STUDY ON EMOTIONAL USER EXPERIENCE USING WIRED AND WIRELESS EARPHONES AMONG YOUTH

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Abstract

Furnishing clients with a separated encounter of an item by utilizing enthusiastic encounters is assuming a significant job in item advancement. Breaking down passionate experience factors and causing them to think about explicitly items is a significant factor in accomplishing separated intensity. The motivation behind this investigation is to examine the elements of the passionate client experience of remote headphone, which has as of late expanded in deals volume. To do the investigation, we examined the inclinations for the manner in which remote headphones are worn and the purchasing elements of remote headphones from 56 clients. Furthermore, we investigated the distinction of four components of client experience of remote headphone and wired headphone. Studies have demonstrated that clients lean toward basic sorts of wearing, and cost and wearing styles are well on the way to influence their buys. It additionally found that remote headphones transmit imaginative and shrewd pictures. This examination holds the best criticalness in breaking down the components related with the enthusiastic client experience of remote headphones.

Keywords: Emotional user factors, headphone, Bluetooth earphones.

INTRODUCTION

MP3 players are littler than a transistor radio and can hold a huge number of tunes. Advanced coordinators have satellite email capacities and PC get to. DVD players can be the size of a little journal and can be taken anyplace, including engine vehicles, with the goal that youngsters can be engaged during long trips. Note pad PCs, little yet itemized handheld games, clamour dropping earphones, TVs the size of wristwatches that get satellite gathering, books on CD or individual sound gadgets, VCRs at discard costs, pagers, computerized players that can be tuned in to submerged, PC games, and the web (email, visit rooms and dating): all these and that's only the tip of the iceberg can possibly keep us engaged or potentially occupied from reality as we progress as the day progressed.
In urban areas and plants, on grounds and open transportation, people are utilizing versatile sound mechanical gadgets with earphones to tune in to a wide range of music, talk, and, with the presentation of quieting innovation, quietness. With this appearance of earphone use, considerably more prominent mental detachment from others might happen.

As Rosen states: “Because the iPod is a portable technology, just as the cell phone, it has an impact on social space that TiVo does not.

JH Bros and MH Jeon (2006) This study prepares cognitive and emotional 'Auditory User Interface Design Guideline' which can be differentiated according to the product family and its functions. By presenting a rule for making a sound-related sign, we attempted to apply the plan technique that is stretched out to the following level in the GUI-situated item structure and applied with the multi-tactile attributes of clients. Specifically, we considered the motivation behind improving brand character and corporate picture by setting up a framework for AUI. This examination was fundamental as a result of the buyer's psychological model and the requirement for a passionate way to deal with shopper hardware. This is because of the bell's hearing brought about by arbitrary mapping instead of the precise use of AUI It begins from the situations where the irritating event of the sign is visit. It additionally mirrors the requirement for AUI updates that miss the mark regarding GUI changes and levels, and the pattern of enthusiastic promoting in buyer hardware. Simultaneously, it is an endeavor to meet the circumstance where a multimodal show is required because of the fast spread of the sight and sound condition. This investigation removes relations that initiate the psychological and passionate traits of certain family unit apparatuses or explicit capacities with different characteristics of sound-related flag, and displays observational information on the fundamental systems that structure them. The point was to give valuable rules to AUI plan of home machines. In this paper, be that as it may, the general arrangement and procedure of the

RESEARCH METHODOLOGY

Research simply means the investigation. It refers to the detailed and careful study into a specific problem, topic or issue especially in search of new facts and concept. It is Generally a kind of contribution to the already existing or stocked knowledge to get the new concepts and facts out of it.

Methodology refers to the specific techniques and procedures adopted for the research purpose to collect, assemble, organize and perform the analyzation.

Hence, Research Methodology is the particular methods or systems used to recognize, select, process, and investigate data about a topic. In an examination or research paper, the methodology segment enables the reader to fundamentally assess an study’s general legitimacy and unwavering quality. The methodology segment or section responds to two fundamental question:

- How the information was collected or gathered or produced?
• How was it analyzed?

Research methodology comprises of:

![Diagram showing the design of research]

**Fig 1: design of Research**

A research method is a precise arrangement for directing research. Sociologists draw on an assortment of both subjective or qualitative and quantitative research techniques, including experiments, survey research, participant observation, and secondary data. Quantitative techniques intend to classify features, check them, and make measurable models to test theories and clarify perceptions. Subjective or qualitative strategies go for a total, point by point depiction of observation, including the setting of occasions and conditions.

**RESEARCH METHOD USED IN RESEARCH PAPER**

The research paper “Study on emotional user experience using wired and wireless earphones among youth” we needed answer of the questions like: which attributes/element/factor influences the buying behavior of the user/consumer/customer, and simultaneously the available pattern/design/models of the wired and wireless earphones in the market for the buyers/consumers/customers with their features, specifications and prices.

We have choose to use the ‘MIXED METHOD’ comprising of primary and secondary data where,
• Primary data: Survey method has been used to collect the responses of the youth related to the attributes/element/factor which influences the buying behavior of the user/consumer/customer.
  1. We have used the
  2. We have collected the responses from the youth of sample size 200 using survey type ‘questionnaire’
  3. The mode of conduct was divided as:
     ➢ GOOGLE FORMS: 104
     ➢ OFFLINE QUESTIONNAIRE: 96

Secondary data: The internet mode has been adopted to get the secondary data for the ascertainment of the answer of the available pattern/design/models of the wired and wireless earphones in the market for the buyers/consumers/customers with their features, specifications and prices. We have looked for the details in Google, visited various websites to get the required various available details for the further research study.

