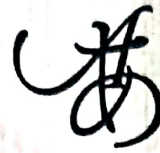




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AJANTA PRAKASHAN



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12. Perception of Learners on the Usage of Mathematics in their Daily Lives : An Exploratory Study

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Abstract

In the higher education scenario, Skill development and enhancement of twenty-first-century skills have become vital components of Sustainable Development Goal 4 i.e. Quality Education. Numeracy Skills are one of the key twenty-first-century skills. Mathematics occupies a significant place in our daily lives and is an integral aspect of the knowledge economy and many courses/subjects. Mathematical models and their applications in real-life situations are vital for the achievement of SDGs.

The exploratory study is relevant for today's youth are tomorrow's local, national and global citizens. Based on a semi-structured questionnaire circulated through a google form link, this study explores the perception of our learners of FY classes of four programmes, namely BCom, BMS, BAF and BBI regarding the use of Mathematics in their daily lives. Since Mathematics is an Ability Enhancement Compulsory Course for these programmes, understanding learner perceptions will enable us to reflect on teaching-learning strategies for enhancing Quality Education. The scope can be expanded to an action research module.

Keywords: Mathematics, Perception, Quality Education, Skill, Teaching-Learning

Introduction, Context and Relevance

Achievement of Sustainable Development Goal 4 i.e. Quality Education is both a vision and a mission in the Higher Education context. Furthermore, skill development and enhancement of twenty-first-century skills are vital components of Sustainable Development Goal 4 i.e. Quality Education. Mathematics is a key life skill with applications in real life situations, in setting priorities in our lives, in managing time in our daily lives and taking major life decisions. Educationists agree that Mathematics is an integral aspect of the knowledge

economy and in the development of many courses/subjects. Mathematical models and their applications in real-life situations are vital for the achievement of SDGs. There are five inspirations for this paper. First, skill development is the buzzword in the current educational scenario. Second, Quality Education aims at equipping learners with Numeracy Skills which are an integral aspect of Twenty-First Century Skills. Third, Mathematics and Statistical Techniques is a compulsory Ability Enhancement Core Course at the FYBCom, FYBMS, FYBBI and FYBAF. Finally, our College has taken the initiative of establishing the IT and Maths Club for upskilling.

National Education Policy 2020 calls for a three-fold strategy of inquiry, research and analysis. With this background, the primary aim is to correlate classroom teaching and research and enhance the teaching-learning process or reflect on the pedagogical approaches to teaching-learning the subject/course of Mathematics and Statistical Techniques in the First Year Classes of the Commerce Stream in Colleges affiliated to University of Mumbai. There is a general agreement among Mathematics Teachers that learners have a fear of the subject and/or lack the required mathematical competencies at the first year level. There is also consensus among the academic community that the pandemic has resulted in a drop in the skill set of learners at all levels. Some of the reasons could be attributed to the sudden shift to online lectures, lack of daily practice in solving Mathematical problems and drop in attention span. During the pandemic, the learners at all levels i.e. 10+2+3 Education structure were tested on the basis of Multiple-Choice Questions in all their courses/subjects.

Rationale/Relevance

Mathematics and Statistical Techniques is an Ability Enhancement Compulsory Course in FYBCom, FYBMS, FYBAF and FYBBI classes in affiliated Colleges of the University of Mumbai. Currently, the learners have returned to physical classrooms but the shift from online to the offline mode has not been easy and called for a reorientation at many levels for both the learner and the teacher. The results of Semester I Exams which were conducted in the offline mode for 100 marks were very demotivating for the performance of the learners was bad. Since any remedy has to be learner-centric, steps were taken to understand our learners' awareness and perception towards Mathematics usage in daily lives. With the firm belief that creating an interest in Mathematics will help in enhancing the numeracy skills, it was vital to create an awareness about the significance of Mathematics in our daily lives.

Literature Review

According to a study by Hagan, Amoaddai, Lawer and Atteh (2020), learners will be motivated to take efforts to learn Mathematics if there is a positive perception towards Mathematics and classroom teachers are concerned about learner perception.

Objectives

1. To understand learner awareness of the importance of Maths in their daily lives
2. To study learners' usage of Maths in their daily lives
3. To evaluate the perception of learners on usage of Maths in their daily lives
4. To implement the results of our exploratory study by means of an action research module

Limitations

This study is restricted to first-year learners and the sample has been collected only from the learners of the Commerce stream. Time was a major constraint for the time given for filling the questionnaire was only one day.

