ATTITUDE OF ADULTS TO E-LEARNING AMONG ADULT LEARNERS IN NASSARAWA LOCAL GOVERNMENT AREA, KANO STATE, NIGERIA

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ABSTRACT

Introduction: The world is a global village that made it possible for young and old to adapt and acquire techniques of communicating with their relations, siblings, associates, friends, and many others in a few seconds, minutes or hours.

Purpose: These study aimed to examine the attitude of adults to e-Learning among adults learners in Nassarawa local government area of Kano State, Nigeria.

Methodolgy: The study design is descriptive survey. The population of this study was 1000 people selected in Nassarawa local government literacy classes. Male gender is preferred as the sample of the study, because literacy classes do hold during night time at government owned schools. A total of 100 male adults were randomly selected out of the total number of 1000 people. The instrument used for this study was questionnaires developed by the researcher named "Tattled Attitudes of Adults towards E-learning Questionnaires (AATELQ). It was duly validated by experts in measurement and evaluation, psychology and Adult and Non-formal education, the validated instrument was trial tested and reliability coefficient index determined (0.87). Data generated were tabulated and analyzed using simple percentage of mean and standard deviation.

Results: The study found that adults learners are fully enlightened and motivated to learn through e-learning. It also revealed high contribution to the development of literacy and even numeracy in the Nasarawa local government area and all over the world. Everyone can have access to his/her associates through electronic device especially the (GSM) handset. It also indicated attitude change as a result of new acquisition of knowledge and skills.

Recommendations: The study recommended that teachers and parents need to assist the development and advancement of e-learning through regular funding and maintenance.

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PUBLIC INTEREST STATEMENT

The findings of this research would greatly assist teachers of adult literacy classes to solve the issue of absenteeism and improve learning outcomes among their students. The large classroom congestion would be reduced to its minimal capacity. Interactive lessons can be held at each student's convenient time and both the teachers and the students have better chances of delivering knowledge without anticipation of power failure.

INTRODUCTION

Perceptions and experiences of the adult learners about online learning, who by virtue of job and family demands might have no time to attend conventional class but need 21st-century learning process (learning with the use of electronic gadget). Ever since mobile phones were introduced, the ideas of changing adults' attitude to more fruitful usage have been in mind. Many have formed the attitude of becoming friends to their juniors and consider it normal to share amusing postings on Facebook, WhatsApp or chat with them, (Yeatts, 2015). All over the world seniority counts, it is legalized as a norm that there are certain ages that people look at with respect. Based on these and many more, adults reserve their capabilities, especially in terms of knowledge acquisition to a limit. As they matured, some adults could not proceed further in knowledge, if they are not working in academic cycle. Mohammad (2020) is of the view that long-term usage of technology in education and learning of adults learners will boost their attitude to learn without any difficulties or with little guidance.

This study is meant to assist students in accessing digital information efficiently and effectively, it exposes e-teachers who can work in both regular and virtual classroom situations (Nompula, 2012). Computers being utilized for educational purposes have gained increasing prominence and are also cost effective. They can collaborate, in building and discovering new learning resources as they can interact with new ideas, materials and information among their colleagues.

Attitude is a psychological construct a mental and emotional entity that inherent in characterizing a person. Attitudes are complex and acquired state through experiences. In psychology, an attitude refers to a set of emotions, beliefs and behaviour towards a particular object, person, thing or event. Attitudes are often the result of experience or upbringing, and they can have a powerful influence over behaviour. According to Al-Adwan, Al-Adwan,(2013) there have been many educational environment all over the world that have implemented online learning platforms, but the success of their implementation requires deep knowledge and awareness of user acceptability and the utility of online learning platforms. Our attitudes are formed as a result of the manner of acting, feeling or thinking that shows one's disposition or opinion. Attitudes can be complex and they are an acquired state through experiences.

