

Guidelines for the full paper submission

Please adhere to the following guidelines::

- **Paper format and template:** use the ICTiL conference template, which can be found on the official conference website: <https://ictinlife.eu/wp-content/uploads/2024/01/MSWord-Template-for-the-International-Conference-ICT-in-Life-2024-FullPaper.docx>

The template is available in Microsoft Word format. Your paper should adhere to the formatting guidelines provided in the template, including font size, margins and length of the paper.

- **Originality and plagiarism:** Make sure that your paper is original and has not been published or submitted elsewhere. Your paper can be checked with the plagiarism detection software Turnitin.

Please find the paper submission under **My Contributions** (log into Indico and access ICTiL 2024 Indico page and then navigate to My Contributions) by clicking on each contribution for which you wish to upload your final paper submission, the authorship and originality declaration form and optionally the presentation.

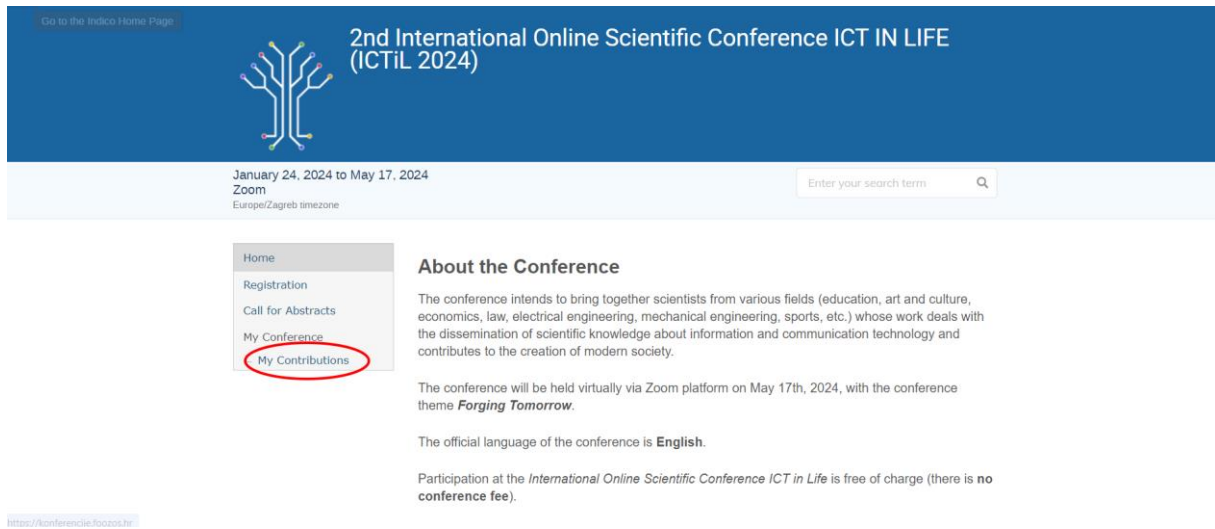
Submitting the final paper step by step

1. **Open 2nd International Online Scientific Conference ICT IN LIFE (ICTiL 2024)** on **Indico** platform (<https://konferencije.foozohr/event/6/>).

If you are not logged in, please **log in** (using the credentials you used when submitting the abstract).

The screenshot shows the Indico page for the 2nd International Online Scientific Conference ICT IN LIFE (ICTiL 2024). The page header includes the conference logo, title, dates (January 24, 2024 to May 17, 2024), and location (Zoom, Europe/Zagreb timezone). A search bar is visible. A red box highlights the 'My Conference My Contributions' link in the navigation menu, with a note stating 'is available after logging in'. A red arrow points from this box to the 'Login' button in the top right corner of the page. The 'About the Conference' section provides details about the conference's focus on bringing together scientists from various fields and its virtual format via Zoom on May 17th, 2024, with the theme 'Forging Tomorrow'. It also states that the official language is English and that participation is free of charge.

