**Fit India Movement:**

* The proliferation of technology made our lives much easier and much better, but at the same time, it made many people turn to a sedentary lifestyle. Earlier people used to walk to schools or offices. But now, technological innovations decreased the necessity of physical activities. Technologies like food ordering apps, cab booking services, washing machines and online shopping enabled us to get things done without much physical activity. So, there is a need to take effective steps to turn to an active lifestyle to protect our health. So, ‘Fit India Movement’ was launched at the right time and encourages people to maintain a healthy lifestyle.

**Media is a mixed blessing**

* News channels explain the way the crime happened in detail. Criminals can learn more ways of doing crimes.
* Some politicians are using news channels to show news in their favor. People may not know the actual truth as different channel says the matter differently.
* The unnecessary importance given to the world of glamour and film industry makes the youngsters live in an imaginary world. It distracts them from the world around them and often from studies.
* Media has been influencing the public opinion. As a result, those who control the mass media have the capacity to sway the public opinion.

It figure out the prominent acknowledgement in youth today’s life as we can say by giving an example that the use of technology from a very younger age helps in schools, due to the fact that it helps students want to learn, as well as makes it possible for each student to learn at their own pace. Additionally, it allows learning to become more interactive than it has ever been before.

Advantages are many as it makes the student if they want to know something they can look it up on the Internet and in just a few seconds have an answer. They literally watch out that the parents talking the help of internet in doing some project work or some making home remedy they also follow the same. This will only lead to future generations becoming more and more introverted and technology obsessed in the years to come.

**hedding(technology ant its impact on young minds )**

**Automobile criesis**

* As more startups are focusing on buying and selling pre-owned cars, they have become attractive to middle-class people. Despite the slowdown of automobile sectors, the pre-owned car market has witnessed double-digit growth. Thereby, the second-hand car market boom has also contributed to the crisis in the automobile industry.
* In October 2018, Supreme court announced that only BS-VI vehicles should be sold after April 2020 in a move towards using cleaner fuel. So, the automobile companies are trying to sell the unsold stock of BS-IV vehicles before the deadline. They are offering discounts to attract buyers, but that is not working. That’s maybe because people are waiting for more discounts in the coming days.

**internet is curbing creativity.**

* The advent of the internet has definitely made things much easier for mankind. Information is available literally at our fingertips. Google is just one tap away. But, with such information accessibility comes another problem. We rely on the internet for everything and hardly ever exercise our own brains to solve our problems. More often than not, when we are in want of a solution or face a hurdle in our lives, we resort to looking for a solution on the internet rather than tackling the problem with our own skill-set and knowledge.
* Many might argue that the internet has actually increased our creativity. But what most of us fail to understand is that its “information” that has been made surplus and not creativity. A knowledgeable person can never be a substitute for a creative person

**Effects of video games on well being**

1. Video games are usually attributed to an increase in violent behavior amongst individuals. Violent action games make players more aggressive and restless.
2. Addiction to video games has been on the rise lately, with players even playing for more than 16 hours at a stretch.
3. Video games also develop anti-social tendencies amongst the players. Gamers tend to stay detached from society.
4. Excessive gaming also leads to a decrease in physical strength, coordination, stamina, skills, etc. In the long run, this may lead to obesity.
5. They also give a false sense of accomplishment to the gamers. This ruins their rewards system in the real world and often leads to frustration.

Startuo india boosting entrepreneurship

India enlarged the definition of what constitutes a startup to a venture that's as much as seven years old from five now, relaxed the norms for tax benefits and included employment generation potential to give a big push to job creation and entrepreneurship.  
  
“These changes are an effort to ensure ease of starting up new businesses to promote the startup ecosystem and build a nation of job creators instead of job seekers,

**beti bachao beti padhao will it abolish the orthodox mindset**

There is a saying that, “When you educate a man, you only educate a man. But when you educate a woman, you educate a generation”. “Beti Bachao Beti Padhao” in the social awareness campaign make the parents to celebrate the birth of a baby girl instead of getting unhappy.  
Hundreds of years have witnessed Indian families not rejoicing on the birth of a girl child not only in rural areas but also in educated urban circles. On the top of it, the orthodox families go for  female infanticide.  If at all she born social and family constraints did not allow the girls to go  school or to opt for higher studies.

**Ethics or profit?**

* It is a sign of a successful company to make a balance between ethics and profit simultaneously. A company can’t run without the cooperation of its employees and surrounding peoples to gain a good cooperation between employ and business a company should focus on Ethics.
* A company can make a big profit by ignoring Ethics but in the race of profit-making sometimes company break legal rules which can effect on the company brand and may bring big penalty which can be a fatal mistake.

[**Borderless World: A Myth or Reality?**](javascript:void(0))

**Closed**

Yes, Borderless world can be a reality not a myth. Imagine the entire world under a single power without any wars, no need to worry about political disputes, peace can flows everywhere, even some evil minded people dislikes, its not going to be a problem because majority human beings need a world with peace, love, kindness without wars, disputes, poverty, evilness, terrorism etc