In psychology, an attitude refers to a set of emotions, beliefs and behaviours towards a particular object, person, thing or event. Attitudes are often the result of experience or upbringing, and they can have a powerful influence over behaviour. Adult or grown-ups can form an attitude that may be difficult to erase especially if the environment does not change. The attitude of an adult might have changes in his life due to what he learn either positively or negatively. Hence, learning is a process that leads to change which occurs as a result of experience and increases the potential for improving performance and future learning (Ambrose, 2010). The change in this learner may happen at the level of knowledge, attitude or behaviour. As a result of learning, learners come to see concept ideas or see the world differently. Learning is also something done to students, but rather something done by students themselves. Learning brings about changes in the existing behaviour of an individual. It is also the process of acquiring new understanding knowledge, behaviour, skills, values, attitude and preferences, the ability to learn is

possessed by humans, animals, and some machines.

When we relate the attitudes of adults to E-learning it can be understood as a system based on formalized teaching but with the help of electronic resources, its acceptability or otherwise. While teaching can be used in or out of the classrooms, the use of computers and the internet forms the major component of e-learning. E-learning can also be termed as a network that enable the transfer of skill and knowledge and the development of education is made to a large number of recipients at the same or different times. Earlier, it was assumed that this system hacked the human element in learning. Adults can learn in a multi-sensory manner that take place from the various discussions on Radio, TV, Computer and Mobile Phone etc.

To share ideas, the people of the past would usually do engage in conflict resolution. Cultural festivities and did active artisan-like oral literature that incorporate mystical rituals, folktales, drama, dance and the like through the entertainment of these methods a message receives amplification in the clearest form possible. Modern people communicate by passing information to people using social media platforms with posts that give information as well as entertainment in fact; everybody goes to those platforms for various reasons. While some just want to have fun, others take to telling people about what to do. But here one thing stands certain, creativity and entertainment drive on information. Today's means of communication has increased as such a lot that we can receive or send. Various means of communication which we use in the modern world are post and telegraphic, telephone, Radio and Television, Text, Fax, Payers, E-mail, Newspaper and Cinema.

However, Information and Communication Technology (ICT) as a broader term for information technology (IT) refers to all communication technologies, including the internal wireless network, cell phone, computers, software, middleware video conferencing, social networking and other media applications and service. It is also an extensional term for information technology (IT) that stresses the role of unified communication and the interpretation at telecommunications (telephone lines and wireless signals) and computers as well as necessary enterprise software, middleware, storage and audiovisual that enable users to access, store, transmit and manipulate information. All these items use electric power supply to make it manageable and more convenience. In this direction Liverpool (2002) define information communication technology as a general term referring to technologies that are used for collecting, storing, editing and passing information in various signs. The existence of mass literacy enhanced adult attitudes to change and adapt to modern technological development in using new innovations to improve their status in knowledge. Their ability to understand read and write in at least one method of writing, in 1990 literacy has wide variety of ways for example, it included three types of adult literacy prose (For example; Newspaper article) document (Example; a bus Schedule) and quantities literacy (Example; using arithmetic operation in product advertisement).

Mass literacy is a state-wide effort to empower education with the evidence-based practice for literacy that all students need. Evidence-based instruction is provided within Schools and classrooms in its report. Adults can find the E-learning system based on formalized teaching with the help of electronic resources that is based in or out of the classroom, through the usage of computers and the internet as a suitable channel in advancing their abilities to meet standards. E-learning can also be termed as a network that enable the transfer of skills and knowledge and delivery of education is made to a large number of recipients at the same or different time.

