Intolerable Interference of Other Countries' Traditions and Cultures in Myanmar & Disadvantages of Social Media

Thaw Tar Oo[a], Phyoe Marnn[b*], Yousef A.Al-Masnay[c], Nizeyimana Jean Claude[d], Jahangeer Khan Bhutto[e], Alishbah Syed[f], Madeeha Kiran[g], Aigerim Bektiyar[h]

[b,c,d,e,f,g,h]*Faculty of Environmental Science and Engineering, School of Environment, Northeast Normal University, Changchun, 130117, China*
[a]*Faculty of Myanmar,Department of Myanmar, University of Distance, Bago, 08018, Myanmar*
[a]*Email: oot30148@gmail.com*
[b]*Email: zawminhtetphyoemarnn@gmail.com*

Abstract

In Myanmar, social media has evidently impacted on human behaviors after 2010 year and this condition is declining prospect of Myanmar Traditions and Cultures. Polite consciences of Myanmar people become disappearing year after year by using social media. This study was conducted for 12 years in Myanmar among general population of 4952 people. 82% of people are deviant with Myanmar Culture and 81.6% are transforming their behaviors to rude with deviation of Tradition of Myanmar. When youths under 18 years, they were used to marry illegally and 68.2% have adulterous liaison from social media dating. The children who are not adults cannot concentrate their study and this fact is directly impact on Education of Myanmar. The physical health became prospect in bad situation due to emission of microwaves from smart devices.

Keywords: Traditions and Cultures; Polite consciences; deviant; disadvantage; social media.

----

* Corresponding author.

1. Introduction

In Myanmar, there have been very popular to use social media, especially Facebook since 2009. Before 2009, only scholarship applicants, scholarship students and workers who work in Foreign countries and their families used google for E-mail to contact each other. The author in [9] noted that the British scientist at CERN (Conseil Européen pour la Recherche Nucléair) in Geneva (Switzerland) invented 'Mesh', the precedent of the World Wide Web (WWW) in 1989 based on the invention of Tim Berners-Lee communication in the world changed dramatically. On 30th April 1993, an open license maximized the dissemination process and the web was originally developed to share informations between scientists in Universities and Institutes around the world [9]. Hyper-connectivity such as email, massaging and telephone calls are so useful for scholarship students, foreign workers and scientists to contact their families and to share knowledge and also to find scholarship offerings. Before 2009, E-communication just individually started running in Myanmar and if people wanted to use Internet, they must go to shops that have wireless fidelity (Wi- Fi) and there was so poor wireless fidelity (Wi-Fi) connection. At that time, Myanmar Tradition and cultures are so polite as former people of Myanmar. People in Myanmar were relaxing by watching on Television programs of National channels such as Myanmar Radio and Television (MRTV) and Myawaddy TV (MWD). Those channels are prior to sustain Myanmar Traditions and Cultures and polite consciences of Myanmar people and they never broadcast fake news to public of Myanmar and they arranged a lot of edutainment for people of Myanmar. After 2009, Myanmar became Democracy Country and smart phones became cheaper to attract people to use social media and E-communication services enhanced because government gave permit to do many private companies for communication services such as MPT and MecTel with 2G connection service. After 2009, most of people could use smart phone and private sim-cards from Telenor, Ooredoo, Mytel tele-communication companies and moreover, wireless fidelity (Wi- Fi) services of Myanmar Net, Myanmar Broad Band Telecom (MBT) and Broad Band (5BB) improve their services to attract customers and so, numbers of users of social media ongoing massively increasing. 91% of people don't have habits to watch National channels to relax and they are widely using smart phone to relax themselves. 400 to 800 THz (10^{12} Hz) of electromagnetic radiation can emit from a laptop and 300 MHz (10^6 Hz) to 3 GHz (10^9 Hz) of that can emit from mobile operators and this range can be harmful for human health [8]. In Myanmar, 86% of people are using smart phones for watching social media because of versatility of smart phones such as games, phone calls, Facebook, recording important issues, taking photographs and so on. Humans embrace with technology more and extensively depend on smart phones, mobile devices and laptop [8]. On the other hand, electromagnetic radiation can be some risk of carcinogenicity[1,3,4,8,9,10] , changes in permeability of blood brain barrier, electroencephalographic activity and blood pressure [14] and over use of smart devices can be vulnerable some risks of physical and mental health. In 2004, Facebook was founded by students of Harvard University by the name of Mark Zuckerberg, [9] Eduardo Saverin, Dustin Moskovitz and Chris Hughes and American company offering online social networking services [5]. Since 2009, 78% parents of children have allowed to use Facebook and game application with their smart phone and they were proud of their children by using smart devices in Myanmar and nowadays, 72% of children under 18 become addicted to using smart phones for playing games, Facebook, Tiktok and they undermine their ability to concentrate their education generally. Parents and teachers of them are facing with fiddly case for their children's education. When they retrieve smart devices from their children,

