

Analysis of Child Engagement with Digital using the Digital SPSS Method

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Abstract: Children who engage in studying activities have better grades and mental health. The greater engaged they are in getting to know, the higher it's far for their mental and physical fitness. It helps expand lifelong capabilities that assist you be successful academically. Technology can negatively have an effect on kids with the aid of social conditions. Engagement is described as Participating in an activity, friends or communicating with teachers or Materials in a developmentally appropriate manner child who engage better quality and intellectual in studying activities there may be health. How a great deal of their studying folks who are concerned, it's miles their mental and correct for bodily fitness. It is in schooling a life-time of assist to prevail Helps broaden capabilities. A "sphere of enjoy" lies at the intersection between the human and the world: it refers to the activities, modes of engagement, feelings, relationships, and so on, which might be repeated enough for a person to feel the same over the years. The mediator acts as a neutral facilitator and publications the events via the procedure. The mediator facilitates the mediator think "outdoor the field" to enlarge the range of viable answers to the dispute. Evaluation measures how well undertaking sports met predicted targets and/or the extent to which modifications in consequences can be attributed to the task. M&E is crucial as it allows application implementers to make informed choices approximately carrier shipping based on software sports and objective evidence. A preferred outcome is an assertion that makes the dreams greater concrete. To create a powerful set of desired effects (occasionally called goals or final results statements), you need to describe what precise trade(s) you consider will arise as an instantaneous end result of your plan, with the intention to help you attain your dreams.

Keywords: Sphere of experience, Evaluation measures, Adoption, Desirable Outc.

INTRODUCTION

Engagement is defined as Collaborating in a pastime, interacting with peers or instructors, or viewing or the usage of materials in a developmentally suitable way Children who engage in studying activities have better grades and intellectual health. The greater engaged they're in learning, the higher it's far for his or her mental and bodily fitness. It enables expand lifelong capabilities that help you be triumphant academically. This digital childhood paper considers how developing at once in a digital environment. Effects on the kid's developmental course it concludes that a managed trajectory from youth to maturity is as vital inside the virtual surroundings as its miles in the analogy global. Technology helps kids become independent inexperienced persons fast. Once they discover ways to securely access digital records sources, they could discover subjects of interest to them. Children learn the significance of community constructing and the way to have interaction with human beings in social situations. It refers to all kinds of playful sports that kids select to do the use of digital gadgets and toys. These activities can consist of dancing to music on YouTube, drawing with an app, or pretending to make calls on an vintage cellular Smartphone that no longer works. Digital describes digital generation that creates, stores and methods facts based on both high-quality and non-high-quality levels. Positive quantity is expressed or denoted by 1 and nonadvantageous via range digital media screen time correlates nicely with adolescence obesity and sleeps disturbances; and as discussed earlier, greater or lesser publicity to social media is associated with adolescent anxiety, melancholy, and suicidal ideation. Digital education will allow people to continue to participate independently in social life in the future. Additionally, digital education will ensure that institutions remain competitive. Simply put: Industry 4.0 requires Education 4.0. Adoption is a method whereby a person takes over the dad and mom of every other, commonly the mother and father of a child, from that man or woman's organic

or prison discern dad and mom. Interface an area in which impartial and regularly unrelated structures meet and interact or engage with each other. Man-device interface Communication or method of verbal exchange stages. A baby undertaking (or nested assignment) is a structure. Twisting Assignments, a venture instance created in the person delegate of another project is called the figure mission. An infant task may be detached or attached. Behavior is the preferred spelling in American English. Behavior is favored anywhere else. Apart from the spelling, there's no difference between the 2 phrases. Life is defined as any device that could perform functions which include ingesting, metabolizing, excreting, respiration, transferring, huge organization residing together in an organized manner, making decisions approximately the way to do things and sharing the work to be achieved. All the human beings in a rustic or numerous comparable countries may be called a society: classless/multicultural/capitalist/civilized society.