Methodology, Research Universe, Sample Respondents The instrument used for the study and collection of primary data, was a questionnaire. The questionnaire consisted of demographic (Gender as Male = "0", Female = "1"), close-ended responses (Yes = "0", No = "1", May be = "2"), Likert scale (Always = "0", Frequently = "1", Sometimes = "2", Rarely = "3", Never = "4") and some multiple-choice type questions. The methods used for sample collection were a Non-probability sampling method and convenience sampling (grab sampling). Data collection was done by sharing a Google form link with the learners. Out of 440 learners from FYBCom, BAF, BBI and BMS, 158 students submitted the responses. Out of 158 students, 69 were males and 89 were females.

Data Analysis and Interpretation Data summarization, presentation and analysis was done with a statistical software SPSS version 22, a statistical package used to manage and analyze real data. Hypothesis testing was done with SPSS using cross tabulation (contingency table). Crosstabulation table shows us a wealth of information on the relationship between the included variables. Relation between the variables of study are checked with Correlation coefficient. (it ranges from -1 to +1, negative value indicates negative correlation, positive value indicates positive correlation and Zero correlation indicates no correlation found.) Data collected through the questionnaire was categorical on Nominal scale. To test various

hypothesis for different variables, Chi square test of independence, also called as Pearson's Chi-square test was used. The gender wise representation was as follows:

		Gender			
		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	0	69	43.7	43.7	43.7
	1	89	56.3	56.3	100.0
Total		158	100.0	100.0	

1. Hypothesis testing to check the association between the nominal variables gender and fear/anxiety for the subject Mathematics.

H0: Gender has no significant effect on the fear/ anxiety regarding Mathematics as a subject

H1: Gender has a significant effect on the fear/ anxiety regarding Mathematics as a subject

Gender * Fear_Anxiety Crosstabulation

Count		Fear_Anxiety			Total
		0	1	2	
Gender	0	15	33	21	69
	1	23	27	39	89
Total		38	60	60	158

Chi-Square Tests

	Value	df	Asymp. Sig. (2-sided)
Pearson Chi-Square	5.236 ^a	2	.073
Likelihood Ratio	5.243	2	.073
N of Valid Cases	158		

a. 0 cells (0.0%) have expected count less than 5. The minimum expected count is 16.59.

Findings: There is an insignificant association at 5% significance level between gender and fear/anxiety of learners. ($p = 0.073 > 0.05$). Hence, we do not reject the null hypothesis. Difference noticed is just be chance or due to sampling error. In the following table, value of correlation coefficient (r) can be observed as 0.05 which indicates that there is no co-relation between gender and fear/anxiety and we can infer that boys and girls equally fear Mathematics:

Correlations

		Gender	Fear_Anxiety
Gender	Pearson Correlation	1	.859
	Sig. (2-tailed)		.459
	N	158	158
Fear_Anxiety	Pearson Correlation	.859	1
	Sig. (2-tailed)	.459	
	N	158	158

2. Hypothesis testing to check the association between the liking of the subject and its usage in daily lives.

H0: There is no correlation between liking Maths and its usage in daily lives.

H1: There is a significant correlation between liking Maths and its usage in daily lives.

Correlations

		Liking_Maths	Use_Daily
Liking_Maths	Pearson Correlation	1	.282**
	Sig. (2-tailed)		.000
	N	158	158
Use_Daily	Pearson Correlation	.282**	1
	Sig. (2-tailed)	.000	
	N	158	158

** . Correlation is significant at the 0.01 level (2-tailed).

Here, we can see a positive correlation indicating a significant relationship between liking the subject Mathematics and its usage.

Liking_Maths * Use_Daily Crosstabulation

Count

		Use_Daily					Total
		0	1	2	3	4	
Liking_Maths	0	63	13	27	6	3	112
	1	12	9	12	11	2	46
Total		75	22	39	17	5	158

Chi-Square Tests

	Value	df	Asymp. Sig. (2-sided)
Pearson Chi-Square	18.507 ^a	4	.001
Likelihood Ratio	17.934	4	.001
N of Valid Cases	158		

a. 3 cells (30.0%) have expected count less than 5. The minimum expected count is 1.46.

Findings: There is a significant association at 5% significance level between the liking of the subject and its usage. ($p = 0.001 < 0.05$). So, null hypothesis is rejected and H1 can be

supported. We can infer that increasing liking for Maths can enhance better usage of Maths in daily lives.

3. Hypothesis testing to check the association between the liking of the subject and perception of its importance in daily lives.