2. Select My Contributions.



The screenshot shows the top navigation bar of the conference website. The header includes the text "Go to the Indico Home Page", the conference logo (a stylized tree with circuit-like branches), and the title "2nd International Online Scientific Conference ICT IN LIFE (ICTiL 2024)". Below the header, the dates "January 24, 2024 to May 17, 2024" and the platform "Zoom" are listed, along with the time zone "Europe/Zagreb timezone". A search bar is present with the placeholder text "Enter your search term". On the left, a vertical menu contains the following items: "Home", "Registration", "Call for Abstracts", "My Conference", and "My Contributions", which is circled in red. The main content area is titled "About the Conference" and contains the following text: "The conference intends to bring together scientists from various fields (education, art and culture, economics, law, electrical engineering, mechanical engineering, sports, etc.) whose work deals with the dissemination of scientific knowledge about information and communication technology and contributes to the creation of modern society." "The conference will be held virtually via Zoom platform on May 17th, 2024, with the conference theme **Forging Tomorrow**." "The official language of the conference is **English**." "Participation at the *International Online Scientific Conference ICT in Life* is free of charge (there is **no conference fee**)." A URL "https://konferencije.foooz.hr" is visible at the bottom left.

3. Select each contribution for which you wish to upload your final paper, the authorship and originality declaration form and optionally the presentation (for any of the options: speaker, first author, or co-author).



The screenshot shows the "My Contributions" page of the conference website. The header is identical to the previous screenshot. The vertical menu on the left now has "My Contributions" selected. The main content area is titled "My Contributions" and contains the following sections: "Speaker" with a text input field containing "Exploring the Role of Social Networking and Gaming Time on School Achievements" (highlighted with a red box), and "Primary author" with a text input field containing the same text. A URL "https://konferencije.foooz.hr" is visible at the bottom left, and "Help | Contact" is visible at the bottom center.

4. Uploading presentation materials is optional. We emphasize the possibility of **protecting the uploaded materials** to be accessible only to authors and conference managers.

Select *Submit paper* option and upload your final paper and the authorship and originality declaration form.

Go to the Indico Home Page

2nd International Online Scientific Conference ICT IN LIFE (ICTiL 2024)

January 24, 2024 to May 17, 2024
Zoom
Europe/Zagreb timezone

Enter your search term

- Home
- Registration
- Call for Abstracts
- My Conference
- My Contributions

Exploring the Role of Social Networking and Gaming Time on School Achievements

Not scheduled
20m
Zoom

Speaker

Indira Devi Bhatt
Shweta Bhatt

Description

In the past 15 years, different online activities have undergone significant changes, with a notable rise in social networking, gaming, and streaming on platforms like YouTube and Instagram. According to the World Health Organization, over 50% of the world's population spent 11.7 hours on the internet daily. This comprehensive review of 112 empirical studies examined the impact of different online activities on school achievement, although large-scale research suggests that excessive gaming, streaming, and social media use can lead to poor academic performance. Among the most common online activities are watching videos, streaming on music, communicating with friends, and family, making social networking sites, and playing video games. The conference presentation offers an in-depth analysis of different online experiences, particularly focusing on social networking and gaming habits among students, alongside their academic achievements. Drawing from data collected from the Indian Online Survey 2023, the study investigates the relationship between gender, daily engagement in social networking and gaming, and the language preference for these activities (English vs. Hindi). While no significant difference was found in social networking habits across languages, notable differences emerged in gaming habits and gaming frequency. Moreover, the study reveals that academic and cognitive outcomes remain stable upon social networking and gaming, and academic performance in language (Hindi, English) is a stronger predictor. Through empirical evidence, the presentation sheds light on the implications of digital social media usage and gaming behavior for educational outcomes.

Primary authors

Indira Devi Bhatt
Shweta Bhatt

Presentation materials

There are no materials yet.