they are being behaved rudely by their children and the behaviors of their children are influenced by social media [11]. This skew-ness can be feasibility of negative impact on education of future generation in Myanmar. The radio waves of smart devices affect human health directly and using of smart devices disturb in human sleeping patterns and people cannot sleep early at nights and also lead to memory problems, headaches, nausea and dizziness [8], moreover, those radio waves of smart devices make neuron system and their immune system vulnerable not to be some diseases as brain tumors, acoustic neuromas, tumors of the salivary glands, and leukemia and lymphomas [4,8,10]. For thus, physical health of people especially, children (future generations of country) can become worried prospects due to addiction of watching social media and relaxing by playing games with using of smart devices. Social networks and the corresponding hyper-connectivity can drastically impact on human behaviors and their societies [3,9]. Before using social media, 82% of Myanmar people don't like controversies each other they never abuse each other by polite tradition of Myanmar. After 2009, 78% of Myanmar people are used to abuse each other concerning with political issues because of social media's fake news and severe conflicts between each other. This condition deviate of Myanmar tradition and it can cause to destroy unity of Myanmar people and it may destroy "State Law, Peace and Order Restoration" of Myanmar. And also, Myanmar cultures become leading to disappear eventually with impact of International cultures. Myanmar cultures are quietly different with other country cultures and the former people of Myanmar never wear even pants and Sport Shirt and T-shirts and they will always wear longyis and Myanmar tradition clothes (Yin-Phone) to hide their whole body's skins and their traditional clothes added to their patriotic appearances and however, nowadays, International cultures drastically impact on 82% people of Myanmar. Social Media inherent tendencies to alter behaviors and altitudes of human evidently. The numbers of devoted rates and broken families enormously increased [8] world widely and also in Myanmar. Myanmar has monogamy law, meaning that just only one partnership must marry and if someone be guilty of adultery, he or she can be punished by enacted law. Nevertheless, rate of guilty of adultery is averagely 55% in Myanmar via social media such as Messenger, Viber and this status can evidently see that they don't follow the law of Myanmar and deviation to Precious Myanmar Traditions and cultures. On the world, active monthly users of Facebook are 1.35 billion people with majority of its users as teenagers [8]. They can exposure to pornography of sexual acts and violent. Sexual predators are waiting for immature teenagers to try undermine their behaviors and characters. In Myanmar, 6500 million kyats (Myanmar Currency) per one democracy government lifetime (5years) ongoing being used to control Facebook criminal cases, but they cannot rigorously control criminal case and this Facebook team of Myanmar has a prior rumors of government to criminal cases and becoming bad prospecting for youths of Myanmar in all aspects including criminal cases and declining improvement of educational knowledge of them. The serious problems may be 'Damage of Unity" between Myanmar Military, government and public because of rumors of political issues and "Deviation of Myanmar Traditional and Cultures" by social media's fake news. The precious time of youths of Myanmar waste obviously by vain activities by spending their time on social media, especially Facebook and Tiktok.

2. Material and methods

2.1 Study place

As a study area, Myanmar was chosen. It is situated at 21.9162 N, 95.9560 E and covered by 676,575 km2 in

area. Myanmar is situated in Southeast Asia and is bordered on the North and Northeast by China, on the East and Southeast by Laos and Thailand, on the South by Andaman Sea and the Bay of Bengal and on the West by Bangladesh and India.

2.2 Study Period

This study was conducted from January 2004 to January 2021 for psychological status and benefits and negative impacts of social media on people of Myanmar.

2.3 Materials

The questionnaire papers distributed every months for respondents of this scope of study by researchers of Future Myanmar Organization, Bago Division, Myanmar.

2.4 Method

Researchers of Future Myanmar Organization, Bago Division, Myanmar added social media accounts such as Facebook and TikTok and so on to check their activities and their psychology status. They always check their monthly questionnaires by their psychological and social assignments by their Medical doctors and their supervisors. For finding deviation of Myanmar traditions and cultures, they interviewed former older people' attitudes of human behaviors and cloth designs nowadays and then they found some references of Myanmar Traditions and Cultures in Myanmar lectures and Myanmar History lectures.

2.5 Analyzing data

Medical Doctors and researchers of Psychology analyzed the data according to the answers of our questionnaire to check status of psychology of respondents. When the researchers got accurate data, Microsoft excel was used to get percentage and to know strength of result of questionnaires and some data of psychological status and criminal cases of social media, IBM SPSS Statistic (2020), (Statistical Package for the Social Sciences) was used.

3. Results

Table 1: Categories of users by age

Categories of Age (yrs)	No. of people	Percentage of people (%)	P-value
Under 18	193	3.91	0.155
19-25	1214	24.53	0.155
26-32	1426	28.79	0.155
33-39	809	16.33	0.155
40-46	501	10.11	0.155
47-53	327	6.60	0.155
54-60	270	5.45	0.155
Above 60	212	4.28	0.155

Out of 4952 people, 193 (3.91%), 1214 (24.53%), 1426 (28.79%), 809 (16.33%), 501 (10.11%) and 327 (6.60%) people are in the age of under 18 years, (19-25) years, (26-32) years, (33-39) years and (40-46) years respectively with the p-valve is 0.155. Out of 4952 people, 589 (11.89%), 589 (11.89%), 177 (3.61%), 531 (10.72%), 582 (11.89), 1120 (22.61%), 590 (11.91%) and 767 (15.48%) people adulterous people, sexual predators, monetary fraudsters, Intimidations, gamblers, rumors to Military, fraud of online shopping and rumors to government respectively.

