EDUCATIONAL PRODUCTIVITY OF STUDENT NURSES IN THE UTILIZATION OF GADGETS: A SELF-REPORT

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Abstract

Background: Today, technological advances are rapidly making it possible to automate much of the work currently carried out by humans (Halloran, 2015). It has made a big impact on people especially on lifestyle. Common source of information and entertainment are one of the many things that are affected in the society. At present, students are obsessed in using gadgets. They usually want to buy the latest release of these gadgets to satisfy their desires and to blend in the current trends. As a result, students tend to involve gadgets in their everyday lives including their studies.

Methods: This study used the descriptive research method, in which a questionnaire was personally distributed to respondents, and closed-ended questions were combined with the expected answers formulated by the researchers. The questionnaire was distributed at random to 148 student nurses ranging in age from 20 to 23.

Result: Overall, the student nurses had a positive response in terms of using gadgets. They perceive gadgets as a helpful tool that help them to be more productive in their education.

Conclusion: Smartphone, laptop, tablets and other gadgets can also give students access to tools and apps that can help them complete their class work.

Keywords: Educational Productivity, Student Nurses, Gadgets.

Introduction

Today, technological advances are rapidly making it possible to automate much of the work currently carried out by humans (Halloran, 2015). It has made a big impact on people especially on lifestyle. Common source of information and entertainment are one of the many things that are affected in the society.

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According to an article about The Effects of Gadgets in Students Performances (2016) [2] Students tend to use up more time in using gadgets than on studying. This apparently affects the student's studying habits and academic performance. Having a gadget may help students to be more productive and intellectual. Gadgets nowadays are a basic need for a student. One of the major examples of a gadget is a smartphone. It is a wireless gadget that most people these days communicate with. Cahyadi (2014) states that Smartphones are very convenient since they have similar functions with computers and ease users to bring it everywhere. Meanwhile, according to Backer (2010) smartphone is a phone that brings leading capabilities as a form of the capacity of the Wireless Mobile Device (WMD) that can function as a computer by offering features such as personal digital assistants (PDAs), internet access, email, and Global Positioning System (GPS), so it makes the users to find the data they need rapidly.

Gadgets affect the study habit of a student in many aspects. The reason why technologies are invented is to make the work easier and more efficient and to improve our way of life. Dealing with the modern

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gadgets occupy a major position in our daily lives. Though they were invented to make our life better for us in the first place, it is an undeniable fact that many of the gadgets have negative effects and influences upon the quality of student's performance in many ways. Students tend to be obsessive to gadgets that they can neglect everything else, like their social, emotional, physical, and academics.

Despite the effects of gadgets, it's relationship with the students and gadgets. To our knowledge, no study and resilience and well-being among university student has been conducted in PHINMA-University of Pangasinan. Hence, this proposed to examine the resiliency of student nurse in PHINMA-University of Pangasinan.

Methods
Research Design
This study used the descriptive research method, in which a questionnaire was personally distributed to respondents, and closed-ended questions were combined with the expected answers formulated by the researchers. A descriptive study gathered information about current conditions. It will discuss current events, phenomena, or state affairs. The researchers will be able to describe the effects of gadgets on educational productivity as perceived by level III student nurses using descriptive method research.

Respondents of The Study
The questionnaire was distributed at random to 148 student nurses ranging in age from 20 to 23. Random sampling techniques was used to collect responses from the population of level III student nurses from blocks 1 to 9. However, the inclusions in this study will not change the student nurses' perceptions of gadget use; rather, it will be a recommendation to whether or not to incorporate the use of gadgets to improve the respondents' educational productivity. The survey questionnaire was used as the data collection instrument.

Instruments of The Study
The researchers used a questionnaire as a research tool to learn about the effects of gadgets as perceived by level III student nurses. This type of data collection instrument was able to gather information by asking closed-ended questions to determine whether or not gadgets will affect the educational productivity of student nurses.