2. CHILD ENGAGEMENT WITH DIGITAL

The consciousness of this study is to take a look at function generation, specially the use of digital whiteboards, and its capability effect on college students' perceptions of engagement. In the web context of social paintings education, it is clean that it is vital that educators discover powerful techniques to promote pupil engagement Technology is a device for educators to beautify engagement and studying. This paper examines how era including the digital whiteboard affects the experience of engagement amongst graduate social work students [3]. The remarkable diversity of blessings afforded by using engagement with networked verbal exchange technology has Discourse: Studies in the Cultural Politics of Education 3, each everyday engagement with digital media and pedagogic engagement as an outlet for younger humans 'this article describes how a lady already participates in democratic practices in response to the 'developing international hobby inside the want to teach diverse residents with the help of recent media 'Digital social networks particularly, thru Twitter. I gift a controversy about democratic exercise that encourages students to transport past the preconceived notion that virtual media offer voice to do not forget the idea that voice is critical to advancing an agenda round liberal social trade [8]. Engagement, conduct alternate, and properly-being, the primary mental desires shown to mediate these effects, are hardly ever taken under consideration. This can be because there is no clear model to give an explanation for those necessities within the context of HCI. Here we introduce any such version: Motivation, Engagement and Improvement in User Experience (METUX). This version presents a framework based on mental research that enables HCI researchers and practitioners recognize how technology designs help or undermine basic mental needs, thereby increasing motivation and engagement, and ultimately enhancing consumer properly-being. In order to deal with properly-being, we advocate that mental needs have to be considered inside five specific analyses: for the duration of the generation adoption phase, whilst interacting with the interface, as a result of carrying out technology-primarily based responsibilities, era-supported behavior, and as a part of a person's typical lifestyles. These 5 spheres of revel in sit down within a 6th, community [18]. Digital figure engagement with Internet-based totally early life fitness interventions carried out outdoor baby care settings the usage of measures of engagement including quantity of Web page views or academic blocks. And practicing and making use of Intervention content material (participation and implementation) net-based toddler wellbeing software implemented in 15 baby care facilities. Multidimensional measures of parent involvement with interventions decide whether variations in parent involvement are linked through application development and delivery and population characteristics that improve fitness equity [21]. To similarly assess ability mediation or modification of the effect of being a teenager on engagement in PMTCT stratification with the aid of adolescent sociodemographic characteristics, analyzes had been stratified with the aid of characteristics that differed among young people and adults and showed extensive institutions with our consequences of interest. [6]. Child in literacy activities Involvement. Received texts compared to the management team in step with month about fashionable kindergarten enrolment records, a remedy Practice on Literacy Games Three per week with consultations the group that received the texts, those literacy activities internally did extra and school also involved in networking. These are will increase are related to increases in baby gaining knowledge of sports [16]. Engagement, emotional attachment and learning and understanding. Interviews regularly involved more than one person, even if they did not use the enjoy collectively and used the revel in on the same time. This technique of recording a semi-structured interview straight away after trying out the user experience allowed us to accumulate amazing content associated with the emotional effect of the experience and to capture any usability troubles with the interface or additional media [17]. Chinese college students' involvement in coaching English Vocabulary. two businesses faced the flagship company used the e-book and a second group used computational entertainment in the latter period, more cognitive than the first group gain knowledge in computer video games with profit a located getting to know method aimed toward tracking engagement in studying and language coaching for sixth grade Chinese students, games engage students in the pursuit of excellence confirms that it can solutions [19]. Community faculties "link nice training with enrichment possibilities, health and mental fitness offerings, family support and engagement, early life and person schooling and different helps" (Blank et al., 2012, p. 1). School-community partnerships increase the conventional instructional mission through integrating fitness and social services for kids and

households [9]. Engagement is the level of engagement inside a Health Intervention Activity stage consists of the total variety of application logins may be often now not stated Previous research have most effective the rate of now not finishing the have a look at or presenting follow-up statistics; However, attrition most effective limits the capability to measure the extent of exposure necessary to understand a person's interactions with project content material [4]. Identify and describe intervention fashions designed to facilitate engagement with child and adolescent intellectual health offerings and subsequent access to care. 28 from January 1, 2000 forty posted as of February 2019 Studies were reviewed. Important elements related to toddler and Adolescent mental health Service involvement includes family approaches in the direction of intellectual contamination and assist-looking for, flexibility and availability of wanted provider companies, societal attitudes and intellectual pollution and stigma related to mental health health and social care systems throughout. family, cell phone and virtual exercise strategies and integrated care engaging with mental health services examples of facilitative interventions methods [1].

