

DIGITAL TECHNOLOGY DISCONTENT ON ACADEMIC ENGAGEMENT AND MORAL BEHAVIOUR AMONG TERTIARY STUDENTS:CASE STUDY,COLLEGE OF EDUCATION AGBOR

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Abstract

Digital technology has unified the world into a global village by communication.The merits and demerits of digital technology are highly debatable on issues bordering on academic achievement,gambling,yahoosm, Bet 9ja and morality of tertiary students.Hence this study investigated these issues among students in the College of Education Agbor.The study was a case study involving 100-300 level students in the college,with a population of 3,000.A sample of 300 students represented the entire population.Instrument used for data collection was digital technology on academic exercises and moral behaviour questionnaire (DTAEMBQ).Three research questions were raised and answered using mean(\bar{x})and standard deviation(SD).The findings indicated a high rate of interest in social networking and moral decadence of student in the college against academic exercises.The paper therefore recommended among others:that government's intervention by creating awareness through conference organizations (local and international)to address digital technology,content and discount is imperative.

Keywords: Yahoosm,Digital Technology,Academic Achievement

Introduction

The year 1991,witnessed a turning point in information and communication technology in Nigeria when the World Wide Web (www)was launched.Since then there was a surge of interest in the possibility of learning and improving knowledge through the internet.As a matter of fact,the information from the digital technology system serves as a medium to improve and implement the learning process(Otuka,2010).This was summed up to include web-based learning,computer based learning,digital collaboration delivered via the internet,intranet/extranet,Audio or video tape,satellite TV, and CD-Rom,and video conferencing or zooming,(Webina).

After many “breakthrough in digital technologies sophisticated and complex computers system emerged including Almond Laptop, Android, I-phone, Ipad or Book pad, fully loaded with high technological information to explore learning for a meaningful academic exercise of the 21 century students. The focus and objectives of the digital technology ordinarily, is to make academic researches easier for students, to solve their classroom works easily, assignment easily, store and process data easily, find meaning to complex words during English and literature classes, calculate simple and complex mathematical problem, chemistry, physics and even Biology. According to Unachukwu and Ugoma (2012), digital technology through the Android phones can be used to take notes during classes, voice recording of lecturers during lectures, take photograph of specimens during field works in the Arts and sciences, download the scripture to be cited and used during religious studies and can even be used to set alarm for personal study, with other important academic exercises.

Tertiary students between 2003 to 2015 benefited maximally on academic achievement exercise through digital technological exploration. (Favour 2016). In fact, digital technology through zooming, video conferencing was what sustained most organizations during the outbreak of COVID 19 pandemic.

However, more breakthrough, in the digital devices is observed to be taking another dimension among tertiary students. With the introduction of additional sites such as facebook, instagram, Whatsapp, Chrome, Boomplay, Palstore, Youtube, digital camera and a lot more, the global system for mobile communication (GSM) gradually has become “General street madness to General Students Madness” How?. These students became more seriously engaged in their digital entertainment exercises than being engaged in their

academic exercises in their various classes. Most of their activities on the GSM right now is either social networking, sexting, watching downloaded videos, cartoons or playing video games, as against academic engagement and exercises going on in their various classes. Some who managed to find themselves in classes will be busy caring out what they called “selfing” with their cellphone translated to mean “an individual person as the object of his own reflective consciousness” (Wikipedia 2018). The academic obstruction by the digital distraction does not only affect the students themselves, but also a few serious students and their lecturers in the classroom. Dines (2010) noted that youth in high school who become addicted to digital technology through the use of cellphone, neglect their school works, spend huge amount of money they do not have, become isolated from others and suffer academic depression. Israel, Iyedo and Obi (2015) in a study, surveyed fifteen high schools in Delta

State with a sample of 4,500 students. They affirmed that the influence of internet browsing through digital technology has a low academic achievement of their students, because 93.3% of the students have android phones; for browsing.

Another recent behaviour in the increase caused by digital technology is moral decadence. Notable on this area is sexual escapade through pornographic viewing. This is followed by gambling, Yahooism and Examination malpractice. A little expansion on this revealed that the previous 20 century did not brandish pornography as publicly acceptable behaviour as it is now. Only few magazines and crude video cassettes were sold in secret or hidden show cases. Gambling was only known to exist in pool agents where old retired civil servants find solace against boredom, with 419 the highest grade of the gambling exhibited by few youth. But with the high digital technology in the 21st century, one hardly hears of pool agents or 419, it is now Naija bet, Bet 9ja and Yahooism. Sexting, pornographic display, adverts and luring appeal to form dating groups by beautiful ladies and young men become the order of the day. A study of 804 Italian males and females aged 14-19 and Cambodian school children by Fordham (2006) found porn use and sexual increase as significantly correlated. Another study of 483 seventh and eighth grade boys and girls on pornographic exposure was significantly correlated with their sexual arousal, along with felony assault, general delinquency, felony theft, drug sales, alcohol use, drug use, robbery, public disorderly conduct and school property damage.