Table 2: Criminal cases of social media users

Items of using	No of people	Percentage of people (%)	P- value
Adulterous cases	589	11.89	0.000
Sexual predators	589	11.89	0.000
Monetary fraudsters	177	3.61	0.000
Intimidations	531	10.72	0.000
Gamblers	589	11.89	0.000
Rumors to Military	1120	22.61	0.000
Fraud of online shopping	590	11.91	0.000
Rumor to government	767	15.48	0.000

The following table (3) shows people commit adultery by using online with the p-value with 0.155. The following table (4) shows people do not commit adultery by even using online.

Table 3: Adulterous cases of social media users

Categories of Age (yrs)	No of people	Percentage of people (%)	P-value
Under 18 (out of 193)	132	68.2	0.155
19-25 (out of 1214)	653	53.8	0.155
26-32 (out of 1426)	588	41.2	0.155
33-39 (out of 809)	209	25.8	0.155
40-46 (out of 501)	68	13.5	0.155
47-53 (out of 327)	39	12	0.155
54-60 (out of 270)	5	2	0.155
Above 60 (out of 212)	0	0	0.155

Table 4: Non -adulterous cases of social media users

Categories of Age (nos)	No of people	Percentage of people (%)	P-value
Under 18 (out of 193)	61	31.8	0.155
19-25 (out of 1214)	561	46.2	0.155
26-32 (out of 1426)	838	58.8	0.155
33-39 (out of 809)	600	74.2	0.155
40-46 (out of 501)	433	86.5	0.155
47-53 (out of 327)	288	88	0.155
54-60 (out of 270)	265	98	0.155
Above 60 (out of 212)	212	100	0.155

The following table 5 shows that duration hours of using social media by users with the p-value is 0.163 and out

of 4952 people 1882 (38%), 198 (3.99%), 297 (5.99%), 941 (19%), 594 (11.99%) and 1040 (21.03%) spend the time of minimum 1hr, 1hrs to 3hrs, 5hrs, 6hrs, 10hrs and 12hrs respectively.

Table 5: Duration hours of using social media by users

Duration hours	No of people	Percentage of people (%)	P-value
Minimum of 1hr	1882	38.00	0.163
Between 1hrs to 3hrs	198	3.99	0.163
5hrs	297	5.99	0.163
6hrs	941	19.00	0.163
10hrs	594	11.99	0.163
12hrs	1040	21.03	0.163

In table (6), out of 193 people, 76 (39.5%), 76 (39.5%), 25 (12.5%), 15 (7.4%), 1(1.1%) of people use Facebook, TikTok, Game applications, You Tube and Bingo respectively with the p-value of 0.080.

Table 6: Categories of social media and No of users by the age of under 18

Categories	No of people	Percentage of people (%)	P-value
Facebook	76	39.5	0.080
TikTok	76	39.5	0.080
Game	25	12.5	0.080
You Tube	15	7.4	0.080
Instagram	0	0	0.080
Bingo	1	1.1	0.080
Linkedln	0	0	0.080
Google Chrome	0	0	0.080
Twiter	0	0	0.080

In table (7), out of 1214 people, 333 (27.128%), 261 (21.158%), 169 (13.628%), 255 (21.96%), 148 (12.22%), 26 (2.1%), 22 (1.806%) of people use Facebook, TikTok, Game applications, You Tube, Instagram, Bingo and Google Chrome respectively with the p-value of 0.014.

Table 7: Categories of social media and No of users by the age of 19 to 25

Categories	No of people	Percentage of people (%)	P-value
Facebook	333	27.128	0.014
TikTok	261	21.158	0.014
Game	169	13.628	0.014
You Tube	255	21.96	0.014
Instagram	148	12.22	0.014
Bingo	26	2.1	0.014
Linkedln	0	0	0.014
Google Chrome	22	1.806	0.014
Twiter	0	0	0.014

In table (8), out of 1426 people, 421 (29.5%), 285 (20.02%), 104 (7.28%), 283 (19.86%), 260 (18.22%), 26 (1.8%), 11 (0.82%) ,36(2.5%), of people use Facebook, TikTok, Game applications, You Tube, Instagram,

Bingo and Google Chrome respectively with the p-value of 0.016.

Table 8: Categories of social media and No of users by the age of 26 to 32

Categories	No of people	Percentage of people (%)	P-value
Facebook	421	29.5	0.016
TikTok	285	20.02	0.016
Game	104	7.28	0.016
You Tube	283	19.86	0.016
Instagram	260	18.22	0.016
Bingo	26	1.8	0.016
LinkedIn	11	0.82	0.016
Google Chrome	36	2.5	0.016
Twiter	0	0	0.016

In table (9), out of 809 people, 311 (38.5%), 104 (12.81%), 113 (13.96%), 168 (20.81%), 67 (8.33%), 8 (0.96%), 6 (0.72%) ,32(3.91%), of people use Facebook, TikTok, Game applications, You Tube, Instagram, Bingo and Google Chrome respectively with the p-value of 0.028.

