

Students' Perception And Awake Towards Online Perks

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Abstract- Over the past few years, we have witnessed an exponential increase in prices. Now-a-days, we all need multiple sources of income. The absolute best technology are introduced now available for earning money through online mode as in better method of earning through various scheme are introduced in interesting ways. Now a days, most of the people were forced to move towards the digitalization. The main aim of preparing this paper is to, Study the students perception and awareness towards Online Earnings. For the study researcher the selected the respondent who earn their earnings through online modes for their financial independent.

I. INTRODUCTION

Western countries introduced this concept long back in order to make the students economically independent. The concept of "Earn while Learn" is deep rooted in the educational system. Now a days, Students challenging their financial aspect with different view of earnings through digitalized.

STATEMENT OF THE PROBLEM:

India must fully embrace cashless transactions with artificial intelligence. Although the challenges are many, a good start is halfway done and the government is already preparing for a safer and brighter future for money Sectors that will boost digital transaction of earnings include small online Revenue.

OBJECTIVES OF THE STUDY:

- To know the impact of earning while learning.
- To know spending pattern for students.
- To study the framework of online earning of students.
- To study the relation between the present part-time job with the future employability.

II. REVIEW OF LITERATURE

1. Fawaz et al.'s students study raised their concerns on earning and evaluation methods, overwhelming task load, technical difficulties, and confinement. To change with these

problems, students actively dealt with the situation by seeking help from their teacher and relatives and engaging in recreational activities to succeeding their upcoming predictable for their revenue source.

2.Badgujar et al. (2016) informed that utilization of earned value technique for project control will result in better assessment of activity time and budget requirements. Productivity can be improved by taking constant feedback from cost and schedule performance.

III. RESEARCH METHODOLOGY

RESEARCH DESIGN: This research was aimed at analyzing the students' perception and awareness towards online earning. Random sampling method was used.

SAMPLE SIZE:

The sample size is 130 respondent.

DATA COLLECTION:

PRIMARY DATA: The study has been accomplished with the help of primary data collected for 130 respondents. The pre-decided number of samples has been selected based on the Simple Random method.

SECONDARY DATA:Secondary data was collected with the help of internet, Newspaper, magazines, research paper, journals, books and respective websites were also used to gather the data and information.

TOOLS USED FOR ANALYSIS

The collected data will be analyzed and interpreted properly to find the result of the research work. The tools are

- Simple Percentage Analysis

DATA ANALYSIS AND INTERPRETATION:

TABLE: Showing that Students' perception, problems faced towards Online Earnings.

Factors	Options	No. of Respondents	Percentage
Gender	Male	59	45.4
	Female	71	54.6
Age	15 - 19	31	23.1
	20 - 25	81	63.1
	25 - 30	14	10.8
	Above 30	4	3.0
Educational qualification	School	17	13
	Diploma	11	8.5
	UG	90	68.5
	PG	12	10
Area of Respondent	Rural	51	39.2
	Urban	54	41.5
	Semi – Urban	25	19.2
Occupation	student	92	70
	Government Employee	9	6.9
	Private Employee	20	16.2
	Others	9	6.9
Monthly Income	Below 10000	76	58.5
	10000-20000	31	23.8
	20000-30000	15	11.5
	Above30000	8	6.2
Platform for Online Earnings	App	68	47.7
	Website	36	29.2
	Tele calling	10	7.7
	Others	16	15.4
Known about online earning	Friends	51	39.2
	Family	26	20
	Neighbour	13	10
	Advertisement	31	23.8
	Others	9	6.9
Utilizing part of Earnings	Savings	75	57.7
	Education	34	26.2
	Families	11	8.5
	Others	10	7.7
Gadgets Used for Earnings	Mobile phone	96	73
	Laptop	48	36.9
	PC	17	13.1
	Others	14	10.8
Spending	Less than 1hr	72	55.4

Time	1 Hour	42	32.3
	2 Hour	9	6.9
	More than 3hr	7	5.4
Financial Independence	yes	44	34.6
	No	47	36.2
	Maybe	39	29.2
Time Sufficient or Not	Yes	88	67.7
	No	42	32.3
Create any health issue	Yes	88	67.7
	No	42	32.3
Type of Health issue	Head Ache	36	27.5
	Eye Pain	31	24.2
	Back Pain	6	4.2
	Body Pain	8	6.7
	All of these	43	33.3
	Others	6	4.2

INTERPRETATION:

This study reveals that majority (54.6%) of the respondents are Female, majority (63.1%) of the respondents are in age group between 20-25 years, majority (68.5%) of the respondents are educated with UG, majority (41.5%) of the respondents are from Urban areas, majority (70%) of the respondents belongs from Students, majority (58.5%) of the respondents monthly income below 10,000, majority (47.7%) of the respondents are using App for their earnings, majority (39.2%) of the respondents are known about online earnings through their friends, majority (57.7%) of the respondents Utilizing their earnings for saving purpose, majority (73%) of the respondents using their mobile phone as gadgets, majority (55.4%) of the respondents spending their time as less than 1hour, majority (36.2%) of the respondents shows online earnings didn't give entire financial independency, majority (67.7%) of the respondents says time is sufficient, majority (67.7%) of the respondents says that creating a health issues while earning their income through online.

IV. FINDINGS

1. Majority is (54.6%) of the respondents are Female.
2. Majority (63%) of the respondents are in age group between 20-25 years.
3. Majority (68.5%) of the respondents are UG Students.
4. Majority (41.5%) of the respondents are from Urban areas.
5. Majority (92%) of the respondents are belongs from students.

6. Majority (58.5%) of the respondents are belongs to their earnings is Below 10000.
7. Majority (47.7%) of the respondents are earn through the App.
8. Majority (39.2%) of the respondents know about the online earnings is referred by their friends.
9. Majority (57.7%) of the respondents Utilizing their earnings for saving purpose.
10. Majority (73%) of the respondents used their mobile phone as gadgets for their online earnings..
11. Majority (55.4%) of the respondents spend a time for Less than 45mins.
12. Majority (36.2%) of the respondents of the respondents belongs to NO, is that online earning giving entire Financial Independency.
13. Majority (67.7%) of the respondents says Time sufficient for earning their incomes through online.
14. Majority (67.7%) of the respondents says that, creating health issue while earning their revenue through online.
15. Majority (33.3%) shows that creating health issue as headache, eye pain, body pain, back pain etc.

V. SUGGESTIONS

- Create a plan for generating money online and set reasonable goals for yourself. Don't expect to make a lot of money overnight. Making money online requires time and work, so being focused and disciplined is critical. Resist distractions and continue to work towards your objectives.
- Online money-making continuously evolves, so being versatile and prepared to try new techniques is vital. Even if you work from home, handle your online money-making activities like a job. Make aside time for it and treat it seriously. Making money online can be difficult, therefore it is critical to stay motivated and persistent. If you do not notice instant results, do not give up. Online earnings is better than offline earnings for saving purpose.

VI. CONCLUSION

The results of students' respond in a positive perception may attributed by the advantages of online earning such as gives students more time to explore sources of information related with earning material and makes them more independent in earning. who showed that students have a positive perception that the using of online earning while learning helps provide flexibility and availability for students in exploring sources of information related to study material.

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