Earlier e-learning was not accepted wholeheartedly as it was assumed that this system lacked the human element required in learning it is new and one of the educational outcomes that has surfaced from the development of ICT, its general concept is essentially learning which involves the usage of any electronic devices, from computers to mobile phones, and which might or might not

involve the usage of the internet (websites and other application) or an internet (Local network system). E-learning could be presented through several resource, for example computer and internet websites. Moreover, other application have been developed specifically for e-learning such as Virtual Learning Environment (VLE) which provides the user or the learner with numerous facilities like comfortable access to learning materials, communication with lecturers or trainers and the other peers. Virtual learning is a learning that is enhanced through utilizing computer and/ or the internet both outside and inside the facilities of the educational organization. The instruction most commonly takes place in on online environment. The teaching activities are carried out online where by the teacher and learners are physically separated (in term of place, time or both) in virtual learning behaviorism can be applied through step by step video tutorials, game based activities regular and constructive feedback, quizzes, and so on.

In virtual learning cognitive can be applied through customizable learning environments, adaptive and personalized learning applications learning analytics, etc. it is important to provide content that is tailored to your learners, cognitive abilities, such as text, images multimedia, etc. in which the learners can choose how lessons are presented. Social constructivism finds perfect application in group discussions, brainstorming. Problem-based learning and small group activities is the virtual classroom for live online teaching with interactive tool like collaborative web conferencing online white board breakout rooms, screen sharing and so on.

STATEMENT OF THE PROBLEM

Adult mobile phones users are increasing in rural and urban which assist and enhance learning compared to those learned before the recent rapid educational technology in to our educational system. But electronic power supply do cripple the use of electronic devices in learning, because of fear caused by power failure, our internet connectivity is not at all that strong and stable to register for online class and conclude successfully without hitches. Students also have patronage to free social bundles than surf for educative apps. Those problems and similar others makes it mandatory for this research to bring into light more benefits of engaging a person's time through experience to knowledge than social network only.

The advancement in science and technology brought about a lot of changes within and outside the school environment, people find it mandatory to understand how to operate mobile phones to contact their relatives and conduct business from every location throughout the world. But mobile usage in learning environment is minimal. We have reached the age of knowledge advancement where adults can proceed beyond the level of their educational opportunities for higher levels without considering age barrier or inconveniences of mixing with youth at the same venue. The tradition of class attendance prevents many people from participating fully in learning environment.

PURPOSE OF THE STUDY

This study was guided by the following objectives:
1. To determine the adult perceptions towards the use of mobile phones in their daily activities in Nassarawa local government area, Kano State.
2. To determine the adult attitude in using mobile phones in their daily activities in Nassarawa local government area, Kano State.

RESEARCH QUESTIONS
1. What are the adults' perceptions towards the use of mobile phones in their daily activities in Nassarawa Local government area of Kano State?
2. What are the adults' attitudes towards the use of mobile phones in their daily activities in Nassarawa local government area, of Kano State?

METHODOLOGY
Design
The study design is descriptive survey. A survey research design generally focuses on people, and their

sociological factors such as sex, income, politics, age, occupation, attitude and educational status and how these relate to psychological variables on others. It is primarily interested in what people think and what they do. According to Creswell (1994) descriptive survey research means to gather information about the present existing condition and analyzing the condition for effective and appropriate use.

Population and Sample

The population of this study was 1000 people selected in Nassarawa local government literacy classes. Male gender was preferred as the sample of the study, because literacy classes did hold during night time at government owned schools. A total of 100 male adults 1 to 10 were randomly selected out of the total number of 1000 people which was also drawn from daily attendance registers in the school.

Instrument of Data Collection

The instrument used for this study was questionnaires developed by the researcher. It was titled "Attitudes of Adults towards E-learning Questionnaires (AATELQ). It was duly validated by experts in measurement and evaluation, psychology, and Adult and Non-formal Education experts, the validated instrument was tested, and its reliability coefficient determined was 0.87. The instrument consisted of two (2) parts. Part A deals which sought general information on student demographic data such as: age, gender, residential area, school location, adult literacy class and type while section B required making a tick against an attempt that suits respondents' view. Questionnaires were administered at adult literacy classes during day and night time periods with the assistance of the class teacher.