H0: There is no significant link between liking Maths and the perception of its importance in daily lives.

H1: There is a significant link between liking Maths and the perception of its importance in daily lives.

Correlation can be seen ($r=0.349$) between liking Mathematics and its importance.

Liking_Maths * Importance Crosstabulation

Count		Importance			Total
		0	1	2	
Liking_Maths	0	94	4	14	112
	1	23	4	19	46
Total		117	8	33	158

Correlations

		Liking_Maths	Importance
Liking_Maths	Pearson Correlation	1	.349**
	Sig. (2-tailed)		.000
	N	158	158
Importance	Pearson Correlation	.349**	1
	Sig. (2-tailed)	.000	
	N	158	158

** . Correlation is significant at the 0.01 level (2-tailed).

Liking_Maths * Importance Crosstabulation

Count		Importance			Total
		0	1	2	
Liking_Maths	0	94	4	14	112
	1	23	4	19	46
Total		117	8	33	158

Chi-Square Tests

	Value	df	Asymp. Sig. (2-sided)
Pearson Chi-Square	19.713 ^a	2	.000
Likelihood Ratio	18.547	2	.000
N of Valid Cases	158		

a. 1 cells (16.7%) have expected count less than 5. The minimum expected count is 2.33.

Findings: Since $p\text{-value}(0.0001) < 0.05$, it indicates the significant effect of learners' liking of the subject on their perception towards its importance at 5% significance level between the liking of the subject and its usage. ($p = 0.001 < 0.05$). Hence, null hypothesis is rejected and

H1 can be accepted. We can infer that by increasing liking/interest for Maths, we can enhance learner's perception of importance of Maths in daily lives.

4. Hypothesis testing to check the association between the fear of the subject and the willingness to study it for all the three years in the programme.

H0: There is no correlation between fear of Maths and studying Maths for 3 years.

H1: There is a significant correlation between fear of Maths and studying it for 3 years.

There is a co-relation between the fear of subject and the willingness of studying it for 3 years.

Correlations

		Fear_Anxiety	Include_3yrs
Fear_Anxiety	Pearson Correlation	1	.241**
	Sig. (2-tailed)		.002
	N	158	158
Include_3yrs	Pearson Correlation	.241**	1
	Sig. (2-tailed)	.002	
	N	158	158

** Correlation is significant at the 0.01 level (2-tailed).

Fear_Anxiety * Include_3yrs Crosstabulation

Count		Include_3yrs			Total
		0	1	2	
Fear_Anxiety	0	19	13	6	38
	1	39	9	12	60
	2	17	19	24	60
Total		75	41	42	158

Chi-Square Tests

	Value	df	Asymp. Sig. (2-sided)
Pearson Chi-Square	19.798 ^a	4	.001
Likelihood Ratio	20.369	4	.000
N of Valid Cases	158		

a. 0 cells (0.0%) have expected count less than 5. The minimum expected count is 9.86.

Findings: There is a significant association at 5% level of significance between the fear of the subject and willingness to study for all the 3 years in the BCom programme. ($p = 0.001 < 0.05$). Hence, null hypothesis is rejected and H1 can be accepted. We can infer that reducing fear of Maths will increase their willingness to study Maths for 3 years.

Conclusions, Recommendations and Scope

This exploratory study was an attempt to correlate teaching and research and on the lines of global thinking with local applications. Factors like fear/anxiety, liking, numerical competency and awareness of the significance of Mathematics in daily lives contribute to the perception of learners on the daily usage of Mathematics. Based on the findings presented above, there is a need for minimizing fear/anxiety of learners towards Maths. An action research module can be undertaken by giving the questionnaire before commencing Semester I and at the end of Semester II to understand if there their fear/anxiety towards Mathematics is reduced and if there is a perception shift towards learning of Mathematics and its usage in daily lives.

The students have positive perception towards mathematics though they see it to be difficult in a sense that it is important as it is used in their daily lives. The relationship between perception and students Mathematics performance in the study was very weak and negatively related. The students have positive perception towards mathematics though they see it to be difficult in a sense that it is important as it is used in their daily lives. The relationship between perception and students Mathematics performance in the study was very weak and negatively related.

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13. A Study on the Digital Literacy of Working People W.R.T. the Usage of Digital Payment Mode

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Abstract

Digitalisation has been a key factor in the attainment of Sustainable Development Goals (SDGs). The paradigm shift from cash to cashless or digital economy has contributed towards SDGs, i.e., economic growth (goal no. 8) and climate action (goal no. 13). It has also given rise to the need of acquiring one of the core competencies of 21st century i.e., Digital Literacy in the payment process. Now a days, the growing number of digital payment apps and acceptance of digital payment mode in various poses three significant questions: a) whether people are aware of it? b) Who are the people using it? c) Since when they use it?

