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The Viewership For Digital TV Series Among Watchers Centering Molecular Changes In Food Pattern During The COVID Period:- A Statistical Analysis.

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ABSTRACT

This paper is an endeavor to break down the viewership of digital TV arrangement loved by various sections of watchers. The assessment attempts to exhibit the devotion viewership among individuals in their casual time during the lockdown time frame. Moreover, the love seat dietary patterns and drinking propensities enfolded the amusement state were dismembered for quality time spend during viewing the Digital TV series. The statistical analysis of crosstab and correspondence Analysis is led to scientific appraisals in this study.

Keywords:- Digital entertainment, Television series, dietary pattern & statistical analysis.

INTRODUCTION

The individual in this world gets boredom without having diversion offices(entertainments) and courtesies with them. The general public and society orchestrate and addresses such issues now and again. The antiquated period has documentation of society moves, games, and manikin shows as the wellspring of diversion. The businesses and kings in the antiquated period connect themselves, and in excellent public festivals, the muscle quality of heroes is the principle fascination of the observers. The venue for show and plays were the focal point of charm for researchers and scholarly people in the public eye. A fabulous measure of cash was contributed by the state for such recreational events. These recreational events and amusement put mentally enjoy the

watchers on the nonexistent planet. The show depicts their battle forever, responsibility for their nation, and recognition of their rulers. As time changes and innovation develops and gone are the periods of the rulers and sovereigns. According to ibef.org The brilliant theaters and web snared the diversion in everyone's home and the pockets utilizing smartphones. Media outlets additionally progressives the subject matter of diversion. The entertainment industry also revolutionaries the themes of entertainment. The Indian media outlet market shows its essence with a hundred billion dollar income industry.

LITERATURE REVIEW

According to (Lewin, Rajamma Paswan,2015) This feeling of contribution will prompt more prominent dedication toward the small screen programs. As suggested by (Del Vecchio, Kharlamov, Parry & Pogrebna,2020) To start with, rather than thinking about the emotional part of client surveys, we think about the enthusiastic stacking of films' substance. As suggested (Valente, et.al., 2018), The subject now is to clarify how both this present reality and the digital world advance while they are blended in through a supplementary single intellect. As concluded by (Johnson,2017) the craze Topics structures and hence it may expressly actuate a legislative issue of the social battle over diversified amusement for some stage clients. As suggested by (Mekemson & Glantz,2002) the upside of partner items through driving entertainers, as well as the capability of plea to added youthful crowds gave solid motivations. According to (Sergius Koku,1995)We recommend with the intention of the conduct of customers within the interest to augment the usefulness inferred in the utilization of amusement, the one of a kind sort entertainment and the advanced techniques utilized in media outlets have a little to do with the questionable positions and exercises of big-name of actors and cine stars. As suggested by (Quintal & Phau,2015)Various scholars include reasons that development in appearance proceeds for in any event four years after the film's delivery, as watchers keep on creating sympathy for the film area. In this manner, it tends to have contended that watchers who watch a film will show more grounded sentiments and considerations about the film area. As suggested(Gunter,2018) Crowds, as film shoppers, possibly will be attracted to observe new motion pictures that encompass connections to past ones they have watched. This impact could be especially ground-breaking if the first film was famous and profoundly effective in the cinema world. As concluded by(Batabyal,2012) a good number usually an abbreviation in Indian TV, mutually inside corporate and article circles, TRP, has nowadays moved toward to represent proficiency, series quality, revenue generation ability, marking, and promoting of channels. It is appropriate at this point therefore to boast a comprehension of how these evaluations are delivered.

According to (Wang et.al.,2009) past investigations regularly disregard a significant reality with the purpose of an extraordinary degree, the watcher conduct (television channel spectators) is compelled by the accessible alternatives inside real-time features. The availability feature is the prominent criteria. As suggested by (Panova, Raikov & Smirnova,2015) It tends to be finished by coordinating the technique for intellectual displaying and arranged skill. As discussed by (Goldsmith, Mattei & Sloan, 2015) Incidentally, much of the time, autonomous of the targeted nature of a suggestion, social suggestions are all the more frequently executed in the eating scenario. As practically suggested by (Harries,2019) Kids get some answers concerning smart dieting, teaming up with grown-ups on a rundown of nourishments that are acceptable and terrible. As suggested by (Rathod & Annapure.2016) bites to eat, food products with various grains, and rhizome with the aim of manufacturing can be utilized for a firm pledge (fasting) are as yet not accessible in the market. Concluded by (Bartsch & Hartmann,2016) clarified in the accompanying segment, encounters of enjoyable probably emerge without both emotional and psychological difficulties; encounters of tension emerge on or after the presence of full of feeling difficulties, as well as encounters of thankfulness emerge as of the joined presence of intellectual and full of feeling difficulties. As suggested by (Durante, Pinotti & Tesei,2019) restoring confidence with discovering the impact of Media is particularly articulated for hefty TV watchers. Specifically, the impact is a lot bigger, near ten percentage focuses, for people uncovered either as kids beneath the age of ten or at more senior people (fifty-five or more), decisively the accomplices they view a large amount of television. According to (Murrar & Brauer, 2017) amusement media furnish people employing a variety of occasions to take part in different types of circuitous contact with outgroup individuals. As estimated by (Hofmann-Stöltzing, et.al,2017) Market estimations & expectations are exceptionally significant for the media firms as they are the establishment of vital arranging. Notwithstanding the arrangement standpoint, sales expectations may transform the asset portion by the administration and, therefore, bring about various market results. As suggested by (Edgerly,2015) The disintegration of a perfect stripe isolating news and diversion doesn't imply that viewers are nowhere attracting their procession for the well-known media.

