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# Influence of Computer Self-Efficacy on the Use of Electronic Information Resources among Polytechnics Students in Ogun State, Nigeria

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Bello, Morenikeji Modinat Miss and Ajoviyon, Bokoh MA Mr., "Influence of Computer Self-Efficacy on the Use of Electronic Information Resources among Polytechnics Students in Ogun State, Nigeria" (2021). *Library Philosophy and Practice (e-journal)*. 6395. https://digitalcommons.unl.edu/libphilprac/6395 Influence of Computer Self-Efficacy on the Use of Electronic Information Resources among

Polytechnics Students in Ogun State, Nigeria

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#### Abstract

Electronic information resource planning makes it conceivable for users to access new tools and applications for information seeking and retrieval. Electronic information resources have become helpful research tools that enhanced the print collection in the analogue library setting. *Computer self-efficacy is an important component to consider in terms of the use of e-resources* that are computer-based. A survey research design was adopted for the study. A multi-stage sampling procedure was used to select 370 respondents for the study. Data were collected with the use of a structured questionnaire on the Influence of Computer Self-Efficacy on the Use of Electronic Information Resources among Polytechnics Students in Ogun State, Nigeria. Frequency counts, percentages, mean, standard deviation, were used to analyse the data. The result shows that the Internet ( $\bar{x} = 1.94$ ) YouTube ( $\bar{x} = 1.74$ ), Search engines ( $\bar{x} = 1.72$ ), and Email ( $\bar{x} = 1.70$ ) were the major electronic information resource available. The results reveal that screen menu ( $\bar{x} = 3.12$ ), data file ( $\bar{x} = 3.10$ ), and having the confidence to enter and save data file  $(\bar{x}=3.09)$  were the items indicated by the respondents as their computer self-efficacy. The result shows that the surveyed students' usage of electronic information resources is constrained by "Inadequate computer facilities to access information" ( $\bar{x} = 3.23$ ), "Information overload" ( $\bar{x}$ =3.02), "Poor internet access" ( $\bar{x}$  =2.87) and "Lack of assistance from library personnel" ( $\bar{x}$ =2.72). The study concluded that students will utilize the electronic information resources if they have the necessary computer self-efficacy. The study recommended the management of polytechnic should ensure that electronic information resources are available.

Keywords: Computer Self-Efficacy, Electronic Information Resources, Polytechnics Students,

Ogun State, Nigeria

#### Introduction

Electronic information resources are products of the recent development in information technology and are available in different formats such as e-books, digital libraries, online journal magazines, e-learning tutors and online tests and are effectively presented with multimedia tools. These e-resources have become the sources of information to the global community of scholars. Electronic information resources have become indispensable in the academic environment. They serve as a motivating factor to students as they provide the opportunity to transmit, acquire or download processes and disseminate information on any subject of interest. An electronic resource has a larger capacity for the collection of information in either full text or storage in databases. Others include image collections, multimedia in the form of Compact disk, tape, internet, OPAC, web technology, e-journals, e-discussions, e-news, e-past question papers, online reference work, electronic magazine, search engine, data archives, e-mail online chatting, etc.

Electronic information resource planning makes it conceivable for users to access new tools and applications for information seeking and retrieval. Electronic information resources have become helpful research tools that enhanced the print collection in the analogue library setting. These resources serve as veritable sources of information that students could tap into to aid their class assignments, write research and term papers, search for information on their subject areas and discuss with their course mates and experts across the border.

Computer self-efficacy is an important component to consider in terms of the use of e-resources that are computer-based. Having computer self-efficacy will determine how best to source information in an environment. Self-efficacy is the self-assured that one can conpetently perform a task. Self-efficacy can be termed as an inherent belief that motivates a person to accomplish a given task based on positive self-assessment. The term self-efficacy assists in reason why individuals decide to target on particular activities and the degree of effort they exert on such activities.

