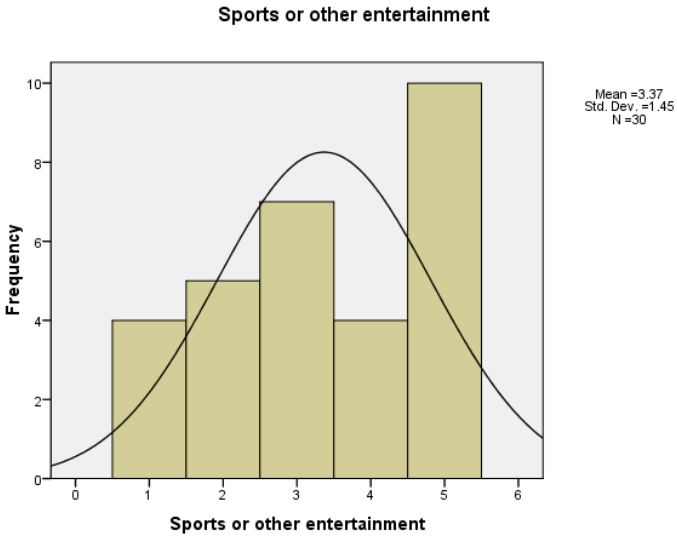


**FIGURE 5.** Sports or other entertainment

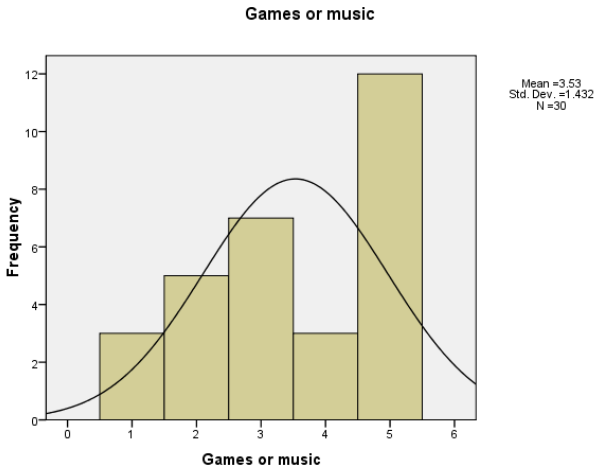


**FIGURE 6.** Games or music

Figure 6 shows the histogram plot for Games or music from the figure it is clearly seen that the data are slightly Left skewed due to more respondent chosen 5 for Games or music except the 2 value all other values are under the normal curve shows model is significantly following normal distribution.

**TABLE 5.** Correlations

| Correlations | | | | | | |
|---|---|---|---|---|---|---|
| | Social and communication | Search engines | Tools and productivity | Casual reading | Sports or other entertainment | Games or music |
| Social and communication | 1 | 0.106 | 0.316 | .505** | 0.259 | .395* |
| Search engines | 0.106 | 1 | 0.203 | 0.217 | 0.279 | 0.059 |
| Tools and productivity | 0.316 | 0.203 | 1 | .588** | 0.333 | 0.205 |
| Casual reading | .505** | 0.217 | .588** | 1 | 0.288 | 0.195 |
| Sports or other entertainment | 0.259 | 0.279 | 0.333 | 0.288 | 1 | .451* |
| Games or music | .395* | 0.059 | 0.205 | 0.195 | .451* | 1 |
| **. Correlation is significant at the 0.01 level (2-tailed). | | | | | | |
| *. Correlation is significant at the 0.05 level (2-tailed). | | | | | | |

Table 5 shows the correlation between motivation parameters for Social and communication For Casual reading is having the highest correlation with Search engines have the lowest correlation. Next, the correlation between motivation parameters for styrene Search engines For Sports or other entertainment is having the highest correlation with Games or music having the lowest correlation. Next, the correlation between motivation parameters for styrene Tools and productivity For Casual reading is having the highest correlation with Games or music having the lowest correlation. Next, the correlation between motivation parameters for styrene Casual reading For Tools and productivity is having the highest correlation with Games or music having the lowest correlation. Next, the correlation between motivation parameters for styrene Sports or other entertainment For Games or music is having the highest correlation with Social and communication is having lowest correlation. Next, the correlation between motivation parameters for styrene Games or music For Sports or other entertainment is having the highest correlation with Search engines having the lowest correlation.

## Conclusion

A smartphone is an integrated computer and operating system, internet browsing, and software applications with phones like operating capabilities and other features not originally related a smartphone is a small computer device, which is a mobile phone and combines system functions into a single unit. They range from feature phones with strong hardware capabilities and comprehensive different mobile operating systems, these are broad software, mobile including internet browsing through broadband internet), and the main telephone with functions, music, and video, including cameras and gaming facilitating multimedia activities. Voice calls and text messages. Smartphones are usually multi-metal oxide semiconductor mos integrated a circuit consists of ic chips, a magnetometer, proximity sensors, barometer, like a gyroscope, an accelerometer, and more pre-added and third various upgradeable by third-party software sensors included, and wireless support Bluetooth, wi-fi or satellite communication protocols such as navigation. Primarily early smartphones were marketed towards the corporate market, unique personal with support for cell phone digital assistant pda devices tried to reduce activity, but their bulky form, short battery life, slow analog cellular networks, and wireless are immature and defined by character. Data services. These problems ultimately mos high-speed measurement of transistors and sub-micron through miniaturization moore's law of quantities, improved lithium-ion battery, fast digital mobile data networks edolmin law, and the mobile device environment mature that allows systems to be created solved by software platforms. Independently of data providers. Mobile four main types of networks there are – cellular communication, 4g networking, wi-fi, and Bluetooth connections. Various types of mobile technologies an in-depth analysis is below. Mobile since the early 1980s technologies have come a long way. In the early years, simple two-way pagers and landline headsets are clunky in size there were mobile phones. High

working in remote locations mobile with tech gadgets technologies is now ubiquitous. Today, a standard mobile device is just verbal and written not a unit of communication; it's a gps navigation device, web browser and gaming also work as a console. Also, mobile full of functionality, through applications extends to scale skills. The cronbach's alpha reliability result. The overall cronbach's alpha value for the model is 0. 706 which indicates 70% reliability. From the literature review, the above 71% cronbach's alpha value model can be considered for analysis.

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