Table 9: Categories of social media and no of users by the age of 33 to 39

Categories	No of people	Percentage of people (%)	P-value
Facebook	311	38.5	0.028
TikTok	104	12.81	0.028
Game	113	13.96	0.028
You Tube	168	20.81	0.028
Instagram	67	8.33	0.028
Bingo	8	0.96	0.028
LinkedIn	6	0.72	0.028
Google Chrome	32	3.91	0.028
Twiter	0	0	0.028

In table (10), out of 501 people, 258 (51.5%), 44 (8.82%), 26 (5.12%), 152 (30.24%), 9 (1.82%), ,12(2.5%) of people use Facebook, TikTok, Game applications, You Tube, Instagram and Google Chrome respectively with the p-value of 0.100.

Table 10: Categories of social media and No of users by the age of 40 to 46

Categories	No of people	Percentage of people (%)	P-value
Facebook	258	51.5	0.100
TikTok	44	8.82	0.100
Game	26	5.12	0.100
You Tube	152	30.24	0.100
Instagram	9	1.82	0.100
Bingo	0	0	0.100
LinkedIn	0	0	0.100
Google Chrome	12	2.5	0.100
Twiter	0	0	0.100

In table (11), out of 327 people, 210 (64.2%), 16 (4.82%), 91 (27.84%), 2 (4.82%), 8 (64.2%) of people use Facebook, TikTok, You Tube, Instagram, and Google Chrome respectively with the p-value of 0.166.

Table 11: Categories of social media and No of users by the age of 47 to 53

Categories	No of people	Percentage of people (%)	P-value
Facebook	210	64.2	0.166
TikTok	16	4.82	0.166
Game	0	0	0.166
You Tube	91	27.84	0.166
Instagram	2	0.64	0.166
Bingo	0	0	0.166
LinkedIn	0	0	0.166
Google Chrome	8	2.5	0.166
Twiter	0	0	0.166

In table (12), out of 270 people, 194 (71.8%), 3 (1.08%), 70 (25.82%), 3 (1.3%) of people use Facebook, TikTok, You Tube and Google Chrome respectively with the p-value of 0.207.

Table 12: Categories of social media and No of users by the age of 54 to 60

Categories	No of people	Percentage of people (%)	P-value
Facebook	194	71.8	0.207
TikTok	3	1.08	0.207
Game	0	0	0.207
You Tube	70	25.82	0.207
Instagram	0	0	0.207
Bingo	0	0	0.207
LinkedIn	0	0	0.207
Google Chrome	3	1.3	0.207
Twiter	0	0	0.207

In table (13), out of 212 people, 209 (98.699%), 3 (1.301%) of people use Facebook and Google Chrome respectively with the p-value of 0.339.

Table 13: Categories of social media and No of users by the age of above 60

Categories	No. of People	Percentage of people (%)	P-value
Facebook	209	98.699	0.339
TikTok	0	0	0.339
Game	0	0	0.339
You Tube	0	0	0.339
Instagram	0	0	0.339
Bingo	0	0	0.339
LinkedIn	0	0	0.339
Google Chrome	3	1.301	0.339
Twiter	0	0	0.339

In table (4), out of 4952 people, 636 (12.84%) people are using internet for vain activities and most users use internet without effectiveness to themselves and other audiences.

Table 14: Categories of using issues of social media

Usages of social media	No. of People	Percentage of people	p-value
Relaxing	404	8.16	0.00
Watching Entertainment	404	8.16	0.00
Gaming	193	3.89	0.00
Sharing Knowledge	274	5.53	0.00
Dabbling	289	5.83	0.00
Online Shopping	251	5.11	0.00
Learning Technology	97	1.95	0.00
Learning Languages	116	2.34	0.00
Just Only Making Friendship	290	5.86	0.00
Posted photos for finding partners	482	9.73	0.00
Posted photos for adultery	155	3.14	0.00
Posted photos to be celebrities	309	6.24	0.00
Advertising Photo (By Actors, actresses, singers)	135	2.72	0.00
Sexual Cases	96	1.93	0.00
Criminal Cases	572	11.55	0.00
Volunteers (asking offering)	192	3.87	0.00
Volunteers (donating themselves)	57	1.15	0.00
Vain Activities	636	12.84	0.00