Digital engagement with intelligent elegance a parabolic property of coupling, known as some of the 'goldilocks hypothesis' gained experiences aid. In précis, mild amounts of virtual display time, one to 2 hours according to day, compared dominant with slightly higher limits of effect may be related low or high tiers of engagement. While this hypothesis makes intuitive sense, because many applications and digital Technologies inform the youth also useful, effects uniformity does not help it. 5 parabolas when the research looked at the trends, the common correlations among earlier nice or negative digital engagement research had been Very small, less than 1% of child effects contain variations. 18 In other words that said, most of those relationships are statistical although physically huge, psychosocial accounts for 99% of the variation in outcomes [2]. Engagement gives Safe and secures in your care a powerful companion. Nonprofits handbook (https://onemind psyberguide.org/) and American Psychiatric Association's App Evaluation Model offer vital evaluation to inform the selection of a particular app. Recommend to customers and households. Finally, the selection to use offline additionally consists of the duty to talk about strategies for better engagement, even as supporting customers in training the competencies had to support social connection offline [10]. Mobile phones have vast attain in Resource-limited settings in HIV care low fees to help engage offers a real possibility of acceptance. Accordingly, the HIV involvement technology max research uses mobile devices (Health), frequently the use of the extensively used and available text content message or Short Message Service (SMS). Point-of-care (POC) diagnostics and various low-cost laboratories testing and monitoring offers, Wi-Fi digital combined with information, it offers additional possibilities demonstrate engagement in HIV treatment. Also, a small however enormous part of the Broadband Internet, smart phones and/or in technologies including social media epidemic attacks the entrants thus many inventions "Web 2. Zero" and other uses advanced technology [12]. Over the past several a long time, era has been introduced into face-to-face lecture rooms and distance gaining knowledge of to increase college students' cognitive engagement in educational sports. For example, interactive engagement with the Student Response System (SRS) has been developed with the goal of increasing scholar studying and achievement through interactive pastime at some point of lecture time. SRS became more powerful in growing magnificence engagement, pupil interplay, and content achievement than traditional lecturing [13]. This web-based totally intervention technique has validated better imply engagement fees than presently mentioned for home touring programs for mothers Fits into their lives extra easily [14]. Although many studies cope with the issue of network participation, there may be conceptual ambiguity but current research has located that community participation may be summarized and normally described in previous literature. Involvement of Individuals in Social Activities Furthermore, social participation has fundamental components: casual participation and formal participation circle of relative's contributors. Companies and community volunteer paintings in the present have a look at, we followed this method to evaluate the casual and systemic of the elderly Social participation for the statistical analysis, we used SPSS software version 16. [20].

2.1. Adoption: Adoption is a process whereby someone takes over the dad and mom of any other, usually the mother and father of the organic mother and father to the adoptive parents. Adoption, Technology Adoption Models, TAM, TOE, Information Technology (IT), Internet, E-Commerce, ERP, RFID, EDI and Knowledge Management etc. Studies based totally at the TAM version and TOE framework changed into covered to perceive applicable variables. Used to study destiny adoption of similar technology such as cloud computing and grid technology. TAM and TOE are selected because of their preference inside the literature over other adoption fashions [2]. Central to our principle is era adoption through firms and the obstacles to such adoption which are often located in the entrepreneur's course. These sanctions take various paperwork inclusive of regulatory and legal regulations, bribes to be paid, violence or threats of violence, open sabotage and labor strikes. Regardless of their shape, each has the effect of increasing the price of era adoption [3].

2.2. *Interface:* Interface an area where impartial and often unrelated systems meet and communicate or all kinds of communication man machine interface communication or manner of communiqué at an interface. A floor forming the not unusual surface change of Nano celluloses to form a well suited interface to hydrophobic matrices and offer better lent features, is very difficult and ambiguous (mainly for covalent change) in terms of

reinforcement, and consequently, nonlocal surface modification need to now not be considered. A one-way path to create right [4].