This paper focuses on the digital literacy of working class of people in using digital payment mode. It aims to study the relation between the age group and gender (SDG no. 5 Gender Equality) on the usage of digital payment mode. It also finds out the effect of pandemic on its usage. The study is based on primary and secondary data. The primary data using convenience sampling is collected from 108 respondents and analysed using SPSS software. The first part of the paper throws light on role of Digitalisation and need of digital literacy in relation to the usage of digital payment mode as one of the core competencies of 21st century in the attainment of SDGs. The second part of the paper reveals the findings of the study followed by the recommendations and conclusion. The scope of this paper may be extended to the comparative study of the perception and preference of digital mode of payment on the basis of geographical, demographic or socio-economic factors.

Keywords: Digital Literacy, Digital payment mode, Sustainable Development Goals

Introduction

Digital India programme was launched in July 2015 with a vision to transform India into digitally empowered society and knowledge economy. Digitalisation has been a key factor in the attainment of SDGs and has created an impact on all sphere of the Indian economy. The paradigm shift from cash to cashless economy through digital mode of payment has helped in the attainment of 8th SDG i.e. Economic growth and SDG no. 13 i.e. Climate action or Environment protection. "Paperless, Cashless, Faceless" is one of the professed roles of Digital India. Digitalisation, E-Commerce and the development of Information Technology has given rise to the introduction of various online payment modes like Net Banking and payment apps like Googlepay, Paytm, Phone Pe, Bhim, Whatsapp Pay etc. which has made the payment more convenient and quicker. The percolation of digital payment mode in all the sections of society poses two significant questions about their financial empowerment and digital literacy which is one of the core competencies of 21st century.

This paper focuses on the digital literacy of working class of people in using digital payment mode. Keeping in mind the 5th SDGs of Gender Equality, this paper tries to understand the relation between the age group and Gender on the usage of digital payment mode. It also tries to find out the effect of pandemic on the usage of digital payment modes.

Review of Literature

- **(K. Suma Vally et al., 2018):** The researcher tried to study the positive impact that Digitization of payment system. In this research Primary data was collected from 183 respondents in Hyderabad. The results indicate that the deployment of technology for digital payments have improved the performance of banking sector and able to achieve the motive cash less country. The study gives emphasis to the percentage of awareness on maximum utilization of technology.
- **(Shinki Katyayani Pandey, 2022) :** The study is an attempt to analyze how various forms of digital payment evolved in the past and how COVID-19 impacted the digital payment systems in India. For the purpose of this study, primary data is collected using a structured questionnaire circulated online. Researcher has observed that after COVID-19 pandemic, people were concerned about health regulations and were afraid of cash transactions which made them switch to this mode, resulting in a rise in the usage of different modes of digital payment systems.

- (Malusare Lalita Babulal, 2019) : The research paper is focusing on the problem of digital payment system in India and effects of the system in people and economic system of India. Researcher observed that digital payment system is easy to use and several options are available in the financial system in India. But there are large number of people in India who don't know how to use it due to lack of digital literacy. There are also issues related to the risk & Security.
- (Ms. Rashi Singhal, 2021) : In this study the researcher is trying to find out whether India going cashless has helped our citizens and to analyse the impact of digital payment system in India. Computerized instalment helps India in each area by giving security and wellbeing according to money and furthermore by propelling the way of life by appropriation of most recent advancements for globalization and modernization of our nation which prompts the turn of event. All the means and arrangements creation by legislature of India causes Indian culture to get information and mindfulness. India government making all the strides and polices as computerized India, digitalization, demonetization, better foundation and so forth prompts the advancement of India.
- (R. Iyer & M. Christian, 2022) : The study takes a note of the expansion of digital wallet businesses following demonetization, demonstrating the increase of digital transactions. The paper also discusses the increase in the percentage of individuals using digital payments, specifically UPI mode, following the onset of the nationwide lockdown as a result of Covid-19. The study is based on primary and secondary data. Researcher try to analyze the level of awareness of the digital instruments from the available plethora and signifies the outstanding coverage by the mode of UPI due to its ease in terms of user experience.

Objectives of Study

- To study the relation between age group of working people and usage of digital payment mode.
- To study the relation between Gender and usage of digital payment mode.
- To study the effect of pandemic on the usage of digital payment mode.