However, self-efficacy is the belief that an individual has the confidence and the ability to perform the courses of actions needed to respond to a given situation in which he has received training. Self-efficacy is an important construct for students, particularly at the undergraduate level. Self-assured people however highly believed their capabilities following similar successes. In other words, people with low self-efficacy, even when they can accomplish a task, see it as "laborious effort" or struggle, rather than attributing it to their ability which makes the responsibility unpleasant, hence, a readiness to stay away from performing such duties. On the other hand, those with high self-efficacy, attribute successes to their ability, thereby making them confident and willing to pursue similar exercises.

However, an individual's self-efficacy and results intension are initiate to be emphatically affect by the encouragement of others in their team, as well as others' use of computers. Thus, selfefficacy means a crucial individual peculiarity, which controlled organisational influences on an individual's decision to use computers. Computer self-efficacy apply an important influence on individual's possibility of the outcomes of using computers, their passionate reactions to computers as well as their certain computer use.

In the use of computers, individual character can also exhibit a level of self-efficacy. Those with low self-confidence or self-efficacy may likely cautious from the use of computers. In the use of computers, it is noted by this study that students who can identify, have confidence in the ability to; organise data using a computer, organise and maintaine files, use software packages, define fundamental computer functions. Wierzbicki (2018) cited Bandura's theory (1994) introduces the idea that the concept of efficacy is influenced by four factors: mastery experience; provide students with the most pure of whether one can gather what it takes to succeed, vicarious experience; students must often appraise their capabilities about the attainments of others, verbal persuasion; students are more motivated to avoid potential losses in the present than to secure potential future gains and somatic and emotional state; to enhance the physical status, reduce stress levels and negative emotional leaning and correct misinterpretations of bodily states.

More so, when they do, they may likely see it as a formidable exercise, considering that, even when computer skills are not perfect, the individual with high self-efficacy may be pushed to keep operating the computer, believing that he or she is capable of using it, thereby, enhancing personal skills through practice. With this belief also comes the motivation to utilise the computer. Students with high computer self-efficacy are more likely to explore new technologies, software or databases than others. In the use of electronic resources, it can, therefore, be assumed that students with high computer self-efficacy would be more likely to take advantage of electronic information resources when compared to students with low computer self-efficacy, as the latter may lack the confidence or shy away from using computerbased resources.

The barrier encounter in the use of library resources, especially its electronic information resources is the lack of computer competency which affects most of the users' self-efficacy in searching the relevant resources for their study. The ability and competency of students in the use of Information and Communication Technology (ICT) in the library and to a larger extent,

developing computer self-efficacy is quite germane to effectively utilising the library electronic resources. (Sadiku and Kpakiko 2017)

More so, computer self-efficacy is an important indicator of performance that serve, independent of the level of skills possessed. It also involves a generative capability in which an individual must organize cognitive, social and behavioural sub-skills into integrated courses of action. In addition, students with a high level of computer self-efficacy use electronic reference sources more. Another variable aside from computer self-efficacy that could influence the use of electronic reference services by the undergraduates is their study behaviour (Claggett and Goodhue 2011).

#### Statement of the problem

Presently, the institutional system is advancing as new technologies are introduced in teaching, learning and research activities. Electronic information resources are of great importance to the academic and research needs of undergraduates since they are available in various formats in libraries. However, it was noticed that electronic resources are grossly underutilised by polytechnic students despite the huge investment made by the institution libraries to ensure their provision. Also, the uses of electronic information resources are not up to the worth of acquiring these resources. It was observed that under-utilisation of electronic information resources attributed to a low level of computer self-efficacy.

### **Objective of the study**

1. Identify the types of electronic information resources that are available to the polytechnic students in Ogun State;

- 2. Determine the influence of computer self-efficacy on the use of electronic information resources among polytechnics students in Ogun State;
- 3. Identify the challenges encounters in the use of library electronic information resources among polytechnics Students in Ogun State;

#### Literature review

The advent of information communication technology has caused a lot of changes in human activities, the educational inclusive. This change brought about the application of computers in the learning process as a medium for completing the task. There is no doubt that computers application in learning has been fully embraced in the learning environment the world over. Ukachi (2013) new advances in computer technology, the use of electronic information resources, and the introduction of personal computers, application software, Internet and other e-resources in recent years has brought about the development and implementation of new and improved teaching strategies.