2.3. *Task:* A baby venture (or nested assignment) is a shape. Twisting. Assignments. An assignment instance created inside the user delegate of another undertaking is referred to as the figure mission. A child challenge can be detached or connected. The project pressure evaluated the proof and reached a recommendation for each intervention, graded A (robust evidence assisting use of the intervention) through E (robust proof supporting exclusion of the intervention). A short manual with 400 pages, the first manual become always conservative and whilst the studies was insufficient, it was truly irritating for doctors to find a advice without guidelines, as happened for the duration of colon most cancers screening [7]. The effect of tasks on visible manipulate has been defined from results are not based on photo viewing, but are even more distinguished in reading obligations wherein subjects are actively engaged version the likelihood of figuring out which capabilities really rely on the unique undertaking to hand and the way semantic content affects the visual strategy. Indeed, it's far nicely installed that present day challenge affects gaze method [8].

2.4. Behavior: Behavior is the preferred spelling in American English. Behavior is preferred everywhere else. Apart from the spelling, there may be no difference between the two words. There are many troubles involved in figuring out whether or not or now not to reduce stereotyped conduct in people with intellectual retardation. According to Baumeister (1978), if we attempt to reduce stereotypes in situations in which this behavior is a characteristic of a barren and stimulating surroundings, we may also stigmatize people with mental retardation. Clearly, in such cases, the surroundings must be the primary goal of intervention. Baumeister (1978) shows that this type of choice ought to depend upon whether or not the behavior is dangerous to the person, whether or not it's miles specific, and whether or not there may be another behavior that is more suitable as an alternative to the same behavior [10].

2.5. *Life:* Eating, metabolizing, excreting, breathing, moving, growing, reproducing and responding to external stimuli any that can perform such functions life is also defined as organization. The purpose of this study is to examine the child life specialist than those not ready for treatment, child life for selected day surgery children who received the product were less anxious deciding whether to disclose. Anxiety responses before and after surgery in using children's drawings to determine this study is unique. All this information child also need preoperative care not only, but all children to be prepared useful for deciding whether to. on the selected day [13]. The effects of child-life and pet therapy on parent ratings of infant and child mood and mood observation (via videotaping) were examined in this study. Heart rate and blood pressure were assessed to determine if there were changes related to child-life or pet therapy. In addition, salivary cortical levels were measured before and after treatment [14].

2.6. *Society*: A large group living How to put things together in an organized manner Share the work to be done and to be done making decisions about taking. in a country or all the people in many similar countries a society can be defined as: classless/Heterogeneous a cultural/capitalist/civilized society. The initial claim of Bacon an inspiration, associated with the Society's founding moment, has been challenged over the centuries by many scholars, including most recently Michael Hunter and Charles Webster. Many have found Society's Baconianism nominal lip service to mask the reality of the diverse methodological approaches offered to an English culture hero. Baconian induction, often portrayed as a caricature, has been downplayed by philosophers of science and historians of scientific method as a tool for discovering scientific knowledge. Scholars such as Steven Shaping have emphasized the role of social, political, religious and cultural contexts in shaping Royal Society science rather than any form of intellectual ideology. William de Lynch wants to rehabilitate the idea of 1660s and 1670s, a shared commitment to Paconianism, not formal eclecticism, characterized the core of the Society's active members [15].

2.7. Sphere of experience: A "sphere of enjoy" lies at the intersection among the human and the sector: it refers to the sports, which are repeated sufficient the principles of "public sphere" and "revel in" is taken into consideration right here as an vital social dating beyond the bounds of research dealing handiest with constitutional law, political technology or social records. At the equal time the authors' method cannot be reduced to the level of discussions of the general public sphere and public opinion carried out in mass communication theory and the general public opinion version since the early 1930s. With theoretical questions about the institutionalized forms next and Kluge as a substitute [17]. To have a look at how people revel in these modifications, we check with the idea of the field of revel in (Spittoon & Gillespie, 2016). This concept was presented as an alternative to sociological factors of structures or social legal guidelines (Goffman, 1961), which focused at the social and material situation independent of the individual's enjoy, as well as a more unique account of humans' "area of existence". (Levine, 2000) or "lifeworld" (Scotts, 1945), which focuses on someone's ever-converting enjoy. A "sphere of revel in" lies on the intersection between the human and the sector: it refers to the sports, modes of engagement, feelings, relationships, and many others., which are repeated enough for someone to sense the equal over time. Gap.1 Thus, "drinking with friends" consists of sure activities, modes of being or touching on, emotional tones, and so on. It may arise with exceptional friends, in specific cafes or homes, and may contain a one of a kind sphere of revel in of conversations and liquids; We display how citizens create new spheres of experience that cause new getting to know and how they hold a sense of continuity even as engaging in those changes [18].