Hypothesis

- H_{01} - Age does not have a significant effect on the usage of digital payment mode.

- H₁₁-Age has a significant effect on the usage of digital payment mode.
- H₀₂- Gender does not have a significant effect on the usage of digital payment mode.
- H₁₂- Gender has a significant effect on the usage of digital payment mode.
- H₀₃- There is no significant effect of pandemic on the usage of digital payment mode.
- H₁₃- There is significant effect of pandemic on the usage of digital payment mode.

Methodology

This study was based on Primary data in the form of structured Questionnaire by using Google form and also secondary data gathered from journals and websites. Random sampling technique was used and the sample size of 108 comprised of both male and female respondents belonging to working class in Kalyan-Dombivli area. The findings were analysed using statistical tools and techniques i.e. graphs and percentage and the hypothesis were tested using Chi-square test.

Findings

The study reveals that the awareness of Gpay is highest followed by Paytm, Netbanking and phonepe as compared to others. The regular usage of Gpay is highest but sometimes even paytm and net banking are used. However, the usage of mobikwik, freecharge & whatsapp pay is minimum. The online payment mode is mainly used for online shopping, ticket booking, payment of bills and money transfer. The respondents felt that though they had certain issues with regards to network connectivity and transaction amount limit, but still they found it convenient and quick as need not lookout for exact change or carry cash.

Testing of Hypothesis:

HYPOTHESIS -1:

H₀₁- Age does not have a significant effect on the usage of digital payment mode.

H₁₁-Age has a significant effect on the usage of digital payment mode.

Chi-Square Tests

	Value	df	Asymp. Sig. (2-sided)
Pearson Chi-Square	2.939a	9	.967
Likelihood Ratio	3.216	9	.955
Linear-by-Linear Association	.084	1	.772
N of Valid Cases	108		

a. 9 cells (56.3%) have expected count less than 5. The minimum expected count is .19.

Since p-value is not less than 0.05 H₀ cannot be rejected

Therefore, we can say that now all the age groups are well trained of the usage digital payment

Hypothesis- 2:

H₀₂- Gender does not have a significant effect on the usage of digital payment mode.

H₁₂- Gender has a significant effect on the usage of digital payment mode.

Chi-Square Tests		Value	df	Asymp. Sig. (2-sided)
	Pearson Chi-Square	3.317a	3	.345
	Likelihood Ratio	3.380	3	.337
	N of Valid Cases	108		

a. 2 cells (25.0%) have expected count less than 5. The minimum expected count is 2.31.

since p-value is not less than 0.05 H₀ cannot be rejected, it means H₁ can be accepted since both the men and women data is collected for working people, they are financially independent and both are digitally literate

Hypothesis-3:

H₀₃- There is no significant effect of pandemic on the usage of digital payment mode.

H₁₃- There is significant effect of pandemic on the usage of digital payment mode.

Usage_From * Payment_Mode Crosstabulation					
Usage_From		Payment_Mode			Total
		Cash	Digital	Both	
Usage_From	Less than 1 year	2	0	3	5
	1yr-2yrs	2	12	14	28
	3yrs-5yrs	1	23	26	50
	More than 5 yrs	0	8	17	25
Total		5	43	60	108
Chi-Square Tests					
	Value	df	Asymp. Sig. (2-sided)		
Pearson Chi-Square	19.701 ^a	6	.003		
Likelihood Ratio	14.540	6	.024		
N of Valid Cases	108				
a. 6 cells (50.0%) have expected count less than 5. The minimum expected count is .23.					
Since p-value is less than 0.05, H ₀ is rejected and H ₁ can be accepted					
Conclusion					

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The study concludes that neither the age nor the gender has significant effect on the usage of Digital payment mode among working people. It shows that the working people irrespective of age or gender have digital literacy and use digital payment mode. Despite problems like network issues, limit on payment amount, transaction failure etc., majority of working people prefer to use digital mode of payment as it is convenient, quick and they need not carry cash or have to look for exact change. To further increase the usage, there is a need to strengthen the network connectivity, increase or remove the restriction on transaction amount limit and promotional measures to be undertaken by those mode of payments that were unpopular.

The scope of the study could be extended to comparative study of the Perception and Preference of digital mode of payment on the basis of geographical, demographic or socio-economic factors.