In the college of education Agbor Delta State, like other tertiary institutions in Nigeria, a recent pattern of behaviour is on-going whereby there is a decrease in academic exercise or engagement of students, while, internet browsing of undesirable website is on the increase. More frequently on this area is the bet 9ja and yahoo. According to Wikipedia 2019, Yahoo is an internet portal web (www) sites organized in a hierarchy of topic categories. According to the site official, yahoo stands for "Yet Another Hierarchical officious Oracle". The hierarchy of topics begins from alphabet A-Y. While alphabet F stands for Finance, alphabet Y stands for Yahoo Finance Premium.

This digital device is making students go mad digging the internet to make fast money. They called it "on the road", into easy money making by yahoo. When some of them are confronted sometimes by daring lecturers during classes as they are unattentive to lectures, they will quote the accountant General (AG) of the state and the CBN Governor, who came to the school to deliver inaugural lecture on entrepreneurship, that, "these days, the state cannot provide jobs for all the massive graduates. Therefore, students should endeavor to create jobs for themselves through entrepreneurship". To

them, the fastest and easiest entrepreneurship to engage in for quick money is gambling and yahooing. The blame behind this, in centred on digital failure with the introduction of unhealthy site to appeal the ids of the youth: This study is centred on the extent to which these dependable variables of academic exercise, and moral behaviour exist among the students in the College of Education, Agbor.

When digital technology is placed on a measuring scale, to determine its merit and demerit in terms of academic and technological advancement and that of advancement in moral decadence, by the 21st century students, the scale will be observed tilting more toward the advancement in moral decadence. This study is therefore centred on the extent to which students in the College of Education Agbor are exposed to digital technology in lieu of their academic engagement.

Three research questions guided the study and they include:

- What is the extent of academic engagement exercises of students in the College of Education Agbor in lieu of digital technology.
- To what extent has the student in the College of Education been engaged in digital browsing.
- To what extent has digital technology influenced the moral behaviour of students in the College of Education Agbor.

Method

This study adopted a case study design which is a "detailed or indepth study of a unit about the characteristics of a single person, events, or institution". (Ukwuije, 2003; Alordiah & Ikekhua, 2016) This design is appropriate for the study, because it is limited to digital technology on academic exercises and moral behaviour of students in the college of Education, Agbor. The population comprised 3,000 students (male and female) that formed the population of the school. The sample on the other hand was 300 students cut across their levels - from 100 level, 200 level and 300 level. To obtain a valued and reliable data, an unstructured questionnaire was the instrument used to rate the degree of the students with digital technology on academic exercises and moral behaviour. The instrument was tagged, Digital Technology on Academic engagement and Moral Behaviour Questionnaire (DTAEMBQ). The rating is from very often (VO), Often (O), not often (NO), Not at all (NAA). The reliability of 0.07 was obtained through Kuder-Richardson 21 measuring scale. The data was analyzed using the mean (\bar{x}) and standard deviation (SD).

Results.**Table 1:Academic Engagement Exercises of students in the College of Education Agbor**

Respondent	Questionnaire items	(5) VO	(4) O	(3) NO	(2) NAA	x	S D	xw w	W	Decisio n
100-300 levels students	Based on your knowledge, to what extent do students in the College attend lectures in a week	3	2	2	1	3 1	5. 6	31 14	2. 21	Low
	During classes, student in the college make use of their android phone to do the following(a) record lecturers voice teaching in the class	-		6	4	2 6	5. 1	26 14	1. 9	v. low
	(b)take photograph of specimens for more study in the sciences	1	1	5	7	3 8	6. 2	38 14	2. 7	low
	(c)carry out instant research to enhance lecturing		2	5	6	3 5	5. 9	35 14	2. 5	low
	(d)check up unfamiliar words	3	4	4	3	4 9	7. 0	49 14	3. 5	v. high
	To what extent do students in the college write " carryover courses"	4	6	2		5 2	7. 2	52 14	3. 7	v. high
	How often do you make use of your phone as study-guide through alarm	2	4	3	2	4 1	6. 4	41 14	2. 9	low

Benchmark: 3.00 is high, above 3.00 is very high. Below 3.00 is low

Students' phones, to record lecturers' teaching, take photographs, take key point notes, or even carry out "a one minute instant research", the result showed a low rate of 1.7, 2.7 and 1.8 xw on these areas. This has given rise to increase in carry-over courses 3.7xw or graduating with 'pass' 5.6 xw and drop-out 3.9. Some students graduate at the 3.0 merit, fail at 1.4 and pass with distinction 2.1xw.