2.8. *Psychological needs mediators in context* : The mediator acts as a neutral facilitator and guides the events through the system. The mediator allows the mediator think "outdoor the field" to expand the range of feasible answers to the dispute. Psychological desires. Behaviors are selected primarily based on reasonable expectations of destiny results, which typically serve an man or woman's primary mental wishes SDT focuses on precise intrinsic mental desires such as competence, autonomy, and relatedness. , competencies and sources to meet environmental demanding situations and demands Autonomy is the belief that one's actions and sports mirror middle values, and that engagement is essential to know-how the influencing elements of freely selected basic psychological wishes including competence, autonomy, and relatedness for conduct at paintings [20].

2.9. Evaluation measures: Evaluation measures how properly project activities met anticipated goals and/or the extent to which changes in consequences can be attributed to the project. M&E is crucial because it allows program implementers to make informed selections about carrier transport based on software activities and objective proof. Assessment measures commonly utilized in statistics retrieval exams. This confirms the usage of many guidelines-of-experimenters, such as that the quantity of queries required for an awesome test is at least 25 and 50 is ideal, even as difficult other ideals including that common assessment measures are similarly reliable [23]

2.10. Desirable Outcomes: A desired final result is a declaration that makes the desires greater concrete. To create a powerful set of favoured effects (sometimes known as targets or outcome statements), you want to explain what specific alternate(s) you agree with will occur as a direct result of your plan, so as to help you obtain your desires. A favoured impact after performing a selected motion is that they increase the incidence of that movement this principle of conduct belongs to Thorndike effect is the law, basically any movement a that leads to an effect how an organism learns. Neuroscience in the dynamics of cortical populations a framework for Reinforcement to work here we recommend. Corticoid-basal for the way the mind uses the ganglia we propose parallel mechanisms circuit [24].

3. RESULT AND DICUSSION

		_			Mean	Std.
	Ν	Range	Minimum	Maximum		Deviation
Adoption	25	4	1	5	.247	1.236
Interface	25	4	1	5	.305	1.525
Task	25	4	1	5	.292	1.458
Behaviour	25	4	1	5	.306	1.528
Life	25	4	1	5	.286	1.428
Society	25	4	1	5	.298	1.491
Sphere of experience	25	4	1	5	.226	1.128
Psychological needs mediators in context	25	4	1	5	.202	1.012
Evaluation measures	25	4	1	5	.172	.862
Desirable outcomes	25	3	2	5	.160	.802
Valid N (listwise)	25					

TABLE 1. Descriptive Statistics

Table 1 shows the descriptive statistics values for analysis N, range, minimum, maximum, mean, standard deviation Adoption, Interface, Task, Behaviour, Life, Society, Sphere of experience, Psychological needs mediators in context, Evaluation measures, Desirable outcomes this also using.

TABLE 2. Reliability Statistics								
Cronbach	n's Alph	na						
Based	C	on						
Standardi	ized Item	is N of Items						
.681		10						

Table 2 shows the Cronbach's Alpha Reliability result. The overall Cronbach's Alpha value for the model is. .651 which indicates 68% reliability. From the literature review, the above 50% Cronbach's Alpha value model can be considered for analysis

		Adoption	Interface	Task	Behaviour	Life	Society	Sphere of experience	Psychologica l needs mediators in context		Desirable outcomes
N	Valid	25	25	25	25	25	25	25	25	25	25
	Missing	0	0	0	0	0	0	0	0	0	0
Mean		2.88	3.08	2.72	3.00	3.04	2.84	3.24	3.24	3.08	3.32
Std. Error	of Mean	.247	.305	.292	.306	.286	.298	.226	.202	.172	.160
Median		3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00
Mode		3	5	1	5	3	1 ^a	3 ^a	3	3	3
Std. Devia	tion	1.236	1.525	1.458	1.528	1.428	1.491	1.128	1.012	.862	.802
Variance		1.527	2.327	2.127	2.333	2.040	2.223	1.273	1.023	.743	.643
Skewness		.390	.007	.269	.152	.204	.133	326	001	162	.909
Std. Error	of Skewness	.464	.464	.464	.464	.464	.464	.464	.464	.464	.464
Kurtosis		530	-1.461	-1.267	-1.449	- 1.120	-1.293	401	069	.658	.593
Std. Error	of Kurtosis	.902	.902	.902	.902	.902	.902	.902	.902	.902	.902
Range		4	4	4	4	4	4	4	4	4	3
Minimum		1	1	1	1	1	1	1	1	1	2
Maximum		5	5	5	5	5	5	5	5	5	5
Sum		72	77	68	75	76	71	81	81	77	83
Percentile s	25	2.00	2.00	1.00	2.00	2.00	1.00	2.50	3.00	3.00	3.00
	50	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00
	75	3.50	5.00	4.00	5.00	5.00	4.00	4.00	4.00	4.00	4.00
a. Multiple shown	e modes exist	. The small	est value is								