By figure (1), even under 18 children are taking alcohol and persons in the ages of 19yrs and 25yrs are taking alcohol so much without controlling and also persons in the age of 26yrs to 32yrs have extremely alcohol drinkers and the future of Myanmar has bad prospects.
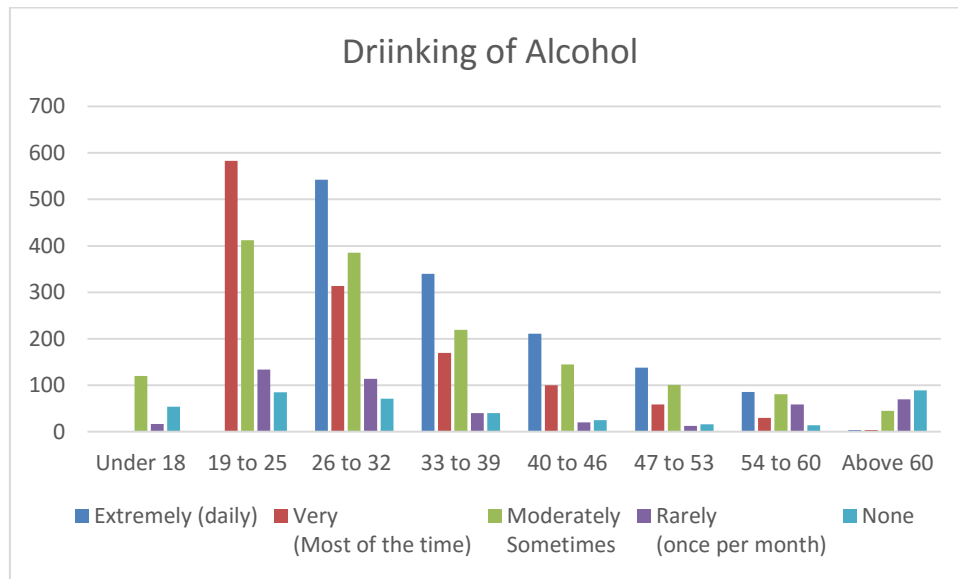
Figure 1: Deviation with Myanmar Tradition by drinking much alcohol

On Social Media, Myanmar people are abusing each other and they disappeared their polite manners concerning with Myanmar Traditions. Before using internet for social networks, Myanmar people are so polite and after using internet, they always spend their time by vain activities and they always quarrel each other owing to their favorite organization such as Political Parties and Myanmar Military. By figure (2) the deviation with Myanmar Tradition by decreasing polite habits can be clearly seen after using internet for social networks.
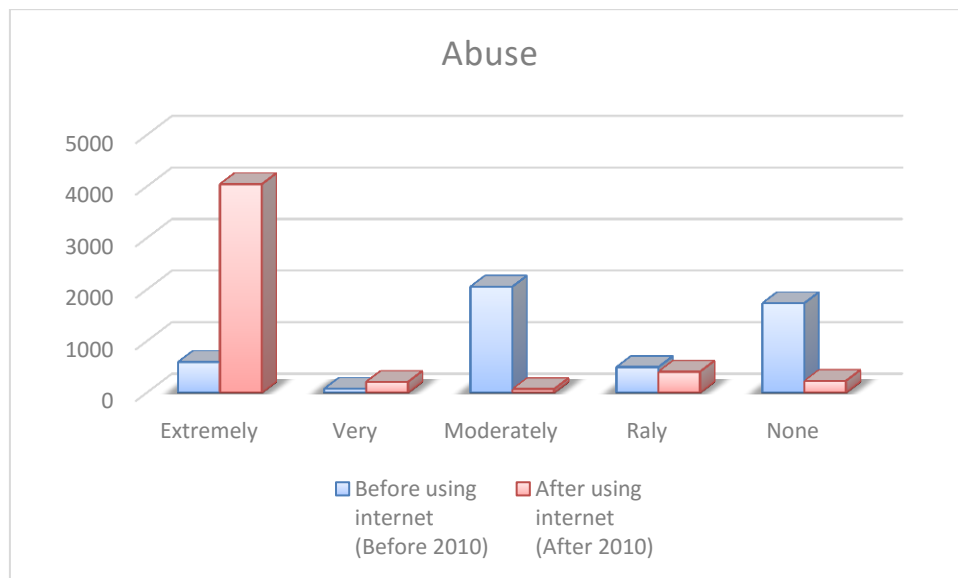
Figure 2: Deviation with Myanmar Tradition by decreasing polite habits