OBJECTIVES OF STUDY
• To ascertain the emotional factors and elements which led any user to buy earphone?
• To ascertain the variable which manipulates all these buying behavior of any user/consumer/customer
• To get the result of the demographic segmentation of the user/consumer/customer which are more oriented towards buying the earphone of various type with their area of interest.

ANALYSIS OF THE STUDY

In an survey, a 20 years old student Supriya Sindhi was hit by a bike so badly while crossing the NH-Road in Jalandhar, since she had her earphones on and couldn't hear approaching the traffic.

In this survey it clearly found, despite the increased occurrence of using earphones, there are limited studies being done so far in Jalandhar to measure the risk factors profile of people responsible for the same. So to start with, an initiative was taken to collect the demographic details of the individuals and their experience on using earphones in Jalandhar. Thus, this survey examined several areas like dependence of earphones, health issues people experienced after using headphones, its psychological impact on individuals.
RESULT AND ANALYSIS

Fig 2: Percentage of analysis is showing the following: Of the 103 participants, 49% were males (50) and 51% were females (53).

Fig 3: Here, 28% of them are Post graduation (28%), 63% of them are Graduation (64%), rest 9% of them are all other backgrounds (8%).
Preferable Brand of Earphones:

Fig 4. Here, 64.1% of them are prefer branded earphones, which is (63), 22.3% of them are not prefer any brand (23), rest 13.6% are in middle position called maybe, which is 14.

The Brand people like most:

Which type of earphones people like most:

Fig 5. The types of earphone people liked most, Wired 13.6% which is 14, in terms of Wireless earphones they liked 31.1% (which is 32) and mostly people prefer to buy both type of earphones wire and wireless, which is 54.
How much money actually they spend for buying an earphone:

So, cost is also the main factor for all definitely while buying an earphone. Here in this graph by which we can demonstrate how much money people actually spend to buy a earphone, 4.9% of them are in below 99 category (which is 5), then 41.7% of them are in the range of 100-499 category (which is 43), then 40.8% of them are in the range of 500-1499 category (which is 42), and 20.4% of people are prefer to purchase earphone 1500 or above (which is 21).

Fig 6 How much money actually they spend for buying an earphone

Preference of color while buying earphones:

Most of the time people also looking for color as well, 29.1% of them are prefer White, 14.6% of people are prefer mixed color, 51.5% of people liked Black color which is most by any color and 14.8% are prefer rest other colors.
Fig 7 Preference of color while buying earphones:

![Color Preference Graph](image)

- Black: 51.5%
- White: 29.1%
- Mixed: 14.6%
- Coral Blue: 2.7%
- Navy Blue: 2.7%
- Pop Color: 2.3%
- Pink or Red: 2.3%
- Multicolore: 0.7%

Fig 8 Time period of repurchasing the earphones:

In this graph we can see time period usually repurchasing of earphone 3-6 months = 33%, 6 months - 1 year = 37.9% and More than one year is 29.1%.

![Time Period Graph](image)
CONCLUSION

Innovation is turning into a basic piece of a boosted each day lifestyle and everything believed of it as, additionally displays a negative symptom (for example increasingly social partition or a absence of close and individual relationship with others). As energetic adults invest extra time busy with using suitable innovations, they are contributing less energy to coordinate with guardians, families and friends. Unrelatedly of whether these activities are performed inside seeing others, the important point of the individual has every one of the reserves of being with these device. One such device is the earphone.

Earphone is a device that is applied for tuning in to a music or radio without having other individuals to hear it. Unrelatedly of the sort of advancement, it has been accounted that these helpful sound development devices bring about partition from cooperation’s with people while adding to a relationship toward slow objects.

The idea of common, eye to eye association is hampered. This absence of close and individual contact may bring about sentiment of social detachment particularly in youthful grown-ups. These devices can keep us connected with or possibly involved from reality as we advance as the day advanced. The quantity of people in unhappiness or destruction while wearing earphones for electrical devices.

For example: MP3 players has significantly increased in six years, according to a US study. It was additionally discovered that most exploited people who got harmed or kicked the bucket were men (68%), younger than 30 (67%) and around one out of 10 of all cases younger than 18 of the disasters considered, 89% occurred in urban domains, and most of the losses 55%, were hit through trains.

As per the study, distributed online in the diary Injury Prevention, 81 of the 116 episodes, or 70%, achieved death/decease. It was also discovered that the wearing of headphones as a rule have had a quick impact in the episode, as the customers could not hear alerts that they were in risk.

In 29% of the cases, an clear warning. For example: a holler, a horn or an alarm – had been sounded before the incident says. In spite of the fact that utilizing earphones encourages individual to relax or remain quiet they are similarly practicing missing closeness. People give almost no consideration to the earth around them. It is evident that Individuals have risky patterns of using earphones for various purpose and they are more likely to use it even after knowing its potential harm. Therefore, planning educational awareness programs in this domain for adolescents especially in colleges is necessary, and many of these individuals should be motivated to change their patterns of using earphones. It would also be fascinating to discover how the people around earphone users feel in connection to the wearer of earphones. Limitations of this survey are that it was done with only 167 individuals in the city of Chennai. The survey could be done on large sample.
References