RESEARCH METHODOLOGY

The primary and secondary sources were to connect through and intended for understanding the substructure of the study. The testing was finished by the Judgemental examining method. A test of 200 members was initiated for this study. The inspecting region is the general public of Noida in a residential society. This research is exploratory in nature. The study follows a line of search

that tries to figure out the psychological based measurement of lifestyle and entertainment check. The cross tab and correspondence examination was used to produce measurable information.

STATISTICAL TABLE AND ANALYSIS

The statistical tables for the chi-square test and symmetric measures with standard residuals are given underneath for statistical analysis. Additionally, the summary with symmetrical normalization is referenced for surmising the yields.

result Processing outline Table 1	Cases valid (n)	%	Miss value	%	Total	%
entertainment choice * viewers age	200	100.00%	0	0.00%	200	100.00%
couch eating * viewers age	200	100.00%	0	0.00%	200	100.00%
drink choices * viewers age	200	100.00%	0	0.00%	200	100.00%
functionality * viewers age	200	100.00%	0	0.00%	200	100.00%

ChiSq. Test Table 2	Mathematical figures	df	Asymptotic Sig.. (two-faction)
Chi-Sq.	271.633	49	0.00
probability proportion	217.005	49	0.00
LinearbyLinear connection	17.869	1	0.00
No. of the applicable entry	200		

Symmetric calculation Table two		Mathematical Fig.	Approximate Significance
NominalbyNominal	Phi	1.165	0.00
	Cramer's V	0.44	0.00
N of Valid Cases		200	

Crosstab	Table 3		viewers age								Total
				23-27	28-32	33-37	38-42	43-47	48-52	53+	
			18-22	27	28	33	38	43	48	52	
entertainment choice	Scary content	Count	2	7	4	2	4	1	0	0	20
		Standardized Residual	0.5	1.1	0.2	-0.7	0.5	0.2	-0.9	-1.4	
	Love & marriage content	Count	1	0	4	6	2	0	0	0	13
		Standardized Residual	0.1	-1.7	1.1	2.6	0	0.9	-0.7	-1.1	
	Traditional Indian serials	Count	0	0	0	0	0	0	3	7	10
		Standardized Residual	-0.8	1.5	-1.3	1.3	-1.2	0.8	4.1	6.6	
	War & thriller content	Count	4	1	19	8	12	1	0	0	65
		Standardized Residual	-0.3	1.6	2.1	0.8	0.6	1.5	-1.6	-2.5	
	educational content	Count	4	5	0	0	0	0	0	0	9
		Standardized Residual	4.2	2	-1.3	-1.2	1.2	0.7	-0.6	-0.9	
	Tech animated cont.	Count	3	1	9	17	13	9	0	0	64
		Standardized Residual	-0.7	0.4	-0.7	2.2	1	2.6	1.6	2.5	
	Humor content	Count	0	0	0	0	0	1	1	8	10

		Standardized Residual	-0.8	1.5	-1.3	1.3	-1.2	0.5	0.9	7	
	spiritual&meditation	Count	0	0	0	0	0	0	4	5	9
		Standardized Residual	-0.8	1.4	-1.3	1.2	-1.2	0.7	6.1	4.3	
Total		Count	14	46	36	33	31	12	8	20	200
Crosstab	Table 4		viewers age								Total
			18-22	23-27	28-32	33-37	38-42	43-47	48-51	52+	
couch eating	popcorn	Count	3	8	3	0	0	0	0	0	14
		Standardized Residual	2	2.7	0.3	-1.5	-1.5	0.9	-0.7	-1.2	
	noodles	Count	9	7	6	4	0	0	0	0	26
		Standardized Residual	5.3	0.4	0.6	0.1	-2	1.2	-1	1.6	
	wafers	Count	2	30	25	28	2	1	0	0	88
		Standardized Residual	-1.7	2.2	2.3	3.5	-3.2	-1.9	-1.9	-3	
	biscuits	Count	0	0	1	1	13	5	0	0	20
		Standardized Residual	-1.2	2.1	1.4	1.3	5.6	3.5	-0.9	-1.4	
	Indian snacks	Count	0	1	0	0	14	5	0	0	20
		Standardized Residual	-1.2	1.7	1.9	1.8	6.2	3.5	-0.9	-1.4	
	fruits	Count	0	0	1	0	2	1	8	20	32

