THE INFLUENCE OF COMPUTER USAGE IN IMPROVING ACADEMIC PERFORMANCE OF STUDENT

(A CASE STUDY OF SELECTED SECONDARY SCHOOLS IN IJEBU-ODE LOCAL GOVERNMENT OGUN STATE NIGERIA)

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CERTIFICATION

This is to certify that this research work was carried out by **JIMOH NIMOTA OPEYEMI,** Matric Number **18032408010** of the department Computer Science department, Tai Solarin College of Education.

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DEDICATION

I dedicate this project to almighty God for giving me the opportunity to complete my project in peace.

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ABSTRACT

The study investigated influence computer usage on student academic achievement in some selected secondary schools in Ijebu-Ode Local Government Area of Ogun State. The study population consisted of selected the secondary school students within the local government area.

The study adopted the survey research design. In the study the questionnaires was used to gather the necessary information from the 100 respondents drawn from the secondary schools in the local government area. Three research questions were raised and two hypotheses were formulated to pilot the study. The data gather from the respondents were analysed using simple percentage frequent.

The findings shows that computer Usage provides students with easy-to-access information, accelerated learning, and fun opportunities to practice what they learn, computer interactive learning helps the learner in their academic performance, computer usage creates new ways to learn for today's student and also prepare students for their future world, computer usage offers new methods of delivering subjects and Creates a More Engaged Environment, and teachers also benefit in computer technology because it helps them to make their teaching more comfortable.

Based on the findings above the study recommended that there should be an enabling environment for computer programs to strive toward producing highly qualified ICT literate teachers that would assist in making the integration and usage of computer in secondary schools a success and for sustainable integration of computer user in secondary school, funding and infrastructural issues should be addressed.

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CHAPTER ONE

INTRODUCTION

1.1 Background to the Study

The introduction and development of western education in Nigeria by the missionaries and the colonial administration cannot be treated in isolation from traditional form of education. The traditional education was a way by which the learners acquired knowledge without well-predefined formats of instructions delivery. This form of education could take place under a tree, car garage; and was basic form of education before the western education was introduced. The learners in Nigeria used various media and objects such as drums, flutes, gongs etc; for communication and the classrooms' discussion was not left out. Objects such as stones and sticks were used to count numbers. The use of writing and invention of printing materials transformed the type and context of recorded history communication in a tremendous progression. Through the utilization of books, newspapers, magazines and radio; instructions were given to students at different levels of education. The western education is now supported and enhanced with the application of computer in teaching and learning process (Oye, Obi and Mohd, 2012).

According to (Aharon, 2013) the fast progress of technology and its wide integration in education has been changed in recent years. The advancement of technology has facilitated the development of many necessary and useful information and communication technology (ICT) tools in education (Astin, 2011).

According to (Oye et al, 2012), the knowledge of ICT usage improves human capacity in every fields of human endeavour such as educational programmes and activities. In the last two decades, the higher institutions have invested heavily in ICT tools by procuring facilities such as projectors, installation of internet facilities and most importantly the purchase of

computers for teaching and learning processes. The use of computers has had a major impact in the secondary school context, and in teaching and learning methods (Ema and Ajayi, 2010). The advantages of using technology in education include: making learner more interested, decreases learning time and provide opportunities to learn in non-traditional methods (Abbas, 2013).

The significance of computers cannot be overemphasized in education. Computers have been generally accepted as modern instruments that enable the teachers and lecturers to select the teaching methods that will increase student's (learners) interest in learning. Computer is an electromechanical device designed to sequentially accept, process and store data on the basis of set of instructions to produce useful information. The students' academic performance can be referred to as the competencies, skills acquired and attitudes learned through the education experience (Jake, 2013).

There is no standard definition for student achievement. The standard approach focuses on achievement and curricula, how students understand the subjects and obtain their certificate or marks. However, a more extensive definition deals with competencies, skills and attitudes learned through the education experience (Kamba, 2011).

The effect of computer usage on learning is currently in relation to the internet to facilitate teaching and learning. Computers are the technologies used in conveying, manipulation and storage of data by electronic means, they provide an array of powerful tools that may help in transforming the present isolated teacher-centered and text-bound classrooms into rich, student-focused, interactive knowledge environments (Ogunsola, 2010).

To meet these challenges, secondary schools must embrace the new technologies and appropriate computer use for learning. The relationship between the use of computer and

student performance in secondary schools is not clear, and there are contradictory results in the literature. Earlier economic research has failed to provide a clear consensus concerning the effect on students' achievement (Kamba, 2011).

Since student performance is mainly explained by a student's characteristics, educational environment and teachers' characteristics, the use of computers may have an impact on these determinants and consequently the outcome of education. The differences observed in the performances of students are thus more related to the differentiated impact of computer usage on the standard determinants (Jake, 2013).

The direct link between computer use and students' achievement has been the focus of extensive literature during the last two decades. Several studies have tried to explain the role and the added value of the computer technologies in classrooms and on student's achievement. The first body of literature explored the impact of computer uses. Since the Internet revolution, there has been a shift in the literature that focuses more on the impact of online activities: use of Internet, use of educative online platforms, digital devices, use of blogs and wikis, etc (Rotsztein, 2013).

Computer usage brings widened possibilities for the learning processes that are independent from place and space. Computer usage also allows more flexible (asynchronous) and more personalized learning. It offers new methods of delivering subject at secondary education level. Taking advantage of these opportunities needs a profound change in the organization of the secondary education system (Jake, 2013).

1.2 Statement of the Problem

The direct link between computer usage and students' academic achievement has been the focus of extensive literature during the last two decades. Some of them help students with

their learning by improving the communication between them and the instructors while some believe that there is no evidence for a relationship between increased educational use of computer and students' academic achievement. In fact, they find a consistently negative and marginally significant relationship between computer usage and some student achievement measures. In support to these, some students may use computer usage to increase their leisure time and have less time to study. Online gaming and increased communication channels do not necessarily mean increased achievement. Based on all these, the researcher is examining the influence of computer usage in improving academic performance of secondary school students.