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14. Development of Tourism has Potentials to Full-Fill SDGs-a Case Study Kevadiya, Gujrat

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Abstract

Sustainable Development Goal (SDG) No.8 is related to "Decent work and Economic Growth" Whereas SDG Number 12 is about "Ensuring Sustainable Consumption and Production Patterns. These both goals sustain the livelihood of current and future generation. Developing Tourism as a Sustainable Eco-Friendly Industry will solve most the SDGs set, especially in India. Tourism is a leisure activity of people all over the world. When any region adopts this activity in economically Viable, environmentally sustainable and protect local people's interest then even SDG 1- "No Poverty" SDG-2 "No Hunger" SDG 3 "Good health and Well-Being" can be even attend up to certain extent. In 21st century tourism has become an activity of providing quality time to the family and not just spending the time with family. With the advancement in ticketing, transportation, multiple chose in lodging and boarding facilities, developing tourist spots in the vicinity, developing triangular tourist circuits etc, has made tourism a frequent and all season activity.

Gujrat state has specially developed tourism destinations at Bhuj-- the sand city (Ran Utsav) & at Kevadiya City because of Statue of Unity (World's tallest Statue of Shri Sardar Vallabhbbhai Patel, a great freedom fighter, an Iron Man of India who brought Indian Provinces together to form India as a United Nation.) Training the local females as divers for auto services, as local guides, as cook and waiters, as maintenance staff of tent city developed, even training them to converse in Hindi, deputing police and security guards at every tourist spots, encouraging local handcraft commodities and cloths by providing specific area as commercial zone etc. After creating the tallest statue in the world, Gujrat Govt. has systematically taken steps to generate tourism as a major activity at Kevadiya, the City of Unity. The nearest station Ekta Nagar was specially build at just 3.5 Km distance form this city. This has increased the accessibility and flow of tourist to the city.

Developing various tourist sports with in the periphery of 17 km. Such has butterfly, Cactus, Glow gardens, Flower valley, Jungle safari, Dinosaur Park, Narmada ghat, organising LASER shows and many more has added to the existing beautiful Narmada river canals and enhanced importance of

World's Tallest Statue. So researcher came to the conclusion that maximum Sustainable Development Goals can be achieved if India will concentrate of Ecotourism activity.

Key Words- Ran Utsav, Tent city Narmada, Ekta Nagar, LASER shows, Female Auto Drivers Sustainable Development Goals (SDGs)

Introduction

Under one ideology that to transform the world by 2030, to end the poverty, to protect our own planet earth, and even to ensure the prosperity of human being of this planet, the UN has set 17 goals under the heading Sustainable Development Goals (SDGs). The goals ensure peace, prosperity & dignity. The UN inform all the member partners to adopt one or multiple of SDGs and work towards activating it by putting all efforts.

India has all the resources to meet maximum SDGs if concentrated on its potentialities and develop them to maximum level. Tourism is one of such activity which has multiple dimensions, such as Leisure and pleasure activity, development of infrastructure development, protecting local peoples interest, apt use of nature and natural resources, exchange of culture, alienation of poverty and hunger at tourist places, provision of income earning opportunities to skilled, unskilled labourers at the tourist centres and even at urban areas. So tourism is one single activity if developed on the eco-tourism footprints will become boon for India. Sustainable Development Goal (SDG) No.8 is related to "Decent work and Economic Growth" Whereas SDG Number 12 is about "Ensuring Sustainable Consumption and Production Patterns" SDG 1-is "No Poverty" SDG-2 is "No Hunger" SDG 3 is "Good health and Well-Being" So out of 17 SDGs 5 goals can be directly attainable through Eco-friendly tourism development.

Kevadiya, the city of Unity famous for the Sardar Sarovar Dam of 138.68meters in height and 1210 meters in length, and now Sardar Vallabhbhai Patel's world's tallest statue in Gujrat state, of 182-meter height and 58 meter in width. Has a capacity to face the challenges of SDGs. The cost of construction of Statue of Unity was 3000 crores. As the information reviled from Gujarat Forest Minister Ganpat Vasava, to procure animals and birds in 'Jungle Safari' the government had spent ₹2.64 crore.

Hypothesis

After collecting maximum information about this tourist centre the Hypothesis developed by paper presenter is that "Development of tourism has potentials to full-fill SDGs

Methodology Used

A) Use of Primary Data

Data collection by actual visit at Kevadiya city Gujrat.

