The implication of ICT on students' academic performance in selected secondary schools in Rubaga Division, Kampala District.

Nakyagaba Mildred Annet

Keywords: *ICT, Academic performance*

Objectives

This study was guided by the following objectives:

To examine the impact of WhatsApp, television and video games on the academic performance of students in secondary schools in Rubaga Division.

Methodology

The study employed a descriptive survey design to carry out the research. Both qualitative and quantitative approaches were used. The targeted population was 104 from which a sample of 82 was obtained using de Vaus' (2002) formula. Questionnaires, focus groups discussions, interview guides, observation and document analysis, were used for data collection. Quantitative data were analysed using descriptive, inferential statistics obtained using SPSS while qualitative data were analysed using thematic and content analysis.

Key findings

There was a big percentage of 33% of the respondents that strongly agreed and 30% who agreed that there was a positive relationship between WhatsApp and students' academic performance.

The greatest percentage, that is, 70% of the respondents strongly agreed that there was a significant positive relationship between Television and students' academic performance.

The majority of the respondents, that is, 81% strongly agreed that there was a significant positive relationship between Video games and students' academic performance.

ey references

Annetta, L., Murray, M., Laird, S., Bohr, S., & Park, J. (2008). *Journal of Technology and Teacher Education.* Investigating student attitudes toward a synchronous, online graduate course in a multi-user virtual learning environment. 16(1), 5-34.

Oso, W. Y. and Onen D. (2005). *A General Guide to Writing Research Proposal and Report*. Kisumu: Option Printers and Publishers.

Skinner, B. F. (1938). *The behavior of organisms: An experimental analysis*. New York: University of Social Media Publishers.