Computer application in education has made a dramatic impact in the learning process as they are being used in all subject areas. Although some students are showing marked enthusiasm about using computers, others may not have the courage to use them. Students must become familiar and comfortable with their use. It has been observed by (Odede, 2018) that an individual's self-efficacy, or his perception of his capability or ability, is intimately related to how he learns and behaves. Students' perception of computers in the information age becomes a critical issue to discuss if ultimate benefits should be achieved from the venture.

Ogbuiyi and Oriogu (2014) observed that computer-literate faculties are complacent using electronic information resources and thus gain more from using them. Kilic (2015) computer

self-efficacy is an important factor that influences e-resources utilization in the technological world. Researchers have proposed that a positive attitude towards computers and high computer self-efficacy and lower computer anxiety levels are important factors to help people learn computer skills and use computers in higher education (Akpan, 2018).

Computer skills of students are variables that have been found to correlate with the use of electronic resources. Quadri (2013) postulated that there was a relationship between ICT skills and library use during the freshmen and sophomore years, although these played less of an important role in the junior year. Islam (2011) carried out a study on students variables concerned with the inclusion of digital libraries on e-learning in the faculty of information management at university Tekinologi Mara, Malaysia, and findings revealed that students variables are major factors in understanding and appreciating e-learning.

Quadri (2013) noted that students' variables often yield important clues as to what factors contribute to undergraduates' use of online resources. Aramide, Ladipo, and Adebayo (2015) the factors that are often cited as influencing the use of computers include personal computer skills. While commenting on the difference in capabilities and opportunities to access and use electronic resources by people, Hatakka and Lagsten (2012) claimed that while access to the computer is a prerequisite to use, the capability approach says that individual differences, capabilities, and choice play a role on whether an individual will make use of computer-based resources. The knowledge of the user computer is one of the basic requirements for effective utilization of e-resources.

Computer application in the field of education has made a dramatic impact in the learning process as they are being used in all subject areas. However, this may not have much positive

impact if it is not accepted by potential users. Although some students have embraced computers, others may not have the courage to use them. The author emphasized that monitoring the user's attitudes toward computers should be a continuous process if the computer is to be used as a teaching and learning tool.

Adeniran (2017) notes that because much of today's information technologies make use of computers, it is important to investigate the relationship between computer use by students and their use of electronic resources in libraries. Students require information to excel in their academic pursuit, there is a need for them to be competent and adapt to the computer application in learning. Computer knowledge and attitude play a crucial role in helping students to be successful in the computer age. Optimistic towards computers and high computer self-efficacy and lower computer anxiety levels could influence the learning of computer skills and computer use. Computer knowledge can be an important asset to assist in retrieving relevant information required by students for their academic pursuits.

Abubakar and Adetimirin (2015) explained further that the availability of ICT tools in most academic libraries in Nigeria could benefit postgraduate students who have the computer knowledge to search for the information they need in the libraries. However, Self-efficacy influences the choice of whether to engage in a task, the effort exerted in performing it, and the persistence demonstrated in accomplishing the task. Ekizoglu and Ozcinar, (2010) noted that distinguish self-efficacy influence the option of activities, efforts are given in an activity, determination, duration and the level of anxiety and confidence when an individual encounters difficulties. Adeniran (2017) self-efficacy is a result or outcome of the belief that an individual has the confidence and the ability to perform the courses of actions in a given situation in which he has received training.