TABLE 3. Frequencies Statistics

Table 3 Show the Frequency Statistics in Child Engagement with Digital Engagement Adoption, Interface, Task, Behaviour, Life, Society, Sphere of experience, psychological needs mediators in context, Evaluation measures, Desirable outcomes curve values are given.

TABLE 4. Reliability Statistic individual						
	Cronbach's Alpha if Item Deleted					
Adoption	.744					
Interface	.665					
Task	.662					
Behaviour	.671					
Life	.697					
Society	.706					
Sphere of experience	.765					
Psychological needs mediators in context	.784					
Evaluation measures	.754					
Desirable outcomes	.778					

Table 4 Shows the Reliability Statistic individual parameter Cronbach's Alpha Reliability results. The Cronbach's Alpha value for S Adoption - .744, Interface - .665, Task - .662, Behaviour- .671, Life - .697, Society - .706, Sphere of experience - .765, Psychological needs mediators in context - .784, Evaluation measures - .754, Desirable outcomes - .778This indicates all the parameter can be considered for analysis.

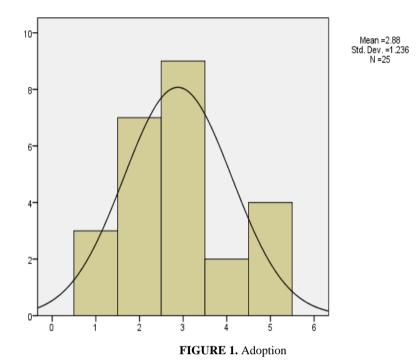


Figure 1 shows the histogram plot for Adoption from the figure it is clearly seen that the data are slightly Right skewed due to more respondent chosen 3 for Adoption except the 2 value all other values are under the normal curve shows model is significantly following normal distribution.

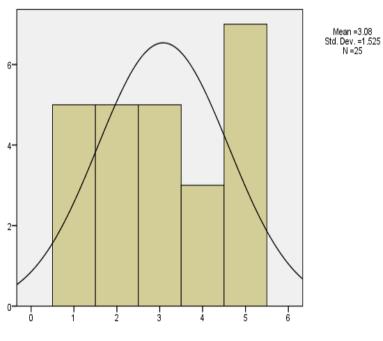


FIGURE 2. Interface

Figure 2 shows the histogram plot for Interface from the figure it is clearly seen that the data are slightly Right skewed due to more respondent chosen 5 for Interface except the 1 value all other values are under the normal curve shows model is significantly following normal distribution.

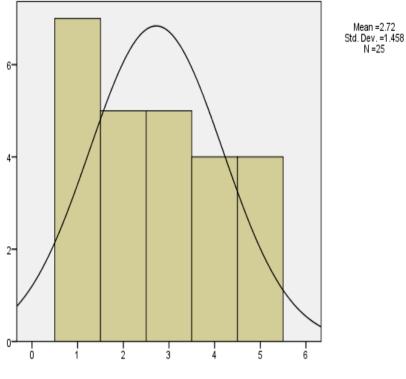


FIGURE 3. Task

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

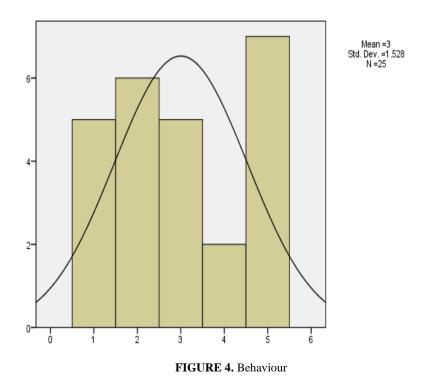


Figure 4 shows the histogram plot for Behaviour from the figure it is clearly seen that the data are slightly Right skewed due to more respondent chosen 5 for Behaviour except the 4 value all other values are under the normal curve shows model is significantly following normal distribution.