1.3 Objectives of the Study

The following are the objectives of this study:

1. To examine the relationship between computer usage and academic achievement of secondary school students in Nigeria.
2. To examine the effectiveness of computer usage in teaching and learning process in secondary schools in Nigeria.
3. To identify the disadvantages of computer usage in secondary schools in Nigeria.

1.4 Research Questions

1. What is the relationship between computer usage and academic achievement of secondary school students in Nigeria?
2. What is the effectiveness of computer usage in teaching and learning process in secondary schools in Nigeria?
3. What are the demerits of computer usage in secondary schools in Nigeria?

1.5 Research Hypotheses

For the successful completion of the study, the following research hypotheses were formulated by the researcher;

H_0: there are no significant relationship between computer usage and academic performance

H_1: there is significant relationship between computer usage and academic performance

1.6 Significance of the Study

The outcome of this study aims at determining whether or not the use of computers has any significant influence on the academic achievement of students in secondary schools in Nigeria.

More over education is the bedrock of any society. Nigeria as a developing nation needs a standard secondary schools that has available learning resources, that teachers can improvise learning resources easily and more often also where teachers and students utilize learning resources on a regular basis. It could be a guide line for incoming students and be educative to them when writing and studying similar problems in school.

This research will be a contribution to the body of literature in the area of the effect of personality trait on student's academic performance, thereby constituting the empirical literature for future research in the subject area.

1.7 Scope of the Study

This study will cover the influence of computer usage in improving academic performance of student in ijebu-ode local government Ogun State Nigeria, with a view of ascertaining its influence on student's academic achievement.

1.8 Limitation of Study

Financial constraint- Insufficient fund tends to impede the efficiency of the researcher in sourcing for the relevant materials, literature or information and in the process of data collection (internet, questionnaire and interview).

Time constraint- The researcher will simultaneously engage in this study with other academic work. This consequently will cut down on the time devoted for the research work.

1.9 Definition of Terms

Computer: A computer is an electronic device that manipulates information, or data. It has the ability to store, retrieve, and process data. A computer is an electronic device that manipulates information, or data. It has the ability to store, retrieve, and process data (https://edu.gcfglobal.org).

Usage: The action of using something or the fact of being used (https://www.yourdictionary.com/).

Improving: To enhance in value or quality (https://www.merriam-webster.com/dictionary).

Academic: Academic is used to describe things that relate to the work done in schools, colleges, and universities, especially work which involves studying and reasoning rather than practical or technical skills.

Performance: The term "performance" means continually achieving the preferred results in a manner that is as effective and efficient as possible (https://managementhelp.org/).

CHAPTER TWO

LITERATURE REVIEW

2.1 Conceptual Review

2.1.1 Computer

A computer is a machine or device that performs processes, calculations and operations based on instructions provided by a software or hardware program. It has the ability to accept data (input), process it, and then produce outputs.

Computers can also store data for later uses in appropriate storage devices, and retrieve whenever it is necessary.

Modern computers are electronic devices used for a variety of purposes ranging from browsing the web, writing documents, editing videos, creating applications, playing video games, etc. They are designed to execute applications and provide a variety of solutions by combining integrated hardware and software components. (https://www.techopedia.com/definition/4607/computer).

2.1.2 Academic Performance

Several authors agree that academic performance is the result of learning, prompted by the teaching activity by the teacher and produced by the student. From a humanistic approach, Pedrosa (2007) states that academic performance is the product given by the students and it is usually expressed through school grades. Fifteen years ago, Eamon, (2012) referred to academic performance as a measure of the indicative and responsive abilities that express, in an estimated way, what a person has learned as a result of a process of education or training.

According to Opare and Dramanu (2007), academic performance involves meeting goals, achievements and objectives set in the program or course that a student attends. These are expressed through grades which are the result of an assessment that involves passing or not

certain tests, subjects or courses. On their part, Hijazi and Naqvi (2011) define academic performance as the level of knowledge shown in an area or subject compared to the norm, and it is generally measured using the grade point average.

The academic performance involves factors such as the intellectual level, personality, motivation, skills, interests, study habits, self-esteem or the teacher-student relationship. When a gap between the academic performance and the student's expected performance occurs, it refers to a diverging performance. An unsatisfactory academic performance is the one that is below the expected performance. Sometimes it can be related to teaching methods. (Darling-Hammond, 2013).

2.1.3 Student

A student is primarily a person enrolled in a school or other educational institution and who is under learning with goals of acquiring knowledge, developing professions and achieving employment at desired field (https://www.lexico.com/definition/student). In the broader sense, a student is anyone who applies themselves to the intensive intellectual engagement with some matter necessary to master it as part of some practical affair in which such mastery is basic or decisive.

2.1.4 Secondary School

Secondary school is an educational institution where the second stage of the three schooling periods, known as secondary education and usually compulsory up to a specified age takes place. It follows elementary or primary education, and is sometimes followed by university education. The term high school originated in Scotland and is also used particularly in North America and North Western England though the two types of school are far from synonymous. There are very many different types of secondary school, and the language used varies around the world. Children usually go to secondary school between the ages of 11 and

16 years, and end between the ages of 16 and 18 years, although there is considerable variation from country to country. The following descriptions and definitions pertain to state-funded education unless otherwise stated (https://www.definitions.net/definition/secondary+school).

Achuonye (2012) is of the opinion that secondary education, as the name implies, comes second; that is the second level of the three-tier system of education in Nigeria Federal Republic. Nigeria defined secondary education as; the education children receive after primary education and before the tertiary stage. In fact, the missionaries introduced secondary education in Nigeria and it started in the late 1850s.

2.2 THEORETICAL FRAMEWORK

2.2.1 COMPUTER CONCEPTS

The 20th century saw the birth of one of the most important tools widely in use today called a computer. Today, computers are used for communication, management, research, drawing and design as well as entertainment. This 21st century is being referred to as the digital age (Fred, 2014).

Computers are everywhere: at work, at school, and at home. In the workplace, employees use computers to create correspondence such as e-mail messages, memos, and letters; manage calendars; calculate payroll; track inventory; and generate invoices. At school, teachers use computers to assist with classroom instruction. Students use computers to complete assignments and research. People also spend hours of leisure time using a computer. They play games, communicate with friends and relatives online and using e-mail, purchase goods online, converse in chat rooms, listen to music or radio broadcasts, watch or create videos and movies, read books and magazines, share stories, research genealogy, retouch photos, and plan vacations. At work, at school, and at home, computers are helping people do their work

faster, more accurately, and in some cases, in ways that previously would not have been possible.