Most countries have their own cultures and they show their culture by their own cloth designs and some journals. Among them, Myanmar was so serious for their cultures before using internet and especially, females in Myanmar wore Myanmar Traditional clothes to hide their bodies and they were very worried about seeing their bodies by wearing short skirts, short pants and waist-coats and moreover they hated tempting sex cases by wearing sexy clothes according to Buddhist religions because Myanmar has 54.05 populations and 88% of people are Buddhists. Married women of Myanmar keep their bodies' beauty by wearing Myanmar traditional clothes and they believed that if they did tempting sex cases to some males, they would be punished by Buddha and so they never wore sexy clothes before using internet. After using internet, they breakdown all traditional rules and religious rules by wearing sexy clothes and a lot of divorced cases and adulteries have occurred more than before using internet in Myanmar. By figure (3), the extremely deviation with Myanmar Culture can be clearly seen.
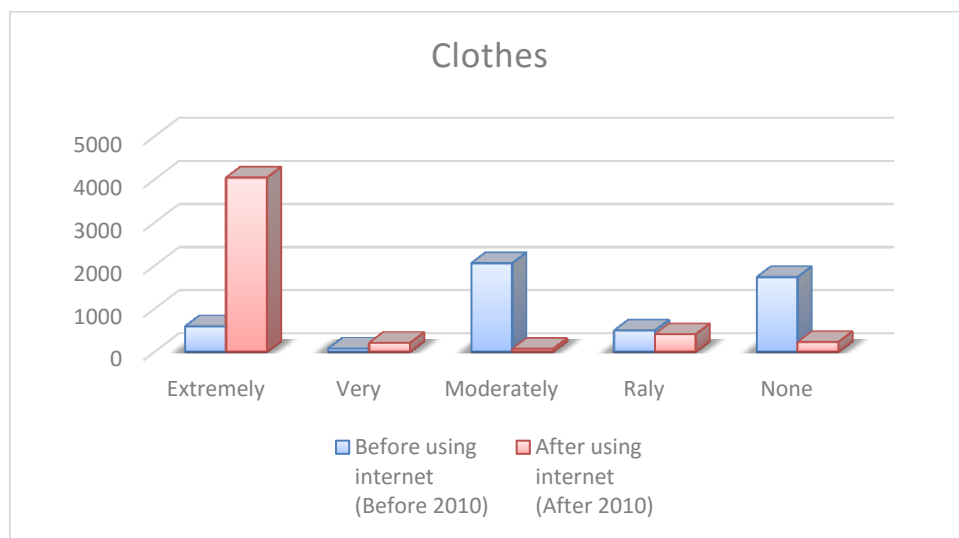
Figure 3: Deviation with Myanmar Culture
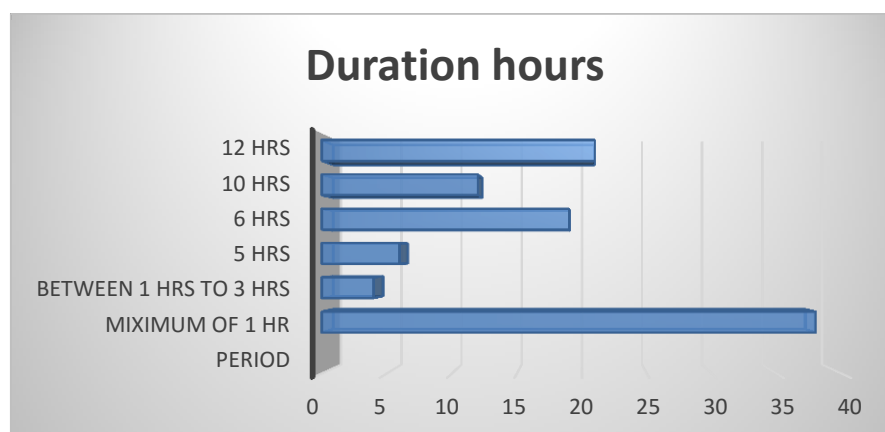
Figure 4: Duration hours for using social media

Out of 4952 people in the scope of this study, 1040 (21.1%) people are taking 12 hours for using social media and this condition can destroy their mental and physical health and even their jobs and education. The following

figure (4) shows duration hours of social media by people in study area. Out of 4952 people in this study, only 249 (5.02%) people are sharing knowledge for audients and percentages of sharing knowledge can be seen in figure (5).
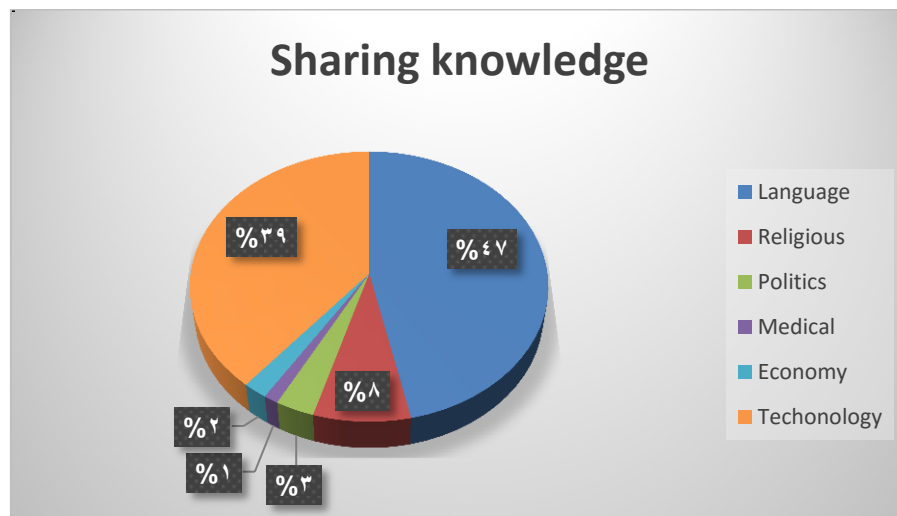