Surej (2013) asserted that self-efficacy is not a measure of one's skills but represents what individuals believe they can do based on their skills. Quite a several studies have been conducted on the influence of self-efficacy on varied performances: Agbatogun and Banjo (2010), found a positive correlation between computer self-efficacy and training performance students with higher computer self-efficacy demonstrating greater enthusiasm towards

However, enrolling in computing courses than those with lower beliefs, in a statement, Adeniran (2017) posited that the way people learn computer skills and use computers in higher education is a function of their attitudes towards computers. Akinbobola and Adeleke (2013) noticed that participants with little confidence in their ability to use computers might perform poorly on computer-based tasks. Adeniran (2017) given that students' confidence about the use of the computer may affect their readiness to learn about computer skills. Students who do not see themselves as being confident in computer skills will have the desire to learn about computers.

Fabunmi and Awoyemi (2017) affirmed that computer self-efficacy has to do with judgments about one's capability to successfully perform a specific task using the computer. Individuals who do not see themselves as having the capability to accomplish a task will likely not engage in such tasks. In a study examined by Sadiku and Kpakiko (2017), on library instruction and college student self-sufficiency in electronic information searching, it was found that people are generally more interested in performing activities in which they have high self-efficacy hence students with high self-efficacy regarding e-library or searching for information for their assignments on the web, will likely take advantage of what is around them.

Adeniran (2017) saw self-efficacy as the belief that an individual has the confidence and the ability to perform the courses of actions needed to respond to a given situation in which he has received training. Perceived high computer self-efficacy increases the use of a computer and decrease an individual's computer anxiety (Qiang Tu and Wang, 2011). Adeniran (2017) affirmed that computer self-efficacy is a key determinant for acquiring and using computer knowledge and skills; describing it as a term coined from the self-efficacy concept that refers to a person's perceived ability to successfully perform tasks using computers or technology and have a strong intention for use of technology.

Dinther, Dochy and Segers (2011) found that people are generally more interested in performing activities in which they have high self-efficacy. Consequently, students with high self-efficacy regarding e-resources usage will be more likely to take advantage of the available e-resources. They will use the resources if they are familiar with them or feel that using them will enhance their academic performance. Performance Outcomes, Bandura (1977) sees the performance outcomes or past experiences as the most important source of self-efficacy. The ability of an individual to perform a task depends on either the positive or negative experiences in his previous attempts.

Computer self-efficacy plays a crucial role in reducing the impact of anxiety and fear in using a computer to accomplish a task. The more students interact with the computer, the more they feel confident in handling the computer at their workplace. A high level of computer self-efficacy will lead to ultimate performance with the use of computers. Computer self-efficacy can be said to have a direct effect on a person's perceptions of the ease of computer use, which, in turn,

affects the frequency and time of computer use. Students with higher levels of computer selfefficacy exhibit higher levels of aptitude and confidence when using a computer, and are therefore likely to find using a computer easier and more efficient than their counterparts (Hsia, Tu and Chung, 2012).

#### **Research design**

This study adopted a survey research design that involved the collection of data using a selfconstructed and self-administered questionnaire. The design was considered appropriate because the study sought to investigate the influence of computer self-efficacy on the use of electronic information resources among Polytechnics Students in Ogun State, Nigeria. The population for this study comprises of three (3) polytechnics schools in Ogun State, Nigeria, which was made of students of Moshood Abiola Polytechnic, Federal Polytechnic Ilaro and All Over Polytechnic, Sango- Ota. A multi-stage sampling technique was used to select the sample size for the study. The first stage was the purposive selection of three (3) polytechnics based on the ownership status: Federal, State and Private. The second stage was the use of Krejcie and Morgan's table of a sample size to determine 370 respondents, and the last stage was simple random sampling techniques.

#### **Analysis of Research**

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Gender	Frequency	Percentage
Male	185	52.1
Female	170	47.9
Total	355	100.0

## Demographic characteristics of the respondents

The demographic information of respondents for this study considering their gender, gender composition of respondents' shows that 185 (52.1%) students were male and their female counterparts were 170(47.9%). This indicates that there were more male participants than female participants in this study.