A computer is an electronic device that accepts user input (data) and processes it under the influence of a set of instructions referred to as programs to produce the desired output generally referred to as information (Fred, 2014).

1. *Data* are the raw facts may not make much meaning to the user.
2. *Programs* are set of instructions that instruct a computer what to do.
3. *Information* is result after data has been processed.

They are designed to execute applications and provide a variety of solutions by combining integrated hardware and software components.

A computer is a programmable machine designed to perform arithmetic and logical operations automatically and sequentially on the input given by the user and gives the desired output after processing. Computer components are divided into two major categories namely hardware and software. Hardware is the machine itself and its connected devices such as monitor, keyboard, mouse etc. Software is the set of programs that make use of hardware for performing various functions (http://oer.nios.ac.in/wiki/index.php/Basic_Concepts_of_ Computers).

A computer is a machine or device that performs processes, calculations and operations based on instructions provided by a software or hardware program. It has the ability to accept data (input), process it, and then produce outputs (https://www.techopedia.com/definition/4607/ computer).

Computers can also store data for later uses in appropriate storage devices, and retrieve whenever it is necessary (https://www.techopedia.com/definition/4607/computer).

Modern computers are electronic devices used for a variety of purposes ranging from browsing the web, writing documents, editing videos, creating applications, playing video games, etc (https://www.techopedia.com/definition/4607/computer).

Kimberly (2010), defined computer is a programmable machine. It allows the user to store all sorts of information and then 'process' that information, or data, or carry out actions with the information, such as calculating numbers or organising words.

2.2.2 Role of Computer and Information Technology (IT) In Education

In earlier days, computers were used in the classroom to teach the basic skills and provide the knowledge of computer as per the curriculum. For example, word processor was used to improve the writing skills of the students. Moreover, students were evaluated on the basis of standardized test scores or other traditional measures to assess the student's achievement Computer and its technology has been performed various roles such as tutor, surrogate teacher etc.in different field of education. It changed dramatically in the nature of way of teaching has been used in classrooms. Its technology has proved very successful in education management applications like planning, data analysis etc Foots (2015). According Foots (2015) ,the first computer was introduced into the field of education as students and teachers learning program". Thereafter, learning process was improved by software sophistication and instruction design and it is still in progress. According to Y.Bo (2011), computer technology should be used to reform the teaching methods and curriculum program and the author also present a report on the usage of computer in the field of education. According to Li. Yumei (2012), computer can be used in education by three different ways such as "As a teacher", "As a learner", and "As an assistant" and author also describe each role in detail. Broadly, one can consider the following roles of education where computer has been effectively used as shown in Fig.1.

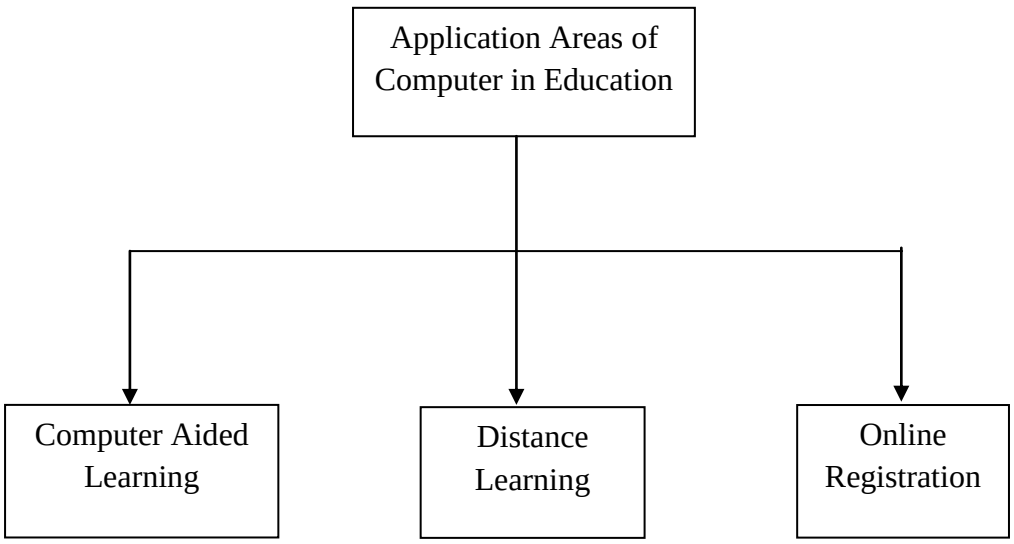

Fig.1 Different roles of Computer in Education
Source: http://www.ijetjournal.org

2.2.3 Distance Learning

Computer has become an important part of every walk of life such as on campus, at home and in office. Computer and related technologies have been used in distance learning through various ways such as Teleconferencing, video-conferencing, audio graphics, Teletext, video text, multimedia and hypermedia, e-books, online database, online discussion, on-demand call in course etc Rahman (2014). Virtual classrooms play an important role in distance learning. Students can raise their doubts and teachers can provide the solutions without going to one's place (www.byte-notes.com/uses-computers-various - fields.).

The following are the different benefits of using technology in distance learning:-

- Cost effective
- Independent of time and place
- Quality education through results access from mass product of course material
- Simultaneously a lot of students can be benefitted

2.2.4 On-Line examination and monitoring

Online examination and monitoring system have completely changed due to the development of modern education technology. These systems ensure about the fairness and impartiality in the examination Guo, Yu and Yao (2010). Various researchers (Ketwal, Bhadke, Gunjal and Biswal(2016))(Singh and Tiwari, (2016)) have been developing online examination system based on web. Today, various exams like GRE, GMAT, SAT, CCNA, MCSE and much more have been conducting computers in all over the world. There are following benefits of using the online examination and monitoring systems:-

- Security
- Fairness and impartiality
- Save time and cost

2.2.5 Computer-Aided Learning

Today, computers have improved the quality of teaching and enhance the learning process with the help of various tools such as multimedia projector, PowerPoint presentations etc. Traditional methods of teaching can be monotonous, boring and students start getting frustrated. But information technology make learning process more interested through games, animated graphics etc. There are the following benefits of computer-aided learning:-

- Interest and motivation
- Individualization
- Compatible learning style
- Optimal use of learning time
- Immediate feedback
- Error analysis
- Repetitive practice

- Pre-determined to process syllabus

Computer in Education – The Benefits and Uses.

