



Internet Through Mobile Phone and Its Cognitive and Behavioral Impact: Changing Sexuality*

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This study investigates how Internet media in the mobile phone influence on the cognitive and behavioral aspects of human sexuality. Sex is being deviating from socially accepted behaviors; ranging from bisexuality to homosexuality. Based on the qualitative methodology using particular case studies and textual analysis as well as survey research leading to quantitative methodology, this assumes of a transition of cultures as a result of the thorough impact of Internet towards society. In conclusion, Internet implicit practices in the Mobile Phone in youth and teen societies storms a big change in sexuality, is also affecting towards the human cognitive and behavioral phases of the social life in traditional Buddhist rural village setting in Sri Lanka.

Keywords: Mobile phone-Internet, changing sexuality, cognitive and behavioral impact, Buddhist rural society, youth and teen

Impact of Internet media and mobile phone on youth sexuality has been concerned by many scholars (Livingstone, 1999; Flanagin & Metzger, 2001; Wei & Lo, 2013. See Pascoe, 2011; Ringrose et al., 2012). This study was to identify the ill-effects of mobile phone usage in the rural Buddhist societies in Sri Lanka. In this, it was focused to investigate about the phase of teen and youth behavior in usage of Internet through mobile phone. Internet mobile phone impact can be studies on the basis of cognitive and behavioral changing patterns. In such a broad perspective, this study focused to scrutinize on the changing pattern of sexuality among teen and youth who are highly exposed to Internet mobile phone. In that, the most interesting fact is that the sexuality has been changed from the heterosexual behaviors to bisexual and homosexual activities among the subjects.

Young people are commonly assumed to be highly susceptible to the influence of the mass media, which have been blamed for a number of negative cognitive and behavioral influences (Annenberg Media Exposure Research Group, 2008). Computers, video games, and the advent of the World Wide Web have been considered potentially damaging to youth. In spite of the generally held belief that media act as vehicles of persuasion, there are only mixed results linking exposure to media with various cognitive and behavioral outcomes. Some studies have found evidence for substantial media effects, while others have not (Klapper, 1960). In a more

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