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**Research and Variables**

The Nature of Inquiry — An Introduction to Quantitative Research

1. Preferred Programming Languages of IT Students
2. **Descriptive**
3. **N/A**
4. **N/A**

**VARIABLES – Preferred programming Language.**

1. Relationship between time spent on video games and the academic performance of a student.
2. **Correlational**
3. **(Independent Variable)** - Time spent on video games.
4. **(Dependent Variable)** - academic performance of a student.
5. Online programming Courses vs. Traditional way of learning (School based)
6. **Quasi-Experimental**
7. **(Independent Variable) –** Online programming Courses vs. Traditional way of learning.
8. **(Dependent Variable) –** Student academic performance and learning outcomes.
9. Student preferences in choosing learning devices for academic use
10. **Descriptive**
11. **N/A**
12. **N/A**

**VARIABLES – Preferred Learning devices for academic use**

1. Most Common Programming Errors Made by IT Students their Projects
2. **Descriptive**
3. **N/A**
4. **N/A**

**VARIABLE – Type of programming errors and the frequency of it to appear.**