Among the various benefits of a computer in education, there are ways students can simplify their lives with computers. Learn what the uses of computers in education are.

Convenience

With the use of computers, a student's life has been made very convenient. By just using this device, students can write and research their school works online and communicate with their classmates and teachers through email or other platforms for shared discussions and knowledge. Indeed, a computer is a big help in making student life easier (https://www.techprevue.com/ways-students-life-simplified-computers/).

Improved Student Performance

Including computers as one of the learning tools in school is essential. With the use of computers, students are more likely to enjoy studying, resulting in better performance. They feel more involved and focused when computers are in use. More so, using a computer in education lets each student collaborates and, at the same time, teach them to become independent (https://www.techprevue.com/ways-students-life-simplified-computers/).

Fast Access to Research and Information

Gone are the days when the only way to research and do your assignments is through the library. Today, the availability of a computer in education makes it a whole lot easier and faster to access everything you need to research. In just a few clicks, you can get all the answers you need for your school projects (https://www.techprevue.com/ways-students-life-simplified-computers/).

Online Resources

When a student needs help in deciding a topic for their thesis or an essay, technology helps them find the relevant and the most accurate information. Whether it's science, business, sociology, or any course with a name, the internet and computer technology provide all the latest information about finding the right thesis topic and the relevant information in justifying the choice (https://www.techprevue.com/ways-students-life-simplified-computers/).

Increased Efficiency

Undoubtedly, computers offer increased efficiency to every student. These allow them to complete their assignments, check their grades, and make presentations even outside school hours. The flexibility and efficiency that computers give to students are worth it as there are so many things to learn (https://www.techprevue.com/ways-students-life-simplified-computers/).

Admissions Information

When students are trying to fetch everything they can, related to the admission process and information about different universities that can help them decide which college or university to apply to, they can quickly get it over the internet. Universities and colleges have a tremendous online presence. They are there to assist students in almost everything they want, from inquiring about admissions to assisting in the application and visa processes, payment, and preparing for arrival. It has helped students and expands the reach for universities and institutions to attract the best students from around the world (https://www.techprevue.com/ways-students-life-simplified-computers/).

Study Schedules

When students decide to choose particular courses, they need to see real-time information and updates, and technology can help them find it. This way, they can find the right timings for the course; the assignment outlines and also helps them schedule their studies accordingly (https://www.techprevue.com/ways-students-life-simplified-computers/).

Better Opportunities

Through the use of technology and the internet combined, students come across a lot of different opportunities. This way, they can find detailed information about them, see what fits best for their aspirations and success, and decide accordingly. They can also interact with fellow professionals through messengers and learn from their experiences (https://www.techprevue.com/ways-students-life-simplified-computers/).

Easy Communication

Communication has been made easier through the use of computers, especially for those students who are living far from their families. Instant messaging, emails, live updates, and sharing tools help students get in touch with their loved ones easily, even if they are away from home. Simply put, computers and the internet make the world intact despite the distance (https://www.techprevue.com/ways-students-life-simplified-computers/).

Better Rate of Learning

What used to take years to study can now be completed within moments due to technology, especially in the sciences. Today, there is software that provides a simulation of plant growth under certain specified conditions. This type of virtual simulation is endorsed by the US government's National Library of Medicine/National Institutes of Health as a fantastic aid in researching growth modeling. It could be concluded that technology enables students to learn

more in a much shorter period because of virtualization models (https://www.techprevue.com/ways-students-life-simplified-computers/).

Visualization Tools

For many students, math has always been difficult because they have trouble visualizing the concept being taught. Now there are programs designed to let students see relationships on the computer screen in front of them. Pardon the pun, but they literally get the picture. A team from Utah State University has assembled a long list of math tools on the National Library of Virtual Manipulative listed by grade/developmental levels. Students get to enter data, and the chart in front of them moves around as the data changes. Abstract concepts are often hard to visualize; there is no doubt about that. Those concepts become less abstract and more concrete with these tools because they are right there in front of you – picture-perfect (https://www.techprevue.com/ways-students-life-simplified-computers/).

Making Tasks Easier

Most schools now issue Chrome books or tablets instead of costly and weighty textbooks. All subjects, worksheets, and assignments are on a little device weighing less than two or three pounds, which they can easily take with them, no matter where they go. Students can no longer use the excuse “I forgot my assignment in my desk” or “I left my homework at home” because they upload each assignment to the Cloud as it is completed. All they need to do is log into their student account, pick up the assignment, and tab to the appropriate file. The only excuse is that they left their computer at home, and obviously, that would leave them without social media at lunch if the school provides internet access (https://www.techprevue.com/ways-students-life-simplified-computers/).

Verdict

Student life is undoubtedly stressful and challenging. There are tons of things you need to accomplish when you are a student. With that, you will need a computer in education and other technologies to help you survive this phase in your life. Just keep in mind these advantages of computers mentioned above and be sure to choose the right one for you. Computers are an excellent investment for students today and the next generations to come (https://www.techprevue.com/ways-students-life-simplified-computers/).

Benefits of Computers in the Classroom

The benefits of using computers in the classroom go beyond more efficient assessment and opportunities for online learning. Mobile devices and technologies are an inevitable part of society, but that does not mean that students naturally understand how to use those technologies appropriately. Using computers in the classroom gives teachers an opportunity to teach digital citizenship skills that demonstrate ways to use technology correctly and responsibly.

Computers also help maximize student engagement. Modern students are regularly exposed to technology outside of the classroom. Most use and enjoy smartphones and other mobile devices, which is why they are more likely to engage in the learning process if it involves something to which they are already accustomed and enjoy.