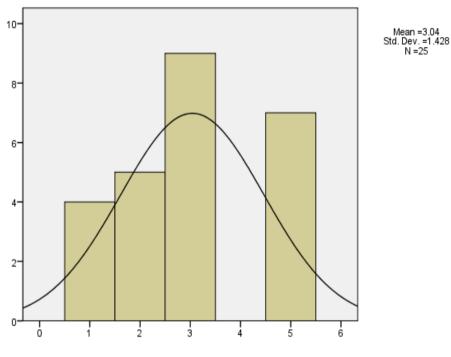


FIGURE 5. Life

Figure 5 shows the histogram plot for Life from the figure it is clearly seen that the data are slightly Right skewed due to more respondent chosen 3 for Life except the 4 value all other values are under the normal curve shows model is significantly following normal distribution

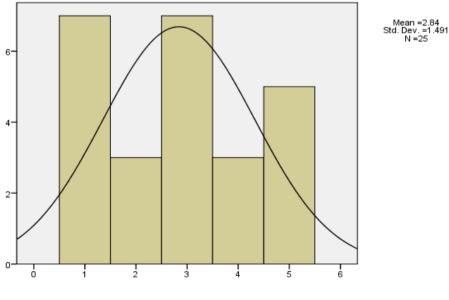


FIGURE 6. Society

Figure 6 shows the histogram plot for Society from the figure it is clearly seen that the data are slightly left skewed due to more respondent chosen 1,3 for Society except the 2 value all other values are under the normal curve shows model is significantly following normal distribution.

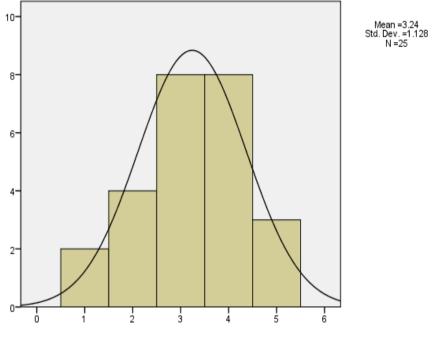


FIGURE 7. Sphere of experience

Figure 7 shows the histogram plot for Sphere of experience from the figure it is clearly seen that the data are slightly Right skewed due to more respondent chosen 3,4 for Sphere of experience except the 2 value all other values are under the normal curve shows model is significantly following normal distribution

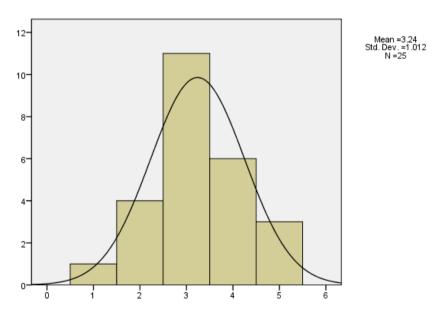


FIGURE 8. Psychological needs mediators in context

Figure 8 shows the histogram plot for psychological needs mediators in context from the figure it is clearly seen that the data are slightly left skewed due to more respondent chosen 3 for Psychological needs mediators in context except the 2 value all other values are under the normal curve shows model is significantly following normal distribution.

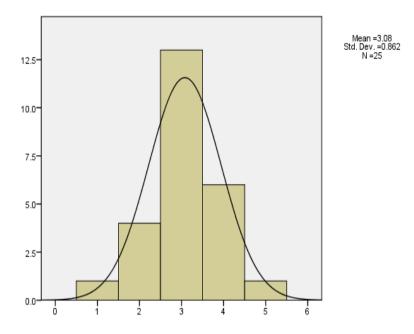


FIGURE 9. Evaluation measures

Figure 9 shows the histogram plot for Evaluation measures from the figure it is clearly seen that the data are slightly left skewed due to more respondent chosen 3 for Evaluation measures except the 2 value all other values are under the normal curve shows model is significantly following normal distribution.