Procedure for Data Collection

Permission was obtained from the Adult literacy selected centers heads, also the assistance of class teachers was sought in school centers selected for this study. The instruments were given to students selected through a simple random sampling process so that each student would have an equal opportunity to participate. They were instructed that their responses would be for research purposes and the researcher would treat them confidentially. The admiration of the instrument lasted for a month. Questionnaires were collected immediately responded to them for scoring

Method for Data Analysis

Data generated in this study were tabulated and analyzed using simple percentages, mean and standard deviation to measure the trait against every question. A higher percentage signifies strongly agreed to the lower grades interpreted as strongly disagree.

RESULTS

Research Question 1: How do adults perceive use of mobile phones in their daily activities?

Table 1: Perception of use of Mobile Phone of Daily Activities

Items description	n	Agree	Disagree	Mean	St. Dev.
1. Ability to read and write exposes a person to the use of GSM handsets	100	23	1	29.54	5.43
2. People prefer the usage of handsets (GSM) to develop their knowledge and potential	100	20	4	28.45	5.33
3. Modern channels of communication empowers and enlightens public faster than the olden days communication	100	5	2	2.632	5.130
4. Adults prefer using electronic gadgets to learning than the youth.	100	22	4	24.23	4.32
5. Usage of electronic gadgets is mostly used by the adults to transform skills.	100	17	2	13.2	3.63
TOTAL		**87**	**13**	**98.052**	**23.84**

Source: (Survey Data, 2023

The table above shows that 87 respondents have agreed, while 13 respondents do not. Ability to read and write exposes a person to the use of GSM handsets hence people prefer the usage of handsets (GSM) to develop their knowledge and potential to develop their knowledge and potential at the same time the mean score of the total instrument scores show that 98.052 is also greater than standard deviation 23.84.

Research Question: How do adults develop their attitude towards the use of mobile phones in their daily activities?

Table 2: How adults develop attitude towards the use of mobile phones in their daily activities

Items description	n	Agree	Disagree	Mean	St. Dev.
1. The usages of mini computers provide the users with the numerous facilities for comfortable access to learning materials	100	24	2	20.42	4.51
2. People prefer other forms of communication than the electronic Media to develop professional skills.	100	20	8	19.47	4.41
3. Electronic learning is well accepted Between all ages wholeheartedly.	100	13	6	17.56	4.13
4. The electric power supply (NEPA) in using (ICT) Information Communication Technology Causes set back to learning.	100	11	3	14.52	3.9
5.Learning outcomes is more beneficial among the adults than the youth in learning	100	10	3	13.6	3.7
TOTAL		**78**	**22**	**85.39**	**25.06**

Source: (Survey Data, 2023

Tables 2 above showing 78 of the respondent have agreed while 22 have disagreed with the research question. Adults perceive the usage of their phones,

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to subscribe for studies on internet rather than physical school attendance. The additional prove of this statement is that the mean 85.39 score of the instrument that need students view is greater than standard deviation 25.06, hence the adults learners perceive the usage of their phones, to subscribe for studies on internet rather than physical school attendance and learning outcomes is more beneficial among the adults than the youth.

DISCUSSIONS

Learners at different level of learning have exhibited different attitudes towards learning. These attitudes have either been positive attitudes or negative attitudes. Online learning offers teachers an efficient way to deliver lesson to students. Online learning has a number of tools such as video, podcasts, and teacher that can use all these tools as part of their lesson plan, by extending the lesson plan beyond traditional textbooks to include online resources and teachers are able to become more efficient educators. It clears that table 1 mean stood at (98.052) while Standard Deviation (23.84). It also indicates that 87 as agreement with the research question one which the highest Score and the response among the two group most of the adult are also agreed that ability to read and write exposes a person to the use of GSM handsets hence people prefer the usage of handsets (GSM) to develop their knowledge and potential or to develop their knowledge and potential and in addition. Adults prefer using electronic gadgets learning and skill than the youth.