**Research objective one:** Types of electronic information resources available to the polytechnic respondents.

s/n	Electronic information resources	Yes	No	Mean $(\bar{x})$
1	Internet	332	23	1.94
		(93.5%)	(6.5%)	
2	YouTube	264	91	1.74
		(74.4%)	(25.6%)	
3	Search engines	255	100	1.72
		(71.8%)	(28.2%)	
4	E-mail	249	106	1.70
		(70.1%)	(29.9%)	
5	Online reference work	242	113	1.68
		(68.2%)	(31.8%)	
6	Electronic magazine	237	118	1.67
		(66.8%)	(33.2%)	
7	E-books	229	126	1.65
		(64.5%)	(35.5%)	
8	E-past question papers	228	127	1.64
		(64.2%)	(35.8%)	
9	CD-ROM	224	131	1.63
		(63.1%)	(36.9%)	
10	Online databases (AGORA, JSTOR,	214	141	1.60
	HINARI, EBSCOHOST, etc.)	(60.3%)	(39.7%)	
11	E-journals	200	155	1.56
	-	(56.3%)	(43.7%)	
12	OPAC	176	179	1.50
		(49.6%)	(50.4%)	
	Weighted Mean = 1.67			

The result, represented in Table 2, shows that the Internet ( $\bar{x} = 1.94$ ) was the major electronic information resource available to students in the selected polytechnic, followed by YouTube ( $\bar{x}$ 

= 1.74), Search engines ( $\bar{x}$  = 1.72), and E-mail ( $\bar{x}$  = 1.70). OPAC ( $\bar{x}$  = 1.50) was the least item indicated by the respondents.

The inference drawn from this finding was that the types of electronic information resources available to the polytechnic respondents were: internet, YouTube, search engines, e-mail, online reference work, electronic magazine, e-books, e-past question papers, CD-ROM, online databases, e-journals and OPAC. The finding from the focus group discussion also reveals that electronic information resources such as the Internet, CD-ROM, e-journals, emails, online databases, etc were available at the selected polytechnics.

The finding is consistent with the result of Egberongbe (2011) who reported that several electronic information resources initiatives have been put in place to assist in the development, training and use of electronic information resources in several academic institutions. The study also substantiated Ajayi et al, (2014) who established that the emergence of electronic information resources has tremendously transformed information-handling and management in Nigeria academic environments, and institution libraries in particular.

The result shows that the internet and e-books were the commonly used electronic resources in the polytechnic. This aligns with the findings of Adeleke and Emehara (2016) who reported that dependence, coupled with easy access to technology. This also supports the findings of Dongardive (2015) that students of tertiary institutions showed that they looked for the fastest way that would lead to satisfactory results when conduct research by going for electronic information resources first.

**Research objective two:** Determine the influence of computer self-efficacy on the use of electronic information resources among polytechnics students in Ogun State;