Figure 5: Sharing knowledge of social media users for audiences

In this study, 24756 (49.82%) people are trying to create criminal cases by using social media and those cases can be seen in figure (6). Rumors of people to National Military and political parties can occur to destroy sovereignty of Myanmar and unnecessary problems between Government, Political Parties, Polices, National Military and Public of Myanmar.
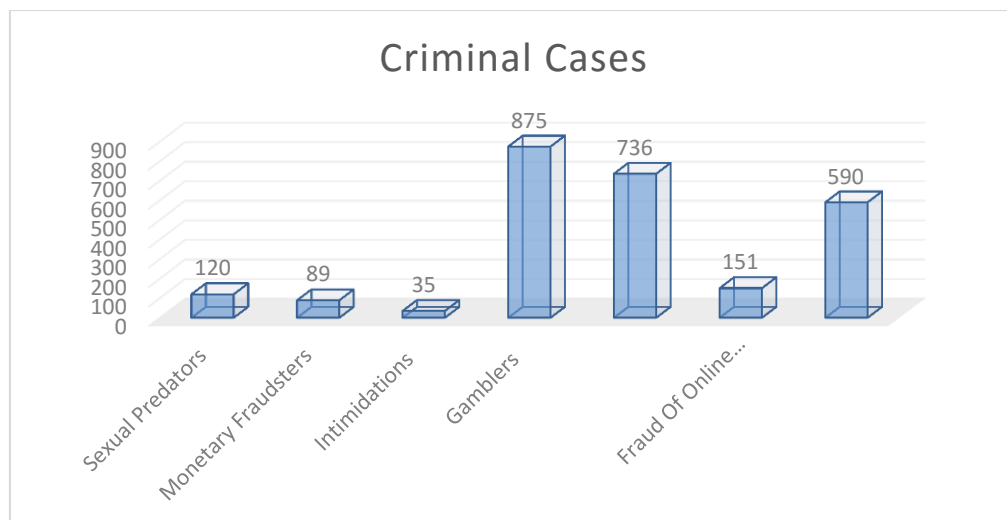
Figure 6: Criminal status by social media

4. Discussion

In Myanmar, there are a lot of social problems because most of people of Myanmar are poor in reading books with accurate references and some people don't know even Rights of Myanmar History and they accept the

former people story that can quite different with Myanmar History. Moreover, 62% of singers, actors and actresses in Myanmar are not educated persons and also 58% of Myanmar Wealthy business men are not graduated and Myanmar has inequalities in people classes and so, even some parents of middle class and lower class people are misunderstanding to improve their lives and they think that there is no need to high education levels for lives' success and just only singers, actors and actresses can be wealthy in Myanmar and thus they lead their children to use social media to be popular celebrities of Myanmar. They care about their children physical appearances with cosmetics and they incite to take beautiful photo like as sexy model that can augment to commit rapes for sexual predators and 89% of Facebook and TikTok users give reactions as like, love responds to sexy photos that can stimulate sex. There are some notable omissions in 58% of actors, actresses and singers' true lives and they are trying to show that they are high class people in Myanmar and so, 72% of parents in Myanmar who are poor in education misunderstand to enlighten their children' lives as actors, actresses and singers and thus they are encouraging their children to participate in competitions of Model Agency. The entrance fees of Model Agency competitions are between from US$ 2.26 to US$ 225.60 per competition. They accepted all candidates for competitions and 87.21% of their winners are candidates from high class people, 11.1% are middle class people and just only 1.69% are lower class people because 91.8% Model Agency for kids, Mrs, Miss have their own charities to advertise their organization brand name and they are trying to earn money to ask donations from their winners' families and their societies and also they have some business concerning with Multi-level marketing and this system needs to find more members who can spend money for their goods, especially, cosmetics and some supplementary medicines and thus they continue their business by finding winners who are high class people and people who have big authority to people. They chose to lower class people as their winners to hide their earning plans form public of Myanmar. During COVID-19 global pandemic period, they celebrate online competitions on Social Media with competition entrance fees and the numbers of competitions is 5 times than that of competitions before COVID-19 global pandemic period. The consciences of Myanmar are so generous in offering money to charities and they love and believe every person and every organizations when they donate poor people and government. Thus, 52% of organizations and 78% of volunteers make monetary fraud on social media and some donate people a few percent and much percent of money use their privacy cases. 78.21% of actors, actresses and singers do volunteers and donation to build their popularities and they even build authority to disseminate their religions, their political parties. People who poor in knowledge and rich in honesty cannot be subtle the other people influence on them and they cannot prevent frauds from others. 56% of Facebook users in Myanmar are so poor in electronic techniques and they don't know what accounts are Fake accounts and what are true accounts of professional users and for that reason, the fraud becomes deepening on social media. 45.8% of Myanmar people behaviors could be devastated by social media and they can lead to corruption of marriage live and social traditions. For Myanmar Traditions and Cultures, social media make revolution to decline of degree of patriotism currently. The radiation of phones, laptops and smart device start disturb sleeping patterns of humans. Deprivation of humans can make humans vulnerable and enable effects of distraction in daily activities of human lives. Students are obstinate and they are difficultly admonished by rigid parents and teachers not to spend much time for using social media especially Facebook, TikTok and game applications. 72% of parents can stratify their children to use social media and the left 28 % want their children to use their time usefully in academic lessons and the sport status and however, their children want to spend their time like as the other

