

Chapters 1-3



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Chapter 1: The Problem and its Background Introduction We are all living in a world wherein modern technology is at hand. One of the greatest inventions brought by modern technology is computer. Computer is one of the most powerful innovations in human history. It is

a programmable machine designed to sequentially and automatically carry out a sequence of arithmetic or logical operations. A computer can solve problems in exactly the way it is programmed to, with regards to efficiency, alternative solutions, possible shortcuts, or possible errors in the code.

Computer programs that learn and adapt are part of the emerging field of artificial intelligence and machine learning. When men started to count the numbers, they thought of devices that can track of the numbers. The Abacus may be the first such device and it took hundreds of years to develop the Abacus to modern digital computer. The first computer originated as an ordinary calculator in 19th century. The calculators had only limited applications, performing mathematical calculations like addition, subtraction, multiplication and division. Storage of data was not possible in these devices.

Now the modern computers help men in almost all complicated areas. The computers do not compete with men, but actually help him by increasing the pace of his complicated lifestyle. It receives data, processes data and retrieves data in a lightning speed comparing with human brain. Thus it becomes a miracle-helper for all human beings. Computers are accessible everywhere, in the community, home and even at school. Education is one of the most important fields wherein computers take a huge role. In education, computers are considered to be a tool to the learning curriculum better for students.

Computers will also be a great help for the students whenever studying and doing school works. Mater Dei Academy is a school promoting the use computers to their students. There is a computer laboratory in Mater Dei Academy wherein computer education is introduced to students. They are taught how to use the different applications in a computer that will really help them in their present and future tasks. Most of the students in this school particularly in high school levels have their own laptops brought inside their respective classrooms for their reports, researches and other school projects.

Computer literacy is a must for one to get a good professional job in the near future that is why computers are promoted in school. Computer also enhances students' competencies in various subjects as well as in different aspects in their life in the future. Computers serve a vital need in the education field for the dissemination and absorption of vast amounts of information between large numbers of people. Computers affect students physically. Students these days are spending more of their free time playing computer games. There are positive and negative effects associated with using computers.

First of all, the health of the user will be greatly affected. Prolong use of computers will lead to backaches. It will also cause damage to eyes as well as fingers and hands. People who are really maximizing their time in computers are prone to the carpal tunnel syndrome. Carpal Tunnel Syndrome (CTS) is an entrapment median neuropathy, causing paresthesia, pain, numbness, and other symptoms in the distribution of the median nerve due to its compression at the wrist in the carpal tunnel.

Poor eyesight may also be a product of computer addiction. Bad posture is another negative health effect of using computers.

These are the reasons why a person needs to limit the use of computers whether for school related work or just for purely entertainment. Computers also affect students intellectually. Computers benefit students by providing quick access to information and skill sets that might take much longer to acquire using traditional methods. Students do not need to be ignorant of their areas of strength or needed improvement with easy access to grades and achievement information. Computers may reinforce the attainment of desirable skills and traits such as math mastery, verbal language use, and cooperation skills of the students.

There seems to be a correlation between the presence of a computer in a student's home and achievement in school. Computers are of great help to students like efficiency, fewer burdens and a greater performance. It is not only the intellectual and physical features of a student are observed at school, but as well as behavioral traits each students posses. Therefore computers also affects psychologically. Psychology is the study of the mind, occurring partly via the study of behavior. Sometimes, using computers may be the reason behind the brutality or tenderness; maturity or immaturity of a student.

What are the psychological effects of computers to students? What are the negative and affirmative effects that a student can get from computers?

Objectives This study aims to: * General * Determine the effects of using computers to students. * Specific * To know the consequences of misuse

computer for the High School students of Mater Dei Academy. * To know the positive effects of using computers for the High School students of Mater Dei Academy. * To know how computers affect student's psychological aspect.

Statement of the Problem This study sought to answer these problems:

General * What are the effects of using computers to students? * Specific * What are the consequences or negative effects of misuse computers to the High School students of Mater Dei Academy? * What are the positive effects of using computer to the High School students of Mater Dei Academy? * How do computers affect student's psychological aspect? Scope and Limitation

This study focuses on the effects of using computers to students particularly the High School students of Mater Dei Academy. This covers the possible positive and negative effects of using computers.

Particularly, it wraps the ideas on the psychological effects of computers to the High School students of Mater Dei Academy. Assumption The uses of computers in education are manifold. It plays a vital role for the education of one's literacy. Thus, computers contribute a lot to students especially within their school works. They use computers as a tool for better education.

Hypothesis Students use computers for convenience and to help them do their school and home works. Thus, computers cause both good and bad impact to students.

If students misuse and overuse computers then they will encounter negative effects from it. Young people who usually use computers all the time are prone to what we call computer dependency. This will affect the students psychologically. In addition, computer addiction and laziness are also negative effects of using computers. On the other hand, if students know

how to use computers properly, with a limited time and for a specific purpose then it will cause no harm to the user. Thus it will be a great help to ease out the hard tasks related with computers.

Computers may reinforce the attainment of desirable skills and traits such as math mastery, verbal language use, and cooperation skills of the students.

There seems to be a correlation between the presence of a computer in a student's home and achievement in school. Significance of the Study

Computers are ubiquitous. As computers have become less expensive they have been purchased by more and more people for their specific purposes.

Others use it for accessing information and accomplishing paper works like researches, school works, and home works as well as multimedia

presentations while others use it for entertainment, leisure and many more.

Due to the tasks needed to be done by people and modern technology;

many begin to use computers, both old and young. As we all know,

everything has its effects. Thus, this study contains the effects of using

computers. This study is conducted for computer users to be aware of the

things they can get from computers. It might be good but others are bad.

