CHAPTER 3

METHODOLOGY

This chapter presents the research methodology which includes the research design used to conduct this study. It also includes the participants/respondents, data gathering, and statistical treatment of data.

A. Research Design

This study employed a quantitative research design to systematically collect and compile data concerning the impact of tablets on learning. Quantitative research aims to describe and test relationships between variables through numerical analysis. The data gathered in this study were presented in numerical form and subjected to statistical analysis. The primary objective was to gather numerical data and generalize findings across groups of individuals or to provide explanations for a specific phenomenon. To achieve this, the research employed questionnaires as the primary instrument for data collection, facilitating the systematic gathering of responses from the study participants.

B. Participants/Respondents

The respondents of this study were the 10 male and 10 female from section Makiling total of 20 students and the 12 male and 16 female from section Mayon with the total of 28 students of Bunducan National High School S.Y. 2022-2023.

C. Data Gathering

The researchers secured permission from the advisers of grade 10 Makiling and Mayon to conduct the study. The questionnaire was prepared by the researchers. Upon permission by both advisers, questionnaires were distributed by the researchers personally to grade 10 students in Bunducan National High School. The questionnaires were collected by the president of each section and retrieved by the researchers personally from the class president.

D. Statistical Treatment of Data

Various statistical tools were employed to evaluate the influence of tablets on learning among Grade 10 Students in Bunducan National High School. These tools included determining the frequency of gadget usage and assessing the impact of gadgets on learning. The researchers used weighted mean as a statistical measurement of data. Weighted mean is a statistical measure that takes into account the importance or significance of each data point by assigning different weights to them. It is calculated by multiplying each value by its corresponding weight, summing up the weighted values, and dividing the sum by the total weight. WM = FX / N

where:

WM = Weighted Mean

F = Frequency

X = Weight

Value N = total number of respondents

To assess the frequency of gadget use among Grade 10 students in Bunducan National High School during the school year 2022-2023, the following scale was utilized to show the frequency of positive and negative impact of tablet in learning:

Scale	Weighted Mean	Descriptive Interpretation
4	3.26- 4.00	High Impact
3	2.51- 3.25	Moderate Impact
2	1.76- 2.50	Slight Impact
1	1.00- 1.75	Low Impact