The above finding are in line with the finding or statement of Daniels, (2002) that ICT have become within a very short time, one of the basic building blocks of modern society. Meaning more people now regard use of ICT and mastering the basic skills and concepts of it as part of the core of education, alongside reading, writing and numeracy. In UNESCO's report (2002) ICT was viewed as the combination of information and technology with the other related technology, specifically communication technology.

While Yusuf, (2005) explains that the field of education recently has been affected by the use of ICTs, which in turn have affected teaching, learning and research. Ansari (2006) maintained that, a great deal of research has proven the benefit to the quality of education. Likewise, Koc (2005) emphasises that using ICT enables students to communicate, share, and work collaboratively anywhere anytime; by teleconferencing in classroom, they would gather together discuss topics in different fields and sphere. Brush (2008) explains that students discover learning topics, solve problems and provide solutions using ICT; which makes knowledge acquisition more accessible and concepts in learning areas.

While on the other hand, table 2 with the research question two that has 78 respondent agreed that most adult learners perceive the usage of their phones, to subscribe for studies on internet rather than physical school attendance mean of the respondent proved that as follows mean (85.39) and standard deviation (25.06). In another research made by Koc and Tsai (2010), they found out that ICT produces conducive creative environment by accessing all types of text from beginning to advance levels through types of texts from egging to advance through computers, e-books which offer a reading aloud interface, relevant vocab building – vocab building activities learning. It has been found that adults' trait can change in accepting modern gadgets to learn. Because the advantage of online education, which allows students to attend classes from any location of their choice; it also allows schools to reach out a more extensive network of students instead of being restricted by geographical boundaries. Additionally online lecturers can be recorded, archived and shared for future reference. This allows students to access the learning material at a time of their comfort.

Similarly, educators of adults recognize the computer's capacity as a means of information transfer. The computer's vast potential for storage, organization and retrieval of information makes it even more attractive than

television or radio (Gnanasekar, 2006). With the computer's increasing popularity, e-learning has become a popular approach that offers interactive teaching and learning. Learners not only learn in a visual or oral way but also react enthusiastically to what is offered to them (Bester & Brand, 2013). The finding of the study, that asked about educational advancement through the use of Information Technology as channels of classrooms for effective and convenient teaching environment show that 86 responses have agreed the above statement while 14 responses have disagreed with the research in addition to that the mean score 22.62 of the instrument, whereby learners responses is greater than standard deviation 4.8, hence the educational advancement through the use of Information Technology as channels of classrooms for effective and convenient teaching environment.

CONCLUSION

This piece of work is vital to educational planners to improve teaching using electronic gadgets as it has been widely advocated with development of electronic devices, people's attitude to learning is highly commendable. It has also been found that e-learning would gradually phase out large classrooms and crowds. It saves time and resources as well *as* safe movement and also the study found that adult learners had a good perception of online as they perceived online learning to be beneficial to their academic growth and progress. The findings imply that the respondents shared varied perceptions and experiences because they see online as useful in some situations, but some aspects of the process are untenable. The finding also revealed that adult learners were behaviourally committed to using online learning platforms as they serve as free opportunities to navigate their learning situations. The findings show that adult learners are rejuvenated to use online learning platforms as free learning tools because they are compatible with how and how they learn the use of electronic gadgets is paramount in present life situations.

RECOMMENDATIONS

Based on the conclusion, the researchers recommended that:

1. Adults learning Centres in Nassarawa local Government should prioritize online learning among their students as this mode of learning goes with daily advancement through online learning, the quality of adults education could be improved,

2. Again, Nassarawa Education Board should make it a mandate to provide the necessary equipment and access to their students to use the various online learning platforms provided fruitfully. This is important because the study found that some of the necessary technological equipment was unavailable for students' work, It is important to note that the success of every online learning situation depends on the availability of equipment and its accessibility.

3. Teachers and parents should be assisting the development and advancement of e-learning through regular funding and maintenance.

Conflicts of Interest

The author declares no conflict of interest.

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