Therefore, this study may convey messages related to the better use of

computers. This might help computer users especially students to pay

importance to the effects of computers to them. Chapter II: Review of

Related Literature Foreign Literature

According to the European Commissions in Education and Training, Schools

in the European Union tend to be well-equipped with ICT - at least 50% of

pupils attend schools where one computer is available for every two

students. Disparities in ICT equipment between countries are much smaller now than 10 years ago, when one computer was shared on average by 5 pupils in Liechtenstein and 41 pupils in Romania. Today, the UK is best equipped with more than one computer per student, while in all other countries between one and four students share a computer, with the exception of Turkey (5.) and Greece (6) (see page 76 for the pupil-computer ratio in each country). The report states that many schools report difficulties in recruiting qualified ICT teachers and in most countries there is too little on-the-job training. The report is produced by the 'Eurydice' network, which provides information on and analyses of European education systems and policies. This article states that young people predominantly use computers and the internet at home for entertainment rather than school-related work. This is one example of misusing computers that will lead to negative effects on the user.

Local Literature According to Larry Cuban of Teachers' College Press, Children can use computers in effective and positive ways. Positive uses of computers by children are developmentally appropriate and can reinforce the attainment of desirable skills and traits such as math mastery, verbal language use, and cooperation skills. Computers, however, can also be used in ways that may be harmful to the child. Possible harmful effects from computers, such as repetitive motion injuries and eyestrain, most often stem from overuse of computers and use of computers that are positioned inappropriately for children.

If children are to use computers, they should be taught to limit their computer use to reasonable lengths of time. They should be supervised

appropriately while using computers in ways that might expose them to inappropriate material or practices. This is the conclusion of Larry Cuban regarding an article about the effects of using computers to children. He states the computers have both positive and negative effects to children. In his conclusion, he states the different effects of using computers. His statement is very much related to the study we are conducting.

These are the possible answers or possible proofs on what this study is claiming. Foreign Studies The Computer Misuse Act 1990 is an Act of the Parliament of the United Kingdom Based on the ELC's recommendations, a Private Member's Bill was introduced by Conservative MP Michael Colvin. The bill, supported by the government, came into effect in 1990. Sections 1-3 of the Act introduced three criminal offences: 1. unauthorized access to computer material, punishable by 6 months' imprisonment or a fine " not exceeding level 5 on the standard scale" (currently ? 5000); 2. nauthorized access with intent to commit or facilitate commission of further offences, punishable by 6 months/maximum fine on summary conviction or 5 years/fine on indictment; 3. unauthorized modification of computer material, subject to the same sentences as section 2 offences.

The Computer Misuse Act of 1990 is a law in the UK that makes illegal certain activities, such as hacking into other people's systems, misusing software, or helping a person to gain access to protected files of someone else's computer. The Computer Misuse Act came into being after the 1984-1985 R v. Gold case, which was appealed in 1988.

The appeal was successful, inspiring parliament to create a law that would make punishable the behavior committed by Robert Schifreen and Stephen

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Gold. It obviously could not be applied retroactively, but its goal was to discourage behavior like theirs in the future. Local Studies HOUSE BILL NO. 845 INTRODUCED BY HONORABLE ALIPIO CIRILO V. BADELLES “ Information Technology Education Act of 2001” Section 4. Definition of Terms.

Information Technology Education refers to the study and use of the computer and other information Technology components in the existing school curricula.

Its objectives shall include: a. the use of computers and related technologies to enhance learning and improve personal productivity; b. the acquisition of knowledge and skills on the operation and maintenance of computers and peripherals, and the understanding of basic operating systems; a c. the inculcation of the ethical use of information technology among learners.

Integration is an education strategy where the information technology education learning competencies become part of appropriate subjects in the school curricula.

This legislative measure proposes to promote and support computer literacy starting at the earliest grade level primarily in the public school system of the country. Likewise, the proposal encourages the use of Information Technology (IT) like computers, telecommunications, etc. in order to upgrade and modernize the educational system, enhance the quality education and achieve equity in the acquisition of skills among all students. This shows that the Philippine education is encouraged to use computers based on its benefits. The government is supporting that idea and passes laws such as this.

With this, we can see that Philippines is going with the flow of the new wave of technology. Chapter III: Methodology In this Chapter, the researchers will examine the methods and procedures that the researchers used to carry out and conduct the study, the components that will be discussed are the selection of respondents, instrumentation, validation of instrument, gathering of data and the statistical treatment. Selection of the Respondents The researchers used Cluster Random Sampling in selecting the respondents for study.

In this technique, the total population is divided into groups (or clusters) and a sample of the groups is selected. Then the required information is collected from the elements within each selected group Instrumentation Among the kinds of instruments possible, the researchers used questionnaire which is an inquiry that allows collecting real-world information. Since this study is a Descriptive study, the researchers used questionnaire to know the general impression on the effects of computers to the High School students of Mater Dei Academy.

It is a research instrument which consists of different set of questions and other prompts in collecting and gathering information. Often times, they are accompanied with choices to choose from. These are often designed for statistical analysis of the respondent's response to the questions asked. Validation of the Instrumentation a. Pre-testing For pretesting the researchers submitted a draft of the questionnaire to be given to 50 respondents. This is done so that the researchers would know if they could conduct the study and acquire data with the help of the questionnaire.

The questionnaire is thoroughly checked by the subject teacher so that the researcher could correct the flaws in the questionnaire. By doing this, the data could be easily interpreted in the next chapter.

b. Revision of Questionnaire The questionnaire has been revised. Some of the questions were rephrased. Objectives of the study were stated in the questionnaire. The revised questionnaire was the one used and given to the respondents in the High school department in Mater Dei Academy.