Editing

Submission is open
You can submit files for editing

Submit paper

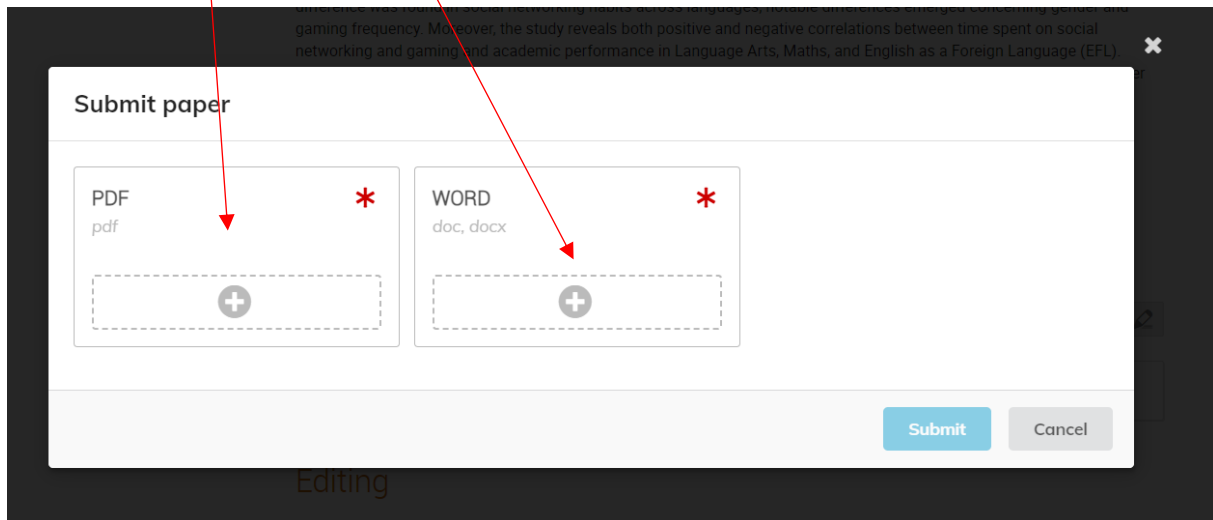
optionally the presentation materials

final paper submission

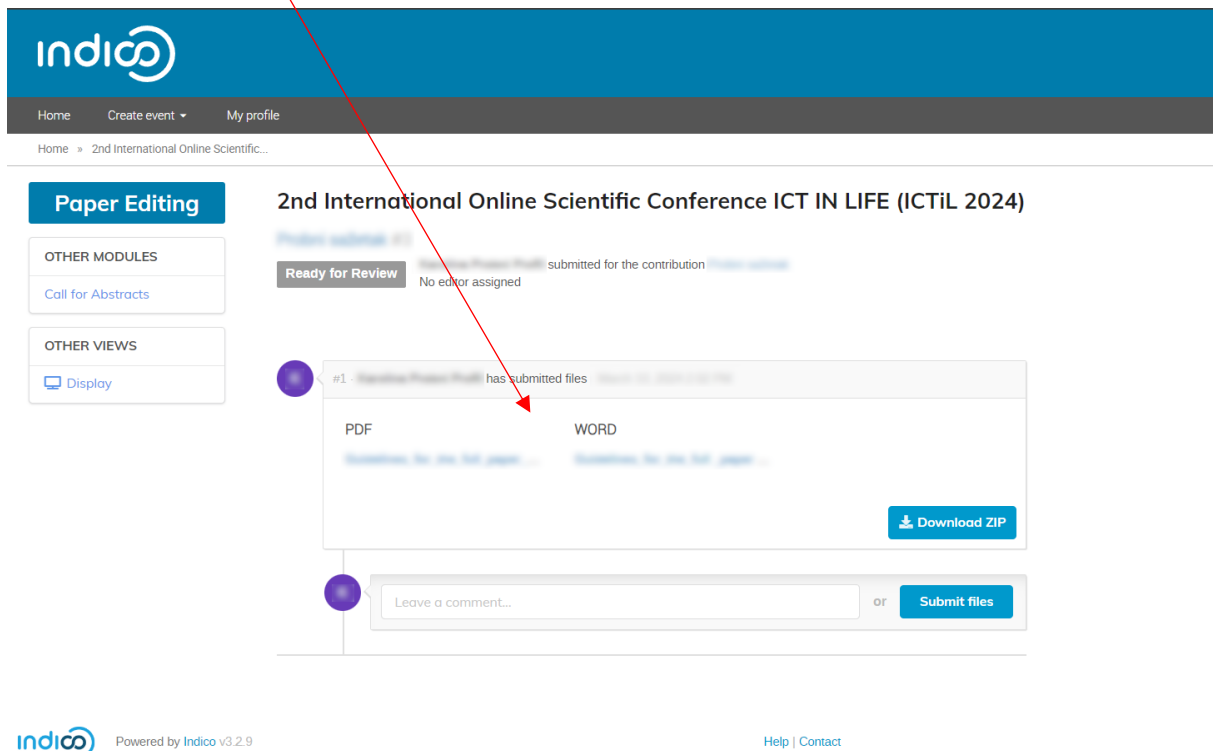
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Help | Contact

5. Final paper should be submitted in .doc or .docx format and the authorship and originality declaration form in .pdf format.



6. The system will not send a confirmation that you have submitted the final paper, but you will be able to see the documents uploaded in the system.



In case of any doubts or uncertainties, feel free to contact us at ictil@fozos.hr or ictinlifesecondary@gmail.com.