Data Gathering Procedure
A formal written request was made to the Dean of the College of Nursing at the University of Pangasinan, where the data was collected and analyzed. Following approval of the request, the researchers will personally distribute the questionnaires to the respondents. The questionnaires were collected personally by the researchers on the same day they were floated. Their responses were tallied and tabulated in order to be analyzed and interpreted. The research was taken place from December 2019 to December 2020.

Ethical Consideration
The Securing the identity of the subjects is crucial to society's research purpose. To ensure the subject's safety the researcher will submit the research proposal to an Ethics Review Committee (ERC) of the university and followed ethical guidelines.

Results
The majority of respondents were between the ages of 20 and 21, with 120 (81%) out of 148 (100%), and the majority were female, with 99 (66.9%) out of 148 (100%). It also shows that the majority of level III student nurses at the University of Pangasinan-PHINMA are between the ages of 20 and 21. According to Thompson (2017), the profession of nursing is the same term used to feed babies from the breast - the most female activity there is. Treatment of the sick was once the domain of women because there was very little a physician could do to help, as it was either painful or made things worse. Florence Nightingale established schools to teach her findings about the effectiveness of hygiene in reducing mortality. She grew up in a society where education was gendered, and her first schools were only for girls. These historical echoes can still be heard today, as many jobs are still seen as primarily the work of men or women. Some professions have broken down these stereotypes, but nursing has been slow to adapt. Finally, the name Nursing is simply too feminine for many men to consider this great profession.

The respondents typically used a smartphone with 136 (91.9%) responses out of a total of 290 (100%), the majority of them use their gadget daily with a total of 118 (79.7%) responses out of 148 (100%), and use it for 7 hours or more with 91 (61.5%) responses out of 148 (100%). Smartphones, according to Kumar (2013), are becoming more common, and their sales are growing faster than any other available computer product. Because of their smaller size, connectivity anywhere, and always-on capabilities, they are the preferred gadget for a variety of tasks. They also mentioned that smartphones have sensors that laptops and desktop computers do not, such as GPS, accelerometer, gyroscope, and magnetometer.

The majority of respondents believe that gadgets are useful for their studies, with a total of 137 (92.5%) agreeing and strongly agreeing. They also believe that gadgets will allow them to complete tasks more quickly, with 125 (84.5%) agreeing and strongly

agreeing. Gadgets also increase their educational productivity, with 92 (62.1%) agreeing and strongly agreeing, while 98 (66.3%) agreeing and strongly agreeing believe that gadgets increase their chances of getting better grades. Watching educational videos also helps them understand and finish their tasks, and it also helps them find videos that aide their visualization, with 122 (82.4%) and 135 (91.2%) answering agree and strongly agree consecutively. They also develop multitasking skills with gadget use, with 110 (74.3%) agreeing and strongly agreeing; gadgets also allow student nurses to access electronic sources more quickly, with 135 (91.2%) agreeing and strongly agreeing; 111 (75%) can communicate the benefits and drawbacks of gadget use; and they believe that having two or more gadgets increases their educational productivity, with 91 (61.4%) responding. Overall, the student nurses had a positive response in terms of using gadgets. They perceive gadgets as a helpful tool that help them to be more productive in their education.

Conclusion

Smartphone, laptop, tablets and other gadgets can also give students access to tools and apps that can help them complete their class work. These tools can also teach students to develop better study habits, like time management and organization skills. Student Nurses might produce a video, make slides or Prezis, collaborate on a paper, or write reviews-all on their phones. Student choice in platform or presentation often produces outcomes teachers never would have imagined when designing a project, and students have more fun in the end. That smartphone provide the ability to get answers really fast. In some situations, a student may not ask for clarification to a question he or she has in an open classroom, because they can use their smartphone to get the answer they're looking for. Audio and video can bring learning to life.

Acknowledgement

Conflict of Interest

The authors declare that there are no significant competing financial, professional, or personal interests that might have influenced the performance or presentation of the work described in this manuscript.

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