Teacher Use of Computers in the Classroom

Computers have revolutionized the teaching profession in multiple ways. Teachers use computers to record grades, calculate averages, manage attendance and access data on student performance in online programs and assessments. Computers have also made it easier for teachers to vary their instructional delivery. Instead of lecturing at the front of the room for an entire class period, teachers can incorporate technology into their lessons to keep students

engaged while appealing to a variety of learning styles. From using computers to create presentations on a topic to showing video clips that complement the lesson at hand, technology helps teachers make the content easier for students to understand (https://www.theclassroom.com/how-will-ai-make-an-impact-in-the-college-classroom-13716596.html).

2.3 REVIEWS OF EMPIRICAL STUDIES

The direct link between computer as resource utilization and students' academic performance was in the heart of an extensive literature during the last two decades. Several studies have tried to explain the roles the added values of those technologies in classrooms and on students' performances. Since the internet revolution, there is a shift in the literature that focuses more on the impact of online activities; use internet; use of educative online platforms; digital devices such as phones, calculators etc in education (Letao and Kelly. 2010).

2.3.1 The Impact of Computer Literacy on Students' Academic Performance in Senior Secondary Schools in Esan West Local Government Area, Edo State, Nigeria

The study examined the impact of computer literacy on students' academic performance in EsanWest Local Government Area of Edo State, Nigeria. Data were got with the use of Questionnaire were analysed by using mean difference statistics. The findings revealed that: computer literate students perform better than non-computer literate; computer literate female students perform better than male students who are also computer literate; computer literate students who are not addicted to the use of computer facilities perform better than those who are addicted; computer literate students in co-educational secondary schools perform slightly better than those in single sex schools. Based on the findings, one of the recommendations was that, all the students in Esan West Local Government Area of Edo State should be taught

how to use computer facilities to search for validinformation related to their academic activities (Aitokhuehi and Ojogho, 2014).

2.3.2 The Impact of Computer Usage On Academic Performance: Evidence From A Randomized Trial At The United States Military Academy.

The researcher examined the impacts of computer usage on the academic performance of college students. The study found that students who were permitted to use Internet-enabled devices in class scored lower on final exams than those in classes that prohibited the use of such devices. The impact estimate for the combined multiple choice and short answer portion of the final exam meets What Works Clearinghouse (WWC) group design standards without reservations. The impact estimate for the essay question portion of the final exam does not meet WWC group design standards because essays were only graded once and therefore, the researchers were unable to report a measure of reliability for these scores (Carter, Greenberg and Walker. 2016).

2.3.3 Perception of Students on Computer Utilization and Academic Performance in the North-Central Geopolitical Zone of Nigeria

The researchers investigated the perception of students on computer utilization and academic performance. It was a descriptive research with emphasis on survey design. The population comprised all Colleges of Education in North Central geopolitical zone of Nigeria: made up of six states and FCT-Abuja; out of which six colleges were selected as sample. A 20-item questionnaire (CUSAPQ) was designed and validated through expert judgment and reliability co-efficient of 0.86 was obtained. The null hypotheses were tested using Chi-square and ANOVA statistical analysis at 0.05 level of significance. Findings revealed that there was positive perception of computer utilization on students' academic performance in the selected zone. Based on their findings, recommendations were made; seminar and workshops on

computer utilization should be organised for the lecturers and the students to facilitate active and effective learning (Salako, Solomon and Muhammed, 2015).

2.3.4 The Impact of Home Computer Use on Children's Activities and Development

The researchers provides an overview of the limited research on the effects of home computer use on children's physical, cognitive, and social development. They observed that initial research suggests, for example, that access to computers increases the total amount of time children spend in front of a television or computer screen at the expense of other activities, thereby putting them at risk for obesity. At the same time, cognitive research suggests that playing computer games can be an important building block to computer literacy because it enhances children's ability to read and visualize images in three-dimensional space and track multiple images simultaneously. The limited evidence available also indicates that home computer use is linked to slightly better academic performance. They methodology developed was descriptive analysis.

The researchers finding are more mixed, however, regarding the effects on children's social development. Although little evidence indicates that the moderate use of computers to play games has a negative impact on children's friendships and family relationships, recent survey data show that increased use of the Internet may be linked to increases in loneliness and depression. Of most concern are the findings that playing violent computer games may increase aggressiveness and desensitize a child to suffering, and that the use of computers may blur a child's ability to distinguish real life from simulation. The authors conclude that more systematic research is needed in these areas to help parents and policymakers maximize the positive effects and to minimize the negative effects of home computers in children's lives (Subrahmanyam, Kraut, Greenfield, and Gross 2012).

2.3.5 Impact Of Ict On Students' Academic Performance: Applying Association Rule Mining And Structured Equation Modelling.

The researchers examined the effect of ICT on the students' academic performance at different private universities in Chittagong, Bangladesh. Primary data have been collected from the students of those universities using a survey questionnaire. Descriptive Statistics, Reliability Analysis, Confirmatory Factor Analysis, OLS regression, Structured Equation Modeling (SEM) and Data Mining algorithms such as Association rule mining and éclat have been employed to evaluate the comparative importance of the factors in identifying the academic performance of the students. From a statistical and mining perspective, overall results indicate that there is a significant relationship between ICT use and students' academic performance. It was further reveals that student's addiction to ICT has a significant influence on the comparative measurement in identifying the academic performance of the students. Finally, some recommendations are provided by the researchers on the basis of their findings.

The recommend are as follow: study:

- ICT facilities in classrooms should be improved
- Teachers should conduct their classes by using ICT
- Technology should be used for own advancement and should control the unnecessary use of technology.
- Students should use ICT for their academic purposesmost of the time.
- All the university should adopt the technology for academic purposes.
- Students should make aware of ICT use in Education

It was propose that study should be extended in future to compare the impact of ICT on the performance of students in private universities with that of students in the public university of

the country. The data set will also be enlarged and the prediction from this data set will be included (Mohammad , Mohammad , Ahmed, Mohammed, Abdul and Nasrin Akter. 2019).