B) Use of Secondary Data: -

Use of website and Wikipedia

Objectives

1. Attainment of SDG 8 and 12 at the case study region of Kevadiya, Gujrat.
2. To understand the methods used to activate SDG 1, 2 & 3 at the study area.
3. Judge the Sustainability of the development of Kevadiya as a Tourist destination

Discription

1. Attainment of SDG 8 and 12 at the case study region of Kevadiya, Gujrat

SDG 8 No.8 is related to “Decent work and Economic Growth” Whereas SDG Number 12 is about “Ensuring Sustainable Consumption and Production Pattern” The ecotourism developed at Kevadiya city of Gujrat is location on the bank of river Narmada which has its origin in Madhya Pradesh flows to Gujrat and downfalls to Maharashtra to meagre in the Arabian Sea.

Sardar Vallabhbhai Patel was the visionary to construct a dam on the river Narmada to supply the rain shadow regions of Gujrat and Rajasthan. This dam was completed on 17 September 2017 by the state owned company Sardar Sarovar Narmada Nigam. It was the part of Narmada valley project, a large hydraulic engineering project for irrigation and hydroelectricity multi-purpose dam. It is own of its Gravity dam with 214 Km length and 16.10 Km. width and 138.68 meters’ height. This has shown its positive impact in the surrounding regions in spite of many allegations and controversies.

Secondly Construction of World’s tallest Statue of Unity- a statue of Sardar Vallabhbhai Patel, a great freedom fighter, an Iron Man of India who brought Indian Provinces together to form India as a United Nation. Just near the Sardar Sarovar Dam, the statue was constructed in the year 2018. In the constructional phase of the statue approximately 2000 local people worked under L&T company’s expertise. Local people even donated 135 metric tonnes of scrap iron from their farmer instruments out of which 109 MT was actually used to make foundation. As per the Gujarat State Government, report many recreational places like butterfly garden, Valley of flowers, jungle safari, Cactus Garden, visit to Sardar Sarovar Dam, Dinosaur

garden, visit to Garudeshwar temple and a mini dam constructed over river Narmada, Narmada Ghat with Narmada Aarti in the evening time with LASER show visit to Sardar Vallabhbbhai Patels's Statue and LASER show thereafter, have been developed around the Statue of Unity This has increased employment for local people from the surrounding villages.

Following table indicates the direct employment given to local people: -the figures indicated by the tourist guide

Sr. No	Structure of employment	Female	Male
1	Constructions done by various departments	150	500
2	Tourist Guide	200	50
3	Security Guard	20	350
4	Animal Keeper	150	50
5	Glow garden operators	20	70
6	Auto Drivers	300	----
7	Maintenance & Repair Staff(Water& Electricity)	-----	>300
8	Photographers	5	100
9	Narmada Tent city 1 and 2 Maintenance staff	60	250
10	Head Cook and helpers in cooking	2	6 + 15
11	Waiter and cleaners	50	60
12	Managers and Supervisors	3+15	5+25
13	Ticketing staff & security near Statue	25	60
14	Performing artist	10	15
15	Cruise and maintenance staff	15	350

More over the bus drivers and their assistance, E-auto charging station operators, LASER show operator etc are many more who are been directed employed by Tourism Department of the State Government, Sardar Sarovar Narmada Nigam, Sardar Vallabhbbhai Patel Rashtriya Ekta Trust, State Urban Development department, Collector of Narmada, Chief Town Planner and Principal Chief Conservator of Forest, etc

As per information available on the site total revenue from ticketed monuments under Archaeological Survey of India has been reported of Rs.247.89 crore in 2017-18, Rs.302.34 crore in 2018-19 and Rs.277.78 crore in 2019-20. During 2nd phase Covid 19 partial uplifting of lockdown ,by following all the government norms the statue of Unity has generated 80.65 crore in just one year.

So this indicate that large scale generation of employment has given decent income earning to families with economic development and even Ensuring Sustainable Consumption and Production Pattern through development of tourism industry.

2. To understand the methods used to activate SDG 1, 2 &3 at the study area

SDG 1 indicate elimination of Poverty SDG-2 devoted to solve the problem of Hunger and SDG 3 is devoted to "Good health and Well-Being"

International Association of Scientific Experts in Tourism (IASET) has accepted three (3) elements in tourism, that is: -

1. Involvement of travel by non-residents.
2. Stay of temporary nature in the area visited.
3. Stay not connected with any activity involving earning.

When tourist are the non-residents at tourist centres they require proper, comfortable accommodation and good & variety of food, for the same the tourist is ready to spend off money as much as required.