		Standardized Residual	-1.5	-2.7	-2.3	-2.3	-1.3	-0.7	5.9	9.4	
Total		Count	14	46	36	33	31	12	8	20	200

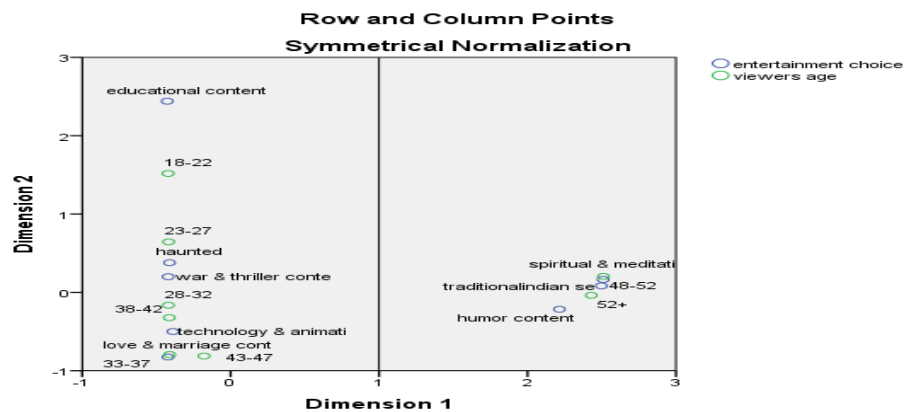
Crosstab	Table 5		viewer's age								Total
			18-22	23-27	28-32	33-37	38-42	43-47	48-52	52+	
drink choices	tea	Count	5	20	6	5	10	4	2	11	63
		Standardized Residual	0.3	1.4	1.6	1.7	0.1	0.1	0.3	1.9	
	coffee	Count	3	13	14	11	10	0	0	2	53
		Standardized Residual	-0.4	0.2	1.4	0.8	0.6	1.8	1.5	-1.4	
	milk	Count	3	0	1	0	0	0	1	0	5
		Standardized Residual	4.5	1.1	0.1	0.9	0.9	0.5	1.8	-0.7	
	packed fruit juices	Count	0	4	5	5	1	3	3	0	21
		Standardized Residual	-1.2	0.4	0.6	0.8	1.2	1.6	2.4	-1.4	
	carbonated drinks	Count	1	8	9	7	7	1	0	2	35
		Standardized Residual	-0.9	0.0	1.1	0.5	0.7	0.8	1.2	-0.8	
	instant soups	Count	2	1	1	5	3	4	2	5	23

		Standardize d Residual	0.3	- 1. 9	- 1. 5	0. 6	- 0. 3	2. 2	1. 1	1.8	
Total		Count	14	46	36	33	31	12	8	20	200

Crosstab Table 6			viewer s age								Tota l
			18-22	23 - 27	28 - 32	33 - 37	38 - 42	43 - 47	48 - 51	52 +	
functionali ty	working professiona ls	Count	1	9	28	24	11	4	0	0	77
		Standardiz ed Residual	-1.9	- 2. 1	3. 8	3. 2	0. 3	0. 3	1. 8	- 2.8	
	students	Count	13	36	4	2	5	0	0	0	60
		Standardiz ed Residual	4.3	- 2. 6	- 2. 1	- 2. 5	- 1. 4	- 1. 9	- 1. 5	- 2.4	
	business	Count	0	1	4	7	15	8	2	0	37
		Standardiz ed Residual	-1.6	- 2. 6	- 1	0. 4	3. 9	3. 9	0. 4	- 1.9	
	retired and aged	Count	0	0	0	0	0	0	6	20	26
		Standardiz ed Residual	-1.3	- 2. 4	- 2. 2	- 2. 1	- 2	- 1. 2	4. 9	10. 8	
Total		Count	14	46	36	33	31	12	8	20	200

Summary Table 7							
measur ent	particula r assessm ent	Inert ia	Chi- Sq.	Sig.	ratio of inactivi ty	Confiden ce Value	

					report	collective	Standard Dev..	Association(corr.)
								2
1	0.983	0.966			0.711	0.711	0.015	-0.006
2	0.423	0.179			0.132	0.843	0.066	
3	0.308	0.095			0.07	0.913		
4	0.267	0.071			0.052	0.965		
5	0.216	0.046			0.034	0.999		
6	0.025	0.001			0	1		
7	0.013	0			0	1		
Total		1.358	271.633	.000a	1	1		



1. Table 1 (Case processing summary) demonstrating that all the information sources are handled and no missing value is accounted for in processing.
2. Table 2 (Chi-square test) representing the significance at (.000). and the symmetric calculations Cramer's V is(.440)which stands significant for viewerships.
3. Table 3 (entertainment choices) most significantly magnitude presented and accepted is by student category in the lockdown period for educational channels. The most negative magnitude confirmed is by elderly people for scary contents.