2.3.6 Effect Of Computer Self-Efficacy On Students' Academic Performance Among Federal Universities In North-East Nigeria

The researchers examined effect of computer self-efficacy on students' academic performance among federal universities in north-east Nigeria. The theoretical consideration was grounded to Martin Ford's motivational system theory. Cross-sectional survey design was adopted and the units of analysis were undergraduate students. Stratified random sampling was employed to collect data from 461 students where each stratum was apportioned a questionnaire proportionate to its size in relation to other strata. Descriptive and inferential statistics were used to analyze data using SPSS for windows, version 20. Linear regression was used for data analyses. The findings of the study revealed that computer self-efficacy has significant positive effect on student's academic performance (Bayero, Dutse, Azizah 2017).

2.3.7 School Computer Use and Academic Performance

The researchers examined the influence of school computer use frequency on the test scores of 15 year old students in the United States using data from the 2003 Programme for International Student Assessment (PISA). A MANCOVA test found that students who use computers almost every day at school performed better than the students from the group who used computers between once a week and once a month, after controlling for students' SES backgrounds.

Students who had never used a computer at school were found to be highest achievers among all comparison groups. These findings suggest that frequency of computer use might not be a good indicator of academic achievement. Results lead to the discussion of educational input.

It was proposed that further study should be conducted to investigate the characteristics of students who never use computer at school in order to interpret their high achievements in math, science and reading.

2.3.8 The Impact of Personal Computer on Students' Academic Performance

The researchers aimed to determine the effects of Personal Computer on students' academic performance of the Grade 11 Senior High School students at MSU-Maguindanao. Specifically, the researcher identified the uses of Personal Computers as rated by the students in their studies, the academic performance of respondents with Personal Computer, the academic performance of respondents without Personal Computer, and the significant difference in academic performance of respondents with and without Personal Computer. Survey questionnaire was used by the researcher as an instrument in gathering data. The statistical tools used in the analysis of data are the frequency count and the mean to describe the effects of personal computer on Senior High School students' academic performance. The researcher's finding shows that the academic performance of the students with personal computer is generally higher than those without personal computer. Therefore, personal computer has effects in improving the students' academic performance (Blah, Sadat G. 2021).

2.3.9 Computer Utilization on Academic Performance, Health, and Behaviour of Selected Students Enrolled in Board and Non-Board Degree Programs

The study determined how Filipino College students in Lyceum of the Philippines University utilized their computers, the reasons behind the utilization and the differences of students enrolled in board and non-board degree programs in terms of academic performance, health and behavior and how they differ in their reasons of computer usage, frequency per week and average hour per day of computer utilization. Descriptive type of quantitative research method was used in the study for 1,035 proportionately stratified randomly selected students

from ten (10) different colleges. Results showed that students enrolled in non-board programs were spending more time in computer than students in board programs. For educational purpose is the primary reason of both groups in computer utilization. However, students from non-board programs have higher possibility of utilizing the computer for entertainment purposes than those from the board programs. Majority of the students enrolled in Board programs have significantly lower GPAs while those enrolled in non-board programs have higher possibility of encountering behavioural problems. One-third of the students were suffering from negative health effects of computer utilization no matter long or short they spent time in online and offline activities.

The researcher proposed a student development program and it must be implemented to enhance the level of their good computer habits and skills at the same time balancing the way they live with real and virtual community (Jake 2013).

2.3.10 Impact of Computer Literacy Training on the Academic Performance of First Year Students in the University of Zululand, South Africa

The study assessed the effectiveness of the computer training program for the first year undergraduate students on their academic performance. Based on a sample survey of 165 students and using logistic regression analysis.

The results show that the majority of the first year entering students (secondary graduate) are not prepared in terms of basic knowledge that will help them to excel in their chosen field of study as well as with the University standard. This will definitely affect their academic performance negatively. The responses also revealed that the student has really improved in terms of their knowledge of basic computer skills which have also impacted on their academic performance.

It was established in the study that computer literacy courses play a vital role in introducing University students to fundamental computer concepts and skills as well as promoting innovation through information technology. It was also established that such courses constitute major factors that determines students' success in the University based on the level of digital advancement which has formed a core of teaching and learning in our Higher Institutions. Computer literacy is paramount for any student to excel and as well compete with his or peers all over the world. In view of these, computer literacy training is therefore recommended by the researchers for every first year students, especially those from a disadvantaged background. The duration of the training, as well as the content of the training, should also be intensive in order to bring about better performance of students (Devi, Xoliswa and Kehinde. 2018).

CHAPTER THREE

RESEARCH METHODOLOGY

3.1 Research Design

The researcher used descriptive research survey design in building up this project work the choice of this research design was considered appropriate because of its advantages of identifying attributes of a large population from a group of individuals. The design was suitable for the study as the study sought to the influence of computer usage in improving academic performance of student in ijebu-ode local government Ogun State Nigeria.

3.2 Population of the Study

The population of study consists of selected teachers and students of Secondary School in Ijebu-Ode, Ogun state.

3.3 Sample and Sampling Procedure

Using the purposive sampling random technique, the researcher purposively selected a sample size of 100 respondents**.** Therefore, the sample size for the study was 100 respondents.

3.4 Instrument for Data Collection

These are the tools or methods used in getting data from respondents. In this study, questionnaires and interview are research instruments used. Questionnaire is the main research instrument used for the study to gather necessary data from the sample respondents. The questionnaire is structured type and provides answers to the research questions.

This instrument is divided and limited into two sections; Section A and B. Section A deals with the personal data of the respondents while Section B contains research statement postulated in line with the research question in chapter one. Options or alternatives are provided for each respondent to pick or tick one of the options.

3.5 Reliability and Validity of Instrument

In ensuring the reliability of the instrument, the test and retest method was used. To have a valid instrument, the questions in the questionnaire will not be too complex and shall thoroughly scrutinize by the supervisor for clarity, precision, and comprehension.

3.6 Procedure for Data Collection

Data will be collected through questionnaire which the researcher would be administered face to face to the respondents, 100 copies of questionnaire would be distributed to the respondents.

3.8 Method of Data Analysis

Simple tables, frequency and percentage would be adopted in the presentation and analysis of the data generated for the study. These statistical tools were used because they were suitable means of breaking down and analysing the generated data.

CHAPTER FOUR

DATA ANALYSES AND RESULTS PRESENTATION

This chapter presents the results of the field study; it shows the descriptive information of the respondents, the results of each of the research questions.