children who are spending their time by using social media with vain activities. Just only 12.58% of students get engrossed their academic lessons and they are trying to be higher graduated persons in their lives.To become a developed country, Myanmar is indispensable a lot of Technicians in aspects of education and business and it needs a lot of human resources that be successful and also owing to Myanmar political status, there is eventually decreasing "Union of People" and so declination of sustainability of Union of Myanmar must reforming to be strong Union of Myanmar and also they need to consciously sustain in Myanmar Tradition and Culture, especially their polite behaviors. Some middle class people and lower class people are watching high class people's vain activities and they lose their way to success lives and they became dreamers and thus this can lead Myanmar delay in development in every aspects and also cease their own success and Myanmar can be difficult to move to develop. The more deviation of Myanmar Traditions, the lesser degree of patriotism. The numbers of divorce rates and broken families are quite deviate Myanmar Tradition and the aim of monogamy law of Myanmar cannot support and psychology of children from broken families can be feasibility mental health of them and 80% can be prospect in difficult time in their lives and they can be very difficult to communicate in societies and to remove their family -depressions. The vital problem is their physical health because of microwaves of smart devices and laptop. Human resource demands in Myanmar, they are imperative to be in good health with strong physical and mental issues. The researchers of this study want to recommend youths of Myanmar to use social media effectively and Myanmar has had much political conflicts since 1988 by rumors and accurate history of Myanmar and also some politicians want to use youths of Myanmar as their followers to make more political conflicts with them. By the political images of 1988, many students abandoned their study lives by creating protests and some students became prostitutes because of some political predators who did not have real patriotism. Youths of Myanmar are necessary to improve the political knowledge and education levels to be technicians and leaders of Myanmar and youths need to observe true political conditions and accurate history of Myanmar and it is very important not to believe wrong stories of Myanmar of parents, former older people and some politicians.

Acknowledgement

References

[1]. A. Keykhosravi, M. Neamatshahi, R. Mahmoodi, E. Navipour, "Radiation Effects of Mobile Phones

and Tablets on the Skin: A Systematic Review", Advances in Medicine, vol. 2018, Article ID 9242718, pp. 1-5, Feb. 2018.

[2].   Andrew Nachemson and Naw Betty Han. "Ethnic tension, conflicts key concern for Myanmar's incoming MPs" internet: www.aljazeera.com/news/2020/11/27/myanmar-election-2. Nov. 27, 2020 [Jan.22.2021].

[3].   Cheok A.D., Edwards B., Muniru I. Encyclopedia of Social Network Analysis and Mining. New York, NY: Springer New York, 2017, pp. 1-10.

[4].   Emília Sánchez. "What effects do mobile phones have on people's health?" in WHO Regional Office for Europe's Health Evidence Network (HEN), 1st ed., vol.1. Dr Leena Eklund and Dr Laura Sampietro-Colom, Ed. Europe: the WHO Regional Office for Europe, 2006, pp. 1-24.

[5].   Hall, Mark. "Facebook". Encyclopedia Britannica, Internet: www.britannica.com/topic/Facebook, Oct .22, 2020 [24 January 2021].

[6].   Marnn, P., Htoo, H., Zin, P. M. M., Win, T. Z., Claude, N. J., Ali, H., Al-Masnay, Y. A., Al-Shaibah, B., Malik, I., & Al-aizari, A. R. (2021). COVID-19 Pandemic Impact on Public Distress, Economy and Education of Bago Division in Myanmar. Technium Social Sciences Journal, DOI: 15(1), 549–588. DOI: https://doi.org/10.47577/tssj.v15i1.2240

[7].   Marnn, P., Oo, T. T., Zin, P. M. M., & Jean Claude, N. (2021). Performances of Myanmar Military in COVID-19 Pandemic Period & Disparities of Public Attitudes on Myanmar Military "Between Before COVID-19 And Present COVID-19 Period". Technium Social Sciences Journal, 16(1), 584–598. Retrieved from https://techniumscience.com/index.php/socialsciences/article/view/2528

[8].   Mushroor S et al. "The impact of smart phones and mobile devices on human health and life" International Journal of Community Medicine and Public Health, vol. 7(1), 9-15, Jan. 2020.

[9].   Natascha Zeitel-Bank & Ute Tat. "**Social Media and Its Effects on Individuals and Social Systems**," Human Capital without Borders: Knowledge and Learning for Quality of Life; Proceedings of the Management, Knowledge and Learning International Conference 2014, pp. 1183-1186.

[10].   Paul Goodman. "18 Disadvantages of Mobile Phones" Internet: www.turbofuture.com/cell-phones/Disadvantages-of-Mobile-Phones, Jan. 3, 2021 [Jan.22.2021].

[11].   Piyushi Jain. "Social Media: Impact on human behavior and society" Internet: www.linkedin.com/pulse/social-media-impact-human-behavior-society-piyushi-jain, Nov. 20, 2018 [Jan.22.2021].

[12].   Prime Minister office. "Against Corruption: a collection of essays" Internet: www.gov.uk/government/publications/against-corruption-a-collection-of-essays/against-corruption-a-collection-of-essays, May. 12, 2016 [Jan.22.2021].

[13].   The Myanmar Time. "President Targets civil servant corruption" Internet: www.scribd.com/doc/237646318/201438743, Dec. 20, 2013 [Jan.22.2021].

[14].   Tim Butcher. "Exploring Real History" internet: www.exploringrealhistory.blogspot.com/2020/12/part-6-psychology-of-mkultra-mind.html, Jan. 17, 2017 [Jan.22.2021].