

The effect of nightlife entertainment essay



Research Proposal Research title: The effect of nightlife entertainment on US student learning quality Background Because of the influence from the western lifestyle and social value, nightlife entertainment becomes the popular recreation for many people. More teenagers go to nightlife entertainment that includes the university students. The freedom of the university student's life make them can do whatever they want and can be easy to persuade to concern with the nightlife entertainment which teenagers believe that they can find something new there.

Some examples of nightlife entertainment where he teenagers would like to go such as pub, bar, discotheque, and club. Many people will think that nightlife entertainment is one factor that affects university students' learning quality. Quest Quality Education Support and training define that " Quality Learning is learning that fosters the individual's ability to be acquire, knowledge and understanding which is then utilized within real situations to make valid, informed decisions, and also enhances the individual's ability to be positively involved in the sharing of ideas, understanding and opinions. (<http://CCITT.Com/articles/squallier.HTML> (30 July 2011))When the university student go to night life entertainment place, it maybe affect to learning quality in the next day by they may be sleepy, not concentrate in lesson, headache, and skip the class. We conduct this research to observe the behavior of student who hangout to nightlife entertainment, what is the factor that make them to consume the nightlife entertainment, and is it really affect their learning quality and make them cannot graduate within 4 year?

Moreover, this research can be the example for the underage students to have a guide for their university life, because this research will focus on the student who spent their night time on nightlife entertainment often and will show how are they get effect from that. Relevant Literature From a research of Arcograph Sandiest University that interview 681 teenagers about the nightlife entertainment in Bangkok, and nearby area. The result they get is 64. 20% of teenager go to nightlife entertainment 1-2 times a week, 24. 69% once a week, 9. 88% almost every day, 1. 3% go to nightlife entertainment every day. The most important reason that make teenagers go out for the nightlife entertainment is invited by friend which have 38. 1%, and 23. 58% go for the party, 20. 33% go to nightlife entertainment because the fun atmosphere, and 9. 75% Just go because they feel lonely or nothing. Besides the research also shows that 73. 25% of the teenagers would like to go out on Saturday and Sunday, the expenditure they use per time they go is around 500-1000 baht, 53. 09% will drink the alcohol only, 40. 74% will drink alcohol and smoke, and 6. 17% are not drink and smoke.

From a research of " Attitude and behavior toward nightlife entertainment of Science Faculty student of Chainman University", it shows the effect of nightlife entertainment to the learning quality show that 43. 22% of student who hangout for nightlife entertainment will absent a class once a week, 13. 70% of these students the GAP is lower than 2. 0, and 85. 4338% of the students believe that the nightlife entertainment have the effect to their study. Besides, the result of the research also show that the frequency to go to the nightlife entertainment have relate to the absent of the students, and lower GAP.

Research questions and objective: The objectives of this research are to identify US students' behavior in consuming sightline entertainment such as what are the factors that make them consume the nightlife entertainment, how often they go out for the nightlife entertainment, how long they spend each times, the amount of money that they spend each times, the amount of alcohol that they consume each time and then examine that do those nightlife entertainment behaviors affect or not affect their learning quality, and how do those behavior effect on their learning quality.

The scope of the research we will focus on the US student who go to consume the nightlife entertainment 4 times a onto or above, and the nightlife entertainment is refer to " pub, bar, club, and discotheque.

Theoretical framework: [pick] Hypothesis Gender: Male goes to night life entertainment more than female. Age: 4th years go to night life entertainment more than 3rd years, 2nd years and 1st year. Budget: High budget go to night life entertainment more than low budget. Factor: Value is the main factors that cause student go to night life entertainment.

Frequency: The student often to go night life place, it affected to study quality. Quantity: The student drink too much, it affect to study quality.

Purpose: Drinking is the purpose of behavior student night life entertainment. Study: Night life entertainment is the main affect to study quality Graduate: Night life entertainment make the student cannot graduate within 4 years. Scope: This research will engage about 10 weeks, start from 17 June to 23 August 2011. We will observe the behavior of US students who go to spend their time on nightlife entertainment places.

Then, we will interview to the specific group who go to nightlife entertainment place. Finally, we will gather information to analysis. From website: [http://www. Answers. Mom/topic/nightlife](http://www.Answers.Mom/topic/nightlife) , it say that Nightlife is the collective term for any entertainment that is available and more popular from the late evening into the early hours of the morning. It includes the public houses, nightclubs, discotheques, bars, live music, concert, cabaret, small theaters, small cinemas, shows, and sometimes restaurants a specific area may have and make their money on alcoholic beverages.

Furthermore, from the website [www. Denomination. Com](http://www.Denomination.Com) they define that the Nightlife Entertainment is the activities of people who seeking nighttime diversion from the place that encourage the sexual sire, lust and eroticism. Nowadays, the nightlife entertainment places locate on urban and rural area. Night life entertainment place refer to bars, pubs, massage parlors, nightclubs, and discos, etc. Method: Research design 1.

Purpose of study Descriptive Study The effect of night life entertainment on US student learning quality, from our topic we would like to study in order to be able to describe that will night life consumption effect study performance. This topic can offer an idea for further research and help make certain simple decisions. 2. Type of investigation Correlation We want to examine that the night life entertainment really relate with students learning quality. Question: Are entertainment night life consumption effect to learning quality? . Degrees of interference Minimal interference The researchers want to demonstrate whether student entertainment consumption effect to learning quality. 4. Study Setting Field study The research will find a group of student who we think that go to the nightlife entertainment often, and have <https://assignbuster.com/the-effect-of-nightlife-entertainment-essay/>

the interview to get the information about their behaviors, and it is affect their learning quality or not. 5. Unit of analysis US students 6. Time Horizon Cross-sectional studies Collect the questionnaire and gather information for analysis. 7 Data collection For the data collection, we will use the qualitative method by interview specific the group sample from the people who go to nightlife entertainment. We recruit the sample by observe and list the name of people who go to nightlife entertainment, and interview them. The data that we get from the interview, we will analysis, and identify about their behavior and the nightlife entertainment affect the learning quality of the US students or not. Time line: Time line 2. 5 month. This research starts from 17 June to 23 August 2011.

Week 1: -Set up group Week 2: -Identify the topic of research. Write down the objective, Justification, questions and plan the schedule of research. Week 3: -Plan the framework and hypothesis. -Find out the old research, newspapers and article that related with our research. Week 4: -Draft the questions for the interview. Week 5: -Approve for question. -Draft the research process follows chapter 5 week 6. -Interview the students who go to nightlife entertainment place. Week 7. 7 -Distribute questionnaires for the students who go to nightlife.

Week 8 : -Collect the information and analysis. Week 9: -Ask to suggest from teachers and edit the report. -Make vinyl and prepare presentation. Week 10: -Presentation Reference: Arcograph Sandiest University research about the nightlife entertainment of teenagers in Bangkok and nearby area.

Website: [http://www. Manager. Co. The/Sol/ Ms. Agitation Parkas](http://www.Manager.Co.The/Sol/Ms.AgitationParkas) " Attitude and behavior toward nightlife entertainment of Science Faculty student of <https://assignbuster.com/the-effect-of-nightlife-entertainment-essay/>

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