s/n	Computer self-efficacy	Verv	High	Low	Verv	$\overline{x}$	S.D
		High	8		low		
1	I am confident making selections	183	84	37	51	3.12	1.08
-	from a screen menu	51.5%	23.7%	10.4%	14.4%	0112	1100
2	I am confident at adding and	166	109	28	52	3.10	1.06
-	deleting information from a data	46.8%	30.7%	7.9%	14.6%	0110	1100
	file	101070	201770	1.970	1		
3	I am confident at entering and	164	114	56	21	3.09	1.07
U	saving data into a file	46.2%	32.1%	15.8%	5 9%	2.07	1107
4	I am confident at using a	165	97	41	52	3.06	1.08
•	computer mouse	46.5%	27.3%	11.5%	14.6%	0100	1100
5	I can use the computer	166	102	29	58	3.06	1.10
C	efficiently	46.8%	28.7%	8.2%	16.3%	0100	1110
6	I am confident at copying an	196	63	82	14	3.05	1.23
Ũ	individual file	55.2%	17.7%	23.1%	3.9%	0100	1120
7	I can organize and manage files	145	120	33	57	2.99	1.07
	with a computer	40.8%	33.8%	9.3%	16.1%		
8	I am confident at writing a letter	162	92	31	70	2.97	1.15
	or essay using a computer	45.6%	25.9%	8.7%	19.7%	, .	
9	I am competent at deleting files	128	123	56	48	2.93	1.03
	when they are no longer needed	36.1%	34.6%	15.8%	13.5%		
10	I understand the terminology of	136	110	52	57	2.92	1.08
	computer software	38.3%	31.0%	14.6%	16.1%		
11	I am confident at organizing data	122	137	40	56	2.92	1.04
	with computer	34.4%	38.6%	11.3%	15.8%		
12	I know the functions of	129	125	42	59	2.91	1.06
	computer hardware	36.3%	35.2%	11.8%	16.6%		
13	I am confident at using a printer	143	95	56	61	2.90	1.11
	to make a "hardcopy' of my	40.3%	26.8%	15.8%	17.2%		
	work						
14	I understand the data processing:	139	109	40	67	2.90	1.11
	input, processing and output	39.2%	30.7%	11.3%	18.9%		
	stages						
15	I am competent about computes	122	133	43	57	2.90	1.05
	1	34.4%	37.5%	12.1%	16.1%		
16	I am confident at understanding	109	153	41	52	2.90	1.00
	terms/words relating to	30.7%	43.1%	11.5%	14.6%		
	computer hardware						
17	I consider myself to be a skilled	141	98	52	64	2.89	1.12
	computer user	39.7%	27.6%	14.6%	18.0%		
18	I know what to do when I meet a	127	117	49	62	2.87	1.09
	new thing while working with	35.8%	33.0%	13.8%	17.5%		
	computers						
19	I am confident at handling a	123	121	51	60	2.86	1.07
	flash drive correctly	34.6%	34.1%	14.4%	16.9%		

## **Computer Self-efficacy of students to use of electronic information resources**

20	I am competent at	141	96	44	74	2.86	1.16
	troubleshooting computer problems	39.7%	27.0%	12.4%	20.8%		
21	I am competent when computers	129	106	53	67	2.84	1.12
	are concerned	36.3%	29.9%	14.9%	18.9%		
22	I am confident at writing simple	131	94	65	65	2.82	1.12
	computer programs	36.9%	26.5%	18.3%	18.3%		
23	I am familiar with computer	124	113	38	80	2.79	1.15
	software packages	34.9%	31.8%	10.7%	22.5%		
		Weighted N	/Iean =2.9	94			
			_				

Key: VH= Very High, H=High, L=Low, VL=Very Low

The results presented in Table 3 reveals that the students had high self-confidence in making selections from a screen menu ( $\bar{x}$ =3.12), we're confident at adding and deleting information from a data file ( $\bar{x}$ =3.10), and having the confidence to enter and save data into a file ( $\bar{x}$ =3.09). Familiarity with computer software packages ( $\bar{x}$ =2.79) was the least item indicated by the respondents as their computer self-efficacy.

Using the weighted mean of 2.94 as the benchmark, it was revealed that students' level of selfconfidence in making selections from a screen menu, confidence at adding and deleting information from a data file and having the confidence to enter and save data into a file, confident at using a computer mouse, using computer efficiently, confident at copying an individual file, able to organize and manage files with computer and confidence at writing a letter or essay using a computer were adequate in selected polytechnics in Ogun State. This was because these were the items that ranked above the weighted mean of 2.94. The findings from the focus group discussion on how proficient the students were in the use of the computer to access electronic information resources to enhance their study showed that all the groups agreed that they were proficient in the use of the computer.

This finding is in agreement with Thanuskodi (2012) observation that there is a general and common perception of students in institutions, having more computer literacy than was the case

seven or eight years ago. This is connected with the fact that more students are exposed to the use of computers and related devices now than before. Most students at present are technologically savvy as a result of the advancements in the world of Information and Communication Technology. Abubakar and Adetinmirin (2015) lend credence to this that students are being exposed to a digital environment at younger ages than in the past with some owning computers at home and in school. In other words, a majority of graduate students could be said to be used to the rapid change in technology because of early exposure to computers at both school and home.