4.1 Demographic Analysis of the Respondents

Table I: Demographic Information of the Respondents

Factor	Group	Frequency	Percentage
SEX	Male	43	43
	Female	57	57
	Total	100	100
AGE	7-11yrs	39	39
	12-16yrs	56	56
	17-21 yrs	5	5
	22 YRS+	0	0
	Total	100	100
Class	JS1	16	16
	JS2	16	16
	JS3	16	16
	SS1	17	17
	SS2	17	17
	SS3	18	18
	Total	100	100

Source: Field survey 2021

Based on the result on table 4.1 above, it can be observed that about 43 percent of the respondents for this study are male, while, a majority of 57 percent is female. Showing that randomly female are selected more than male probably because the majority of the respondents are female.

The age distribution of the respondents can be deduced that about 39 percent of the respondents are between the ages of 7-11 years, 56 percent of the respondents are in between the ages of 12-16 years, 5 percent fall into the category of 17-21 years, while 0 percent of the respondents 22 year above. The implication of this is that, more respondents fall into the age bracket of 12-16 years.

The class of the respondents shows that 16 percent of the respondents are in JS 1-3, 17 percent of the respondents are in SS 1-2 and 18 percent of the respondents are in. The implication of this is that, SS3 student have highest respondent.

4.2 Analyses of the Respondents Based on Research Questions

Table II: Analysis of Relationship between Computer Usage and Academic Achievement of Secondary School Students in Nigeria

		RQ1				
		SD	D	A	SA	Total
Relationship between computer usage and academic achievement	item1	4	12	39	45	100
	item2	1	2	24	73	100
	item3	0	1	21	78	100
	item4	2	13	20	65	100
	item5	0	1	18	81	100
	item6	0	2	27	71	100
	item7	0	2	27	71	100
Total		7	33	176	484	700

Source: Field survey 2021

From table II, 84 respondents (84.0%) agrees that the use of computer Increase reading, comprehension and communication skills while 16 respondents (16.0%) disagrees that the use of computer Increase reading, comprehension and communication skills, 97 respondents (97.0%) agrees that the use of computer Improved academic skills and performance while 3 respondents (3.0%) disagrees that the use of computer Improved academic skills and performance, 99 respondents (99.0%) agrees that the use of computer increase in basic Knowledge of computer skills while 1 respondents (1.0%) disagrees that the use of computer increase in basic Knowledge of computer skills, 85 respondents (85.0%) agrees that student can satisfy their thirst for knowledge with use of computer while 15 respondents (15.0%) disagrees that student can satisfy their thirst for knowledge with use of computer, 99 respondents (99.0%) agrees that computer usage provides students with easy-to-access

information, accelerated learning, and fun opportunities to practice what they learn while 1 respondents (1.0%) disagrees that computer usage provides students with easy-to-access information, accelerated learning, and fun opportunities to practice what they learn, 98 respondents (98.0%) agrees that computer interactive learning help the learner in their academic performance while 2 respondents (2.0%) disagrees that computer interactive learning help the learner in their academic performance, and 98 respondents (98.0%) agrees that computer usage motivate of learners to improve their academic performance while 2 respondents (2.0%) disagrees that computer usage motivate of learners to improve their academic performance. This implies that they is relationship between computer usage and academic achievement of secondary school students in Nigeria.

Table III: Analysis Of the Effectiveness Of Computer Usage In Teaching And Learning Process In Secondary Schools In Nigeria

		RQ2				
		SD	D	A	SA	Total
Effectiveness of computer usage in teaching and learning process	item8	2	10	30	58	100
	item9	5	15	27	53	100
	item10	7	15	30	48	100
	item11	1	6	33	60	100
	item12	3	12	25	60	100
	item13	1	4	19	76	100
	item14	4	8	28	60	100
Total		23	70	192	415	700

Source: Field survey 2021

From table III, 88 respondents (88.0%) agrees that computer usage creates new ways to learn for today's student. while 12 respondents (12.0%) disagrees that computer usage creates new ways to learn for today's student., 80 respondents (80.0%) agrees that computer usage helps to prepare students for their future world while 20 respondents (20.0%) disagrees that computer usage helps to prepare students for their future world, 78 respondents (78.0%)

agrees that teachers also benefit in computer technology because it helps them to make their teaching more comfortable while 22 respondents (22.0%) disagrees that teachers also benefit in computer technology because it helps them to make their teaching more comfortable, 93 respondents (93.0%) agrees that computer usage offers new methods of delivering subjects while 7 respondents (7.0%) disagrees that computer usage offers new methods of delivering subjects, 85 respondents (85.0%) agrees that computer usage creates a more engaged environment while 15 respondents (15.0%) disagrees that computer usage creates a more engaged environment, 95 respondents (95.0%) agrees that computer usage improves collaboration even in the classroom while 5 respondents (5.0%) disagrees that computer usage improves collaboration even in the classroom, and 88 respondents (88.0%) agrees that Computer Usage have Make teaching more easier while 12 respondents 12(.0%) disagrees that Computer Usage have Make teaching more easier. This implies that there is effectiveness of computer usage in teaching and learning process in secondary schools in Nigeria.

Table IV: Analysis of the Demerits Of Computer Usage in Secondary Schools in Nigeria

		RSQ3				
		SD	D	A	SA	Total
Disadvantages of computer usage	item15	2	11	42	45	100
	item16	47	39	9	5	100
	item17	23	20	30	27	100
	item18	21	33	20	26	100
	item19	7	15	40	38	100
	item20	24	35	18	23	100
Total		124	153	159	164	600

Source: Field survey 2021

From table IV, 87 respondents (87.0%) agrees that sitting in front of a computer for a long time may affect the eyes and health problem of a student which may indirectly effect on education while 13 respondents (13.0%) disagrees that sitting in front of a computer for a

long time may affect the eyes and health problem of a student which may indirectly effect on education, 14 respondents (14.0%) agrees that computer usage altering learners into ineffective learners while 86 respondents (86.0%) disagrees that computer usage altering learners into ineffective learners, 57 respondents (57.0%) agrees that using computer students nowadays distract from their actual studies while 43 respondents (43.0%) disagrees that using computer students nowadays distract from their actual studies, 46 respondents (46.0%) agrees that student becomes lazy because of the services that the computer had provided them while 54 respondents (54.0%) disagrees that student becomes lazy because of the services that the computer had provided them, 78 respondents (78.0%) agrees that students, children's waste their time by watching movies on computer, as a result, students lose their skill in verbal and nonverbal while 12 respondents (12.0%) disagrees that students, children's waste their time by watching movies on computer, as a result, students lose their skill in verbal and nonverbal and 41 respondents (41.0%) agrees that use of computer by the students' leads to Information and Data violation while 59 respondents (59.0%) disagrees that use of computer by the students' leads to Information and Data violation. This implies that there are negative impacts of computer usage in secondary schools in Nigeria.