Table 2: Analysis of questionnaire based on the extent of students in the College of Education Agbor being engaged in digital browsing:

Respondent	Questionnaire items	5 Vo	4 0	3 N O	2 NAA	元	S D		w	Decisi on
100-300 levels students	To what extent do students in the college own android phones that they make use of during classes	4	6	2		5 2	7. 2	5 2 1 4	3. 7	v. high

	Most times, students in the College use their phones to do the following in the class and at home (a) selfish	4	4	2	1	4 4	6. 6	地址	3. 1	v. high t
	(b) sexting	3	4	3	2	4 2	6. 4	42 14	3. 0	High
	© chroming		4	3	3	3 6	6. 0	36 14	2. 6	Low
	(d) Playing games	4	5	1	1	4 5	6. 7	45 14	3. 2	v. high h
	(e) face Booking	4	6		0	4. 7	6. 9	47 14	3. 4	v. high h
	(f) What sapping	5	3	1	1	4 7	6. 9	26 14	3. 4	v. high h

	for entertainment and other activities									
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	(a) Bet 9ja	6	7	2	2	6 8	6 . 4	6 8 1 4	4 . 9	v. high
	Yahooing	3	6	2	2	4 9	7 . 0	4 9 1 4	3 . 5	v. high
	(b) Movies	4	6	1	1	4 9	7 . 0	4 9 1 4	3 . 5	v. high
	Body painting	1	1		2	1 6	4 . 0	1 6 14	1 . 2	v. low
	Mapouka youtube	4	6	2		5 2	7 . 2	5 2 1 4	3 . 7	v. high
	XnXX youtube	4	7	1	1	5 2	7 . 2	5 7 14	4 . 1	v. high

The result above indicated the rate or extent of digital moral behaviour

of the college students. Bet⁹ ja with a xw of 4.9 showed the extent of digital gambling by students at the expense of their academic exercises and engagement. This is followed by 3.7 mapouka youtube, and Yahoo gambling, though not too high, 3.5, is gradually on the increase right now in the College.

Discussion

The study showed low rate of academic engagement of students in the College with a mean(x) of 1.17, 2.7 and 1.8 on the areas of using their digital gadgets to learn during lecture classes. This has given rise to carry over courses (3.7x), graduating with passes (5.6x) and drop-out (3.9x). This finding agreed with the findings of Dines (2010) who noted that, youth who become addicted to digital technology through their excessive use of handset, neglect their school work and suffer academic depression. While Israel et al (2015), who surveyed 4,500 students affirmed that 93.3% of

the students with digital handset surfing always through the internet,has low academic

achievement

In addition,the study also showed the high rate at which students spend time and money visiling facebook(x3.4)Whatsapp(x 3.4)selfies (3.1)sexting(π 3.0)and movies(X3.0).This findings is in agreement with Dines(2010)who concluded that students who become addicted to digital technology spend huge amount of money and time they do not have,become isolated and later face depression.

In addition,the result showed that the rate of moral misbehavior of the students in the College.For example gambling through Betgja has a mean(x) of 4.9,mapouka youtube (3.7x),porn youtube(4.ix)while yahoo has the mean(x)of 3.5.The findings on moral decadence of the College students coroborated the findings of Fordham(2006)with 483 cambodian school students and 804 Italian male and female exposed to porn use through digital browsing was significantly correlated with felony assault,theft,drug sales. alcohol use,public disorderly conduct and damage to school properties.

While it is not out of place for students to play games,make friends through facebooks,instagram,Whatsapp,Palmchart and Boo play,it is expected that young adult of 18+should be able to balance up physical entertainment with academic exercises that is most important.Expectation from student behaviour is very high as sciences and technologies are advancing from day to day;and digital technology is not leftout.

Conclusion

Digital technology by way of merit has unified the world into a global village.By a snap of finger,communication is achieved worldwide,academic researchers are made easy and more knowledge in science,culture and history are all gained at a fingertip.It is obvious that digital technology is here to stay and will continue to expand into the future.However,by demerit,digital technology in the 21 century is tilting highly towards the destruction of morality,academic achievement,societal growth and development,economic letdown,youth's unrestiveness and a lethal revolution.This is now where "a stitch in time saves nine"and where the unwholesome "bud is nibbed quickly at the tip".

Recommendations

It is recommended that:

- 1.Digital technology should be open-ended and encourage only discovery,scientific exploration,problem solving and understanding the concept of life,websites should be allowed.
- 2.Digital content should be made appropriate for and respectful of

people's morality, diverse cultures, ages and their abilities.

3. Awareness campaign is necessary by the school authority to enlighten students more and more of the danger of combining academic work with mundane entertainment from websites that are unwholesome and destructive.

4. Online gambling, yahooism and any other form of digital gambling should be discouraged by the school authorities because it is harmful to the youth and as setbacks on national development.

5. Digital hackers through yahooism should be sincerely dealt with by the law to serve as warning to others.

6. The Government (local or international) should organize workshops and conference to invite participants from all over the world to discuss the issues of digital technology "content and discontent" on the youths and academics.

7. All you-tubes and other websites that feature nudes and pornography should be banned in order not to destroy the youths

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