

Academic performance and the use of internet as a form of entertainment assignmen...

[Education](#)



The Correlation of the Academic Performance of the Senior Students and the Use of Internet as a Form of Entertainment Chapter I The Problem and Its Scope Background of the Study Now, almost three decades on from the internet's first inception, the World Wide Web has become a mandatory entertainment sourcing tool. Having been involved with the internet since its infancy, Splash (which is older than Google) had the good fortune to observe the web evolve, to the point that there is now a whole generation of people whom would not know life without it.

Despite this, there are still people of my own generation whom have not ventured into the full workings of cyber land, and as a result, miss out on a huge chunk of modern life. Furthermore, the internet has probably become the dearest friend to people. People cannot even imagine their life without it. It has starched its acceptance in every single part of their lives; from film to music, from education to politics, from child birth to terrorism all the subjects can be known and share out with the help of that magical " www". It is a literary web that is widely spread all over the world.

The internet is too strong to avoid. The fast and easy access makes it more desirable to all. It is the key source of information no matter what the subject people are looking for. Now there are thousands of uses of internet but mostly it is used for three purposes. Those are for education or knowledge, spreading information and for entertainment; now people can subdivide these two into millions. Keeping in mind the worldwide effect of internet some like to use it as a very effective platform of promoting or spreading their ideas, requirements or information through net.

Now come to another use of internet that is entertainment. This segment is really vast and a little bit confusing as for various people the definition of entertainment is distinct. Different types of people use internet for entertainment but in different manners. Some people play, listen to music, watch movies while others watch sports and do social networking. Watching favorite YouTube videos is one of the most popular systems of entertainment through internet. Actually in this modern age of hurry usually people do not have enough time to go to the cinema halls and watch movies along with their family or friends.

So people like to choose the internet for such leisure (<http://www.freearticled.com/entertainment/use-the-internet-for-entertainment/>).

Theoretical Background Bandura suggested in his observational learning theory that the environment is one of the causal factors contributing to human behavior as he labeled this concept as reciprocal determinism. The world and a person's behavior affect each other. And he went a step further, and then began to look at personality as an interaction among the environment. This psychological process consists of the ability to entertain images in the mind.

Based on the belief that important psychological process and issues had not been completely dealt with by earlier theorists, Bandura & Walters (1963) began to present another view, originally referred to as observational learning. This theory discussed the human learning that takes place as individuals abstract information from observing the behavior of others,

abstracting information from these observations, make decisions about which of these behaviors to adopt, and later perform the selected behaviors.

The theory lists several social cognitive factors that influence learning such as the capacity to use symbols and engage in form and intentional actions. Through the use of symbols, an individual can translate observations into internal models that can guide future actions, and can be used to test out possible courses of action before actual performance. Bandura bases his theory on the acquisition of complex behaviors on a triangular diagram illustrating the interactive effect of various factors. These three factors are behavior (B), environment (E), and the internal events that influence perception (P) and action.

The study hypothesizes that the respondents' behavior is related to their use of the internet as a source of entertainment. In this case, the environment of technology, particularly the internet as entertainment, influences the respondents' behavior. They perceive that in every trend of the society, every student imitates what is new or what technology they may use for their school projects and assignments. It is on television, radio, internet access, computer systems and cellular phones. All these are part of the collective "conversations" about the high technology available in this period.

Imitation of this kind gives enormous impact to the students for various reasons, such as escaping from boredom. The technology helps the students a lot in saving time, but the researchers suggest that technology is primarily used for leisure—specifically, television and so-called media technology.

These technologies can be used for entertainment and education. Another

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relevant theory is Skinner's operant conditioning. Basically, he modified the tenets of behaviorism to fit his own discoveries, which involved this concept.

Conditioning is the scientific term for learning, and operant refers to his idea that any organism operates on its environment, that is, it performs actions that change environment around it for better or worse. Operant psychology is based on the idea that an action taken by a person or an animal often has consequences that occur naturally in the environment. This principle is called operant conditioning. Reinforcement is something that makes it more likely that a given behavior will be repeated. The consequences of a given action either reinforce behavior or it does not.

His theory explains that every individual has the capability to learn on the new things about technology. In this particular study, the students may be expected to reinforce themselves through the environment that provides internet entertainment as a form of reward. Conceptual Framework The schematic diagram provides a conceptual overview of the general flow of the study, which explains the relationship between the academic performances of the senior students and their use of internet as form of entertainment in Lourdes College High School.

Independent Variable
Dependent Variable
Statement of the Problem
This study attempts to find out the relationship between the academic performances of the senior students and their use of internet as form of entertainment in Lourdes College High School. This study aims to answer the following questions: 1. How frequent do the 4th year High School students of Lourdes College High School use internet for entertainment? 2. What is the

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level of academic performance among 4th year High School students of Lourdes College High School S. Y. 011- 2012? 3. Is there a relationship between the relationship between the academic performances of the senior students and their use of internet as form of entertainment in Lourdes College High School? Significance of the Study This study tends to benefit the readers about the correlation of the students' academic performances in their use of internet as a form of entertainment. This bears importance in giving out awareness for those students who will study the uses of internet as an avenue for information, communication and entertainment.