CHAPTER FIVE

SUMMARY, CONCLUSION AND RECOMMENDATION

5.0 Introduction

This chapter's primary focus is to provide a summary of the findings, and make conclusions as well as recommendations on the study. It is divided into four sections and organised on the following basis: Summary of the study findings, conclusions, recommendations; and, suggested areas for further research.

5.1 Summary of Findings

This study focused on the influence of computer usage in improving academic performance of student in secondary schools in Ijebu-ode local government area of Ogun State Nigeria. The objectives of the study were to;

1. To examine the relationship between computer usage and academic achievement of secondary school students in Nigeria
2. To examine the effectiveness of computer usage in teaching and learning process in secondary schools in Nigeria
3. To identify the disadvantages of computer usage in secondary schools in Nigeria..

The study adopted the simple random technique to select 100 students across selected secondary schools in the Local Government Area under consideration. A well-constructed questionnaire was developed to supply information on the subject matter and the data collected were subjected to the statistical method of descriptive statistics. In furtherance, the simple percentage was employed to test the stated hypothesis.

Findings from the study revealed the following

1. Computer Usage provides students with easy-to-access information, accelerated learning, and fun opportunities to practice what they learn.

2. Computer interactive learning helps the learner in their academic performance.
3. Computer usage creates new ways to learn for today's student and also prepare students for their future world.
4. Computer usage offers new methods of delivering subjects and Creates a More Engaged Environment
5. Teachers also benefit in computer technology because it helps them to make their teaching more comfortable.

5.2 Conclusion

From the preceding discussions, it is evidently clear that; in as much as computer usage has been a chief source of evil and crime for students, it has also been of great and profound help to students in the sense that through it, students are 24/7 updated and as such, make excellent results in school. The use of computers has had a major impact in the secondary school context, and in teaching and learning methods.

The effect of computer usage on learning is currently in relation to the internet to facilitate teaching and learning. Computers are the technologies used in conveying, manipulation and storage of data by electronic means, they provide an array of powerful tools that may help in transforming the present isolated teacher-centred and text-bound classrooms into rich, student-focused, interactive knowledge environments. Since student performance is mainly explained by a student's characteristics, educational environment and teachers' characteristics, the use of computers may have an impact on these determinants and consequently the outcome of education. The differences observed in the performances of students are thus more related to the differentiated impact of computer usage on the standard determinants. There is a relationship between computer usage and academic achievement in secondary schools. Computer usage influences academic achievement in schools.

5.3 Recommendations

Arising out of the study findings and conclusions drawn, the study recommends the following:.

1. There should be an enabling environment for computer programs to strive toward producing highly qualified ICT literate teachers that would assist in making the integration and usage of computer in secondary schools a success.

2. For sustainable integration of computer user in secondary school, funding and infrastructural issues should be addressed.

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APPENDIX

QUESTIONNAIRE

TAI SOLARIN COLLEGE OF EDUCATION, OMU-IJEBU

DEPARTMENT OF COMPUTER SCIENCE

TOPIC: INFLUENCE OF INFLUENCE OF COMPUTER USAGE IN SOME SELECTED SECONDARY SCHOOLS IN IJEBU-ODE LOCAL GOVERNMENT OGUN STATE NIGERIA.

Dear Sir/Ma,

This questionnaire is an instrument purposely to know the influence of computer usage in improving academic performance of student (a case study of selected secondary school in Ijebu-ode local government area of Ogun State)

Kindly respond to the questions appropriately. All information supplied will be treated confidentially.

Please kindly tick (√) as considered appropriate.

SECTION A

1. Sex of respondent: Male ☐ Female ☐
2. Age: 7 – 11 ☐ 12 – 16 ☐ 17 – 21 ☐ 22 & Above ☐
3. Class: JSS1 ☐ JSS2 ☐ JSS3 ☐ SS1 ☐
   SS2 ☐ SS3 ☐

SECTION B

Please kindly tick (√) as considered appropriate.

NOTE: SA – Strongly Agree, A – Agree, D – Disagree, SD – Strongly Disagree

S/N	QUESTIONS	SA	A	SD	D
1.	Does the use of computer Increase reading, comprehension and communication Skills?				
2.	Does the use of computer Improved academic skills and Performance?				
3.	Does the use of computer increase in basic Knowledge of computer skills?				
4.	Student can satisfy their thirst for knowledge with use of computer (Internet).				
5.	Computer Usage provides students with easy-to-access information, accelerated learning, and fun opportunities to practice what they learn.				
6.	Computer interactive learning help the learner in their academic performance				
7.	Computer usage motivate of learners to improve their academic performance				
8.	Computer usage creates new ways to learn for today's student.				
9.	Computer usage helps to prepare students for their future world.				
10.	Teachers also benefit in computer technology because it helps them to make their teaching more comfortable				
11.	Computer usage offers new methods of delivering subjects.				
12.	Computer usage Creates a More Engaged Environment				
13.	Computer usage improves Collaboration even in the classroom.				
14.	Computer Usage have Make teaching more easier				
15.	Sitting in front of a computer for a long time may affect the eyes and health problem of a student which may indirectly effect on education.				
16.	Computer usage altering learners into ineffective learners.				
17	By using computer students nowadays distract from their actual studies.				
18.	Student becomes lazy because of the services that the computer had provided them.				
19.	Students, children's waste their time by watching movies on Computer. As a result, students lose their skill in verbal and nonverbal.				
20.	Use of computer by the students' leads to Information and Data violation.				