The modest acceptance is by age group (18-27). The acceptance for Romantic (love & marriage) content in viewing is at the age of (33-37), we can see appositive magnitude in this category of age for romance based content, it is because of their recent marriages and early adulthood. The perception of science fiction (technology and animated content) and comedy (humor content) is also not acceptable at the very early young ages, it is having significant eye space at the age starting from (43 to 52 +), this age bracket represents a settled life and they are now enjoying with family and also their financial and emotional life struggle is minimal, here we are not considering medical issues as the part of the study. This aged bracket people are also inclined towards Indian drama (traditional serials) contents this comprises of family-based serials & rebroadcasting of old serials from the collection of Doordarshan. The most significant revelation is to connect for spiritual and meditation-based contents and these channels were viewed mostly in the lockdown period. One major element is identified that students and early budding professionals were more with online gaming rather than televisions and movies. This inclination for entertainment was shared by them while they are on the telephonic conversation for generating the primary data. The health and spiritual connection is high in these COVID periods

4. Table 4 (eating habits) during the lockdown period the viewership and eating is the companion for each other to enhance the viewing experience. The instant noodles have kicked the televisions and kitchens on the top of the recreational mood, students banged the water pans and kettles for instant gratification of easy masala eating with entertaining lessons & viewing. Wafers got their shelf spaces by the age group of (33-37) and having a positive magnitude for potato munch. The negative magnitude is represented by age group (38-42) viewers, they do not consider it as a good practice of munching during their entertainment hours. On the other hand, the group of (38-42) are cherishing and putting their taste buds on Indian snacks (homemade delicacies) with biscuits. Another category of viewers (43-47) screening the identical mold of eating approach. The drastic change reported by senior people (48-52+) in their eating style they vouch for health and inclined for fruits and organic food.

5. Table 5 (drinking choices) this cross tab engages milk as the positive and most accepted by the student category. Other elements are having a mixed approach for consumption.

6. Table 6 (functionality) all the classifications situate colossally and speaking to a positive extent in the investigation.

7. Table 7 (Summary) the significance (.000) signifies the data significantly and the fraction of inertia explained in the primary stage is exceptionally showing the value of (0.711). At this juncture, an endeavor is through to clarify the fluctuations with one measurement that can clarify most of the change, that explains that we can go with two facet visualization.

8. The pictorial visualization on the symmetric chart shows two separate dimensions of perceptual thoughts. The first cluster of the abundance of age & content choices are representing the enjoyment & educational content group, we can coin them as *inquisitive viewers*. On the contrary, the aged people are more inclined with devotional, traditional & meditational viewership, we can coin them as *observant viewers*. This resonates with a depiction of utility for content that was viewed by the people, the first group of inquisitive viewers targets their time for educational attainments and indulge with their feeling of emotions during this lockdown period. The second group of observant acts as cautionary and consultants in the area of health and devotional connection.

9. Lockdown sets the scores with viewership for an enthusiastic association with relatives. Just as a family get-together in a drawing and feasting corridors were the day by day adventure of life during viewing the TV content.

10. The two measurements are discrete in the capacities and scenery of their reasonableness likewise extremely differentiated. The contact point is fellowship and caring is the quintessence of lockdown and viewership.

CONCLUSION

The lockdown demonstrates the cultural estimations of Indians that we stand along with families and for the country. Moreover, it depicts an image of a mindful and educative society. The amusement angles are all around gelled in the families. Each part of society has demonstrated a potential association with diversion. The viewership is sectioned yet spread in a 360-degree design among the watchers. Instantly this viewership extends like anything as watchers are currently searching for recreational and diversion content after the lockdown for opening their pressure of fixing on love seats. There is age-wise eating intend arises in this research presently individuals are sectioned in dietary patterns concerning the security in the pandemic period.

PRACTICAL APPLICATION OF STUDY

The broadcasters have a rich space for presentation with travel shows with safety and sanitization. These types of site seeing shows are now the market for viewers and revenue generation for the entertainment and hotel industry. This is the associating future between the amusement and the hotel industry for benefits. The subsequent business is wellbeing and yoga which can be conveyed by online diversion strategies. The molecular changes in the eating pattern guide the food processing industry for health supplement food. Society is now focused more on digital entertainment and health security.

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