**Research objective three:** Identify the challenges encounters in the use of library electronic information resources among polytechnics Students in Ogun State;

s/n	Challenges to the use of library e-	SA	Α	D	SD	$\overline{x}$	S.D		
	resources								
1	Inadequate computer facilities to	206	77	19	53	3.23	1.08		
	access information	58.0%	21.7%	5.4%	14.9%				
2	Information overload	133	141	36	45	3.02	0.99		
		37.5%	39.7%	10.1%	12.7%				
3	Poor internet access	131	110	51	63	2.87	1.10		
		36.9%	31.0%	14.4%	17.7%				
4	Inadequate/lack of skills in the	120	123	47	65	2.84	1.09		
	search for needed information	33.8%	34.6%	13.2%	18.3%				
5	Lack of awareness	132	96	56	71	2.81	1.14		
		37.2%	27.0%	15.8%	20.0%				
6	Poor infrastructure	125	100	60	70	2.79	1.12		
		35.2%	28.2%	16.9%	19.7%				
7	Incessant power supply	118	108	61	68	2.78	1.11		
		33.2%	30.4%	17.2%	19.2%				
8	Inaccessibility to some electronic	111	128	40	76	2.77	1.11		
	resources	31.3%	36.1%	11.3%	21.4%				
9	Difficulty in locating relevant e-	112	109	69	65	2.75	1.08		
	resources	31.5%	30.7%	19.4%	18.3%				
10	Incomplete and inaccurate	109	115	56	75	2.73	1.11		
	information in the library	30.7%	32.4%	15.8%	21.1%				
11	Lack of assistance from library	122	96	51	86	2.72	1.17		
	personnel	34.4%	27.0%	14.4%	24.2%				
	Weighted Mean =2.85								

#### **Key:** SD= Strongly Disagree, D= Disagree, A= Agree, SA= Strongly Agree

Table 4 shows that the surveyed students' usage of electronic information resources is constrained by "Inadequate computer facilities to access information" ( $\bar{x}$ =3.23), "Information overload" ( $\bar{x}$ =3.02), "Poor internet access" ( $\bar{x}$ =2.87) and "Lack of assistance from library personnel" ( $\bar{x}$ =2.72).

It could be deduced from the above expression that; inadequate computer facilities, information overload, and poor internet access were the main constraint to the use of library electronic resources in the study. The finding from the focus group discussion on the challenges militating against the use of electronic information resources showed poor infrastructural facilities, information overload and poor internet access as the major challenges.

These findings are in agreement with Mamman (2015), Ugwu and Orsu (2017) and Ugwu and Onyegiri (2012). The indication that electronic information resources are challenged by lack of ICT infrastructure, lack of browsing skills, and lack of time for browsing and for training to acquire skills, financial constraints and lack of information about how to use electronic resources.

#### Conclusion

Electronic resources utilisation in the contemporary world of the exponential development of knowledge has been highly enhanced through the advancement in information and communication technology in recent years. The study concluded that students will utilize the electronic information resources if they have the necessary computer self-efficacy. The study also concluded based on the findings that the most available electronic information resources are the internet, YouTube, search engines, e-mail and online reference work. There was a high extent of student's computer self-efficacy in the use of electronic information resources. It showed that

individuals' level of computer self-efficacy is a significant determinant of their degree of electronic resource use.

## Recommendations

- The management of polytechnic should ensure that electronic information resources with adequate information and communication technology tools are subscribed to regularly as this will encourage students to constantly engage in electronic resources used to improve their academic performance.
- 2. There is a need for the appreciable level of power supply, improved infrastructure, adequate computer facilities, improved Internet facilities among others for users' to be satisfied.

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