The Kevadiya Narmada Tent City provides more than 200 tent accommodation in Phase 1 and 2 which cost nearly Rs.1500/- for couple accommodation and the daily food costs nearly Rs. 800/- which includes morning tea/coffee served at your tent, to night dinner with beautiful live musical concert and cultural folk art presentation. This has given daily income earning to local artist even. For them the food is provided free of cost by "Perveg-an event organising company"

Due to tourist frequently visiting Statue of Unity and nearby area and Sardar Sarover Dam region. The services provided to tourist, helps in eliminating poverty and reducing hunger at this tourist centre

Thee E Auto are all driven by only tribal women, who got 2 months training and they are working on a daily salary of Rs.700/Day. In evening all these tribal women were safely sent to their homes by respective tent city and hotel owners. Above all for daily rides of tourist for 3 days stay and sightseeing gives them additional TIPS from tourist. This satisfies SDG 2 and 3.

Tourism itself is pleasure and leisure activity. For a change from daily routine, the tourist visits different tourist destination which keeps them to pollution free atmosphere. This indirectly creates energy and does their well-Being. At every tourist destination the Do's and Don'ts for tourist are written. At Kevadiya Narmada tent city region everywhere such boards are writing. These are even for the well-being of the tourists. The security guards are just around the tourist not just to protect the gardens or monuments but they are ready to help the tourist if needed. Leady guide always given the instruction to the tourist and then share the entire information about any place. So because of this the SDG 3 is even satisfied by this tourism destination.



3. Judge the Sustainability of the development of Kevadiya as a Tourist destination

Statue of Unity is constructed on the Narmada river island called as "SADHU BET" which is just 3.2 km away from the Sardar Sarovar Dam. The entire structure of statue occupies 2 hectares of land. It is surrounded by a mini dam known as Garudeshwar with beautifully constructed canals and Garudeshwar temple of "Shri Dattguru" which is unique of its kind. The dam, canals has occupied nearly 12 km of area. Kevadiya city is a planned city specially design tourist destination.

Ecological Fault Line: - The statue and Kevadiya city is located in between the two mountain arrange that is Vidhya Mountain Range and Satpuda Mountain Range. So the ecologist say that to build statue on the fault line of in Narmada riverbed, can cause the sinking of region in future. But statue construction to 2,500,000 cubic feet of concrete, 5,7000 tons of steel structure and 18,500 tons of reinforced steel rods. So there is no harm can be cause because of fault line

Disturbance to surrounding Shoolpaneshwar Sanctuary: - The construction of Jungle safari and bird sanctuary, nature park etc has at present at least solved the problem of this ecologically sensitive area.

The Farmers and Tribals' protested: - The Gujrat Govt. has relocated 185 families for constructing Statue. 1,200 acres of land and 15 lakh rupees per farmer were given the compensation. Properly constructed houses were also given to project affected people which are better than their earlier homes. The tribal women were given 2 months training of driving E-autos. And 200 more women are at present taking training. The tribal men's were given the job in security services.

The exorbitant cost: - The statue costs Rs 2,989 crore. In a country like India, this is an obscene amount of money to spend on a statue, when millions of children die of hunger every year. The money could have been used to build a chain of schools or hospitals across the country, which could have been named after Sardar Patel,

The answer given by giving training and jobs to local people. This has improved the local people's standard of living, their 2nd generation children are getting better education. Above all

The inflow of tourist to this place is showing increasing trend by November 2022 one crore (10 million) tourist visited this place. The total revenue generated is Rs.82.51 crore income earning, the income earned by tickets for parking and viewing gallery at 500 ft. height is 116.31 crore of rupees. The cost of construction and recurring cost is getting recovered. This



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all generates revenue for the state and the state government is proving good infrastructure to people of Gujrat, especially roads.

Conclusion

Well planned development of any tourist center will be profit earning and lifelong activity to local people. It also adds the comfort and well-being in the life of tourist. Generate happiness for local people and for tourist even. The statue costs Rs 2,989 crore. The cost recovered from 2018 till 2022 is 116.31 crore of rupees just by ticketing at statue of unity and other tourist places generated 82.51 core of rupees. This indicates that the recurring cost recovery, employment generation, generation of infrastructure and economic growth without damaging environment. The wage rates in the area has increased from Rs. 50 to Rs. 700 per day. The infrastructure development like medical facilities 24x7 electricity supply, internet connectivity, banks and ATM centers. The hospitality industry is an excellent way to absorb unemployed youth, train them with necessary skills and enhance their chances of creating a suitable and sustainable career. Eco sensitive zone is not even affected by human waste as it is managed by Bio-Compacter Waste Converter Machine.

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