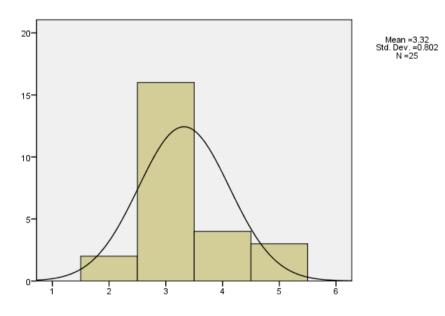


FIGURE 10. Desirable outcomes

Figure 10 shows the histogram plot for Desirable outcomes from the figure it is clearly seen that the data are slightly Right skewed due to more respondent chosen 3 for Desirable outcomes except the 3 value all other values are under the normal curve shows model is significantly following normal distribution.

Table 4 shows the correlation between motivation parameters for Adoption. For Society is having highest correlation with Desirable outcomes and having lowest correlation. Next the correlation between motivation parameters for Interface. For Behavior is having highest correlation with Psychological needs mediators in context and having lowest correlation. Next the correlation between motivation parameters for Task. For Behavior is

i		1				Inclations	1	l	1	
				Behavio			Sphere of	Psychologic al needs mediators	Evaluation	Desirable
	Adoption	Interface	Task	ur	Life	Society	experience	in context	measures	outcomes
Adoption	1	.271	.351	.353	.263	.419*	277	276	030	.209
Interface	.271	1	.629*	.662**	.553**	.464*	.279	.122	.470*	158
Task	.351	.629**	1	.729**	.726**	.553**	.194	009	.085	027
Behaviour	.353	.662**	.729*	1	.688**	.457*	.048	162	.380	102
Life	.263	.553**	.726*	.688**	1	.512**	.046	266	037	121
Society	.419*	.464*	.553*	.457*	.512**	1	075	139	.010	.184
Sphere of experience	277	.279	.194	.048	.046	075	1	.604**	.108	319
Psychological needs mediators in context	276	.122	009	162	266	139	.604**	1	118	304
Evaluation measures	030	.470*	.085	.380	037	.010	.108	118	1	039
Desirable outcomes	.209	158	027	102	121	.184	319	304	039	1

having highest correlation with Evaluation measures and having lowest correlation. Next the correlation between motivation parameters for Behavior.

TABLE 5. Correlations

For Task is having highest correlation with Sphere of experience and having lowest correlation. Next the correlation between motivation parameters for Life. For Task is having highest correlation with Sphere of experience and having lowest correlation. Next the correlation between motivation parameters for Society. For Task is having highest correlation with Evaluation measures and having lowest correlation. Next the correlation between motivation parameters for Sphere of experience. For Psychological needs mediators in context is having highest correlation with Behavior and having lowest correlation. Next the correlation parameters for Psychological needs mediators in context. For Sphere of experience is having highest correlation with Interface and having lowest correlation. Next the correlation between motivation parameters for Evaluation measures. For Interface is having highest correlation with Society and having lowest correlation. Next the correlation with Society and having lowest correlation. Next the correlation with Society and having lowest correlation.

4. CONCLUSION

The consciousness of this study is to take a look at function generation, specially the use of digital whiteboards, and its capability effect on college students' perceptions of engagement. In the web context of social paintings education, it is clean that it is vital that educators discover powerful techniques to promote pupil engagement Technology is a device for educators to beautify engagement and studying. This paper examines how era including the digital whiteboard affects the experience of engagement amongst graduate social work students The remarkable diversity of blessings afforded by using engagement with networked verbal exchange technology has Discourse: Studies in the Cultural Politics of Education 3, each everyday engagement with digital media and pedagogic engagement as an outlet for younger humans' civic engagement Adoption is when one person adopts the parents of another, usually the parents of a child, that person From a biological or legal parent or parents It's a process that takes. Legal adoptions all rights and responsibilities are biological a permanent transfer from parent to adoptive parent. Interface places where Independent and often unrelated systems meet each other and interact receive or communicate. A man-machine interface is a communication or mechanism of communication in an interface. Two bodies, intervals or grids a surface forming a common boundary. The Cronbach's Alpha Reliability

result. The overall Cronbach's Alpha value for the model is .651 which indicates 68% reliability. From the literature review, the above 50% Cronbach's Alpha value model can be considered for analysis

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