Also, this will benefit the parents, who are individuals responsible in guiding their children as they monitored their academic prowess in the use of technology as a tool for learning enhancement. Lastly, this will also benefit the teachers who are the direct facilitators in the use of technology in the pursuit of technological advancement in their chosen field of interests. Scope and Limitation The study is only limited on correlation of the students' academic performances in their use of internet as a form of entertainment.

The respondents of the study are the fourth year high school students of Lourdes College High School in Cagayan de Oro city. This study will be done within one academic year from 2011 - 2012. Definition of Terms The following terms are used operationally, which holds a sole importance in the understanding of some ideas used in the study. Entertainment. This term refers to " the act of entertaining; agreeable occupation for the mind; diversion; amusement" ([http://dictionary. reference. com/browse/entertainment](http://dictionary.reference.com/browse/entertainment)). Intellectual aspect.

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This term refers to the use of intelligence, which is characterized by having a highly developed ability to think, reason and understand (http://www.google.com/#hl=en&off=0&intellectual=defn:1&u=X=3fcDTqOOGcHUrQfCgvWVDA=0CBgQkQ4=on.2,or.r_gc.r_pw.=501ce47d9027f4f7=1280=677). Internet. This term refers to “ a computer network consisting of a worldwide network of computer networks that use the TCP/IP network protocols to facilitate data transmission and exchange” (<http://wordnetweb.princeton.edu/perl/webwn?s=internet>). Technology.

This term refers to “ the application of the knowledge and usage of tools (such as machines or utensils) and techniques to control one’s environment” (<http://wordnetweb.princeton.edu/perl/webwn?s=technology>). Chapter III Research Methodology This chapter highlights the research design, research instrument, research setting, the respondents of the study, and data gathering procedure. Research Design This study used the quantitative kind of research. A quantitative research aims to determine the relationship between one thing (an independent variable) and another (a dependent or outcome variable) in a population.

Quantitative research designs are either descriptive (subjects usually measured once) or experimental (subjects measured before and after a treatment). A descriptive study establishes only associations between variables. An experiment establishes causality. Also to get an accurate estimate of the relationship between variables, a descriptive study usually needs a sample of hundreds or even thousands of subjects; an experiment, especially a crossover, may need only tens of subjects. The estimate of the

relationship is less likely to be biased if you have a high participation rate in a sample selected randomly from a population.

In experiments, bias is also less likely if subjects are randomly assigned to treatments, and if subjects and researchers are blind to the identity of the treatments. In all studies, subject characteristics can affect the relationship you are investigating. Limit their effect either by using a less heterogeneous sample of subjects or preferably by measuring the characteristics and including them in the analysis. In an experiment, try to measure variables that might explain the mechanism of the treatment. In an unblinded experiment, such variables can help define the magnitude of any placebo effect.

Research Instrument This study used the descriptive survey in the collection of the intended data in answering the necessary questions based from the problem in the said study. It involved the gathering of information on the relationship of the academic performances of the 4th year high school students and their use of the internet as a form of entertainment in Lourdes College High School. The material used was a modified self-made questionnaire as the chief data gathering device. There are two sets of questions were made in order to measure the participants' academic performance and their use of technology.

The questionnaire consists of 10 items—situations pertaining to the use of technology towards their academic performances. Each question has choices, and each choice has a corresponding point value. The questionnaire begins with few demographic questions. For gathering information for the

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study, the following categories and the corresponding numeric values are as follows. For the response “ always”, a value of “ 3” is assigned; a value of “ 2” for “ sometimes”; and “ 1” corresponds to “ never. ” Research Setting This study will be conducted at Lourdes College High School, Macasandig, Cagayan de Oro city.

The researcher chose the said setting because the students are greatly influenced with technological advancements like new gadgets and social networks. Data Gathering Procedure During the course of the said research, the researcher will randomly assign the participants to answer the questionnaires covered with 10 items. The respondents are the 3rd year high school students of Lourdes College, Cagayan de Oro city. They will be given time to answer the test questionnaires, at which point, the data to be gathered about the variables shall then be made available.

Appendix A Part I. Academic Performance and Use of Internet as

Entertainment Please answer honestly by shading the circle. How often...3

Always² Sometimes¹ Never 1. can you easily access the internet in the school when you need it? 000 2. do you have a good variety of ideas on your lessons when you integrate internet use in your studies? 000 3. are you convinced that integrating the ideas from the internet for your studies is important? 000 4. do you find knowledge of the internet to be supportive for your assignments and projects? 000 5. o you familiarize yourself about the availability of the internet to your studies? 000 6. do you use internet as part of your daily lesson? 000 7. do you, before using the internet for your studies, drop by to social networking sites? 000 8. do you consider the

allotted time in your computer laboratory for using the internet for assignments and projects? 000 9. do you usually get lazy doing homework because you would rather be entertained by the internet? 000 10. do you have time to study despite that you are exposed to an environment where the internet is used a lot for entertainment? 000