

**A COMPARATIVE STUDY ON THE PERCEIVED PURPOSE OF THE INTERNET  
USAGE OF OUT-OF-SCHOOL YOUTH AND CPU STUDENTS**

A Research Paper

Presented to

The Department of Languages, Mass Communication and Humanities

Central Philippine University

Iloilo City

In Partial Fulfillment

of the Requirements in MasCom 325

(Research Paper in Mass Communication)

by

CLARIZZA C. DURALIZA

April 2017



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**ABSTRACT**

This was an explanatory research study designed to determine the perceived purpose of the internet usage of CPU students and out-of-school youth residing here in Iloilo City.

Specifically, the study answered the following objectives: (1) know the purpose of the internet usage of CPU students taken as a whole and classified according to age, sex, and course, (2) know the purpose of the internet usage of Out of School Youth taken as a whole and classified according to age, sex, and occupation, and (3) compare the purpose of internet usage of CPU students and Out-of-school youth and determine the similarity and discrepancy. Applying the Uses and Gratification Theory and Social Learning Theory, a researcher-made questionnaire checklist was used to gather the data. It was found out that there were similarities such as access the social media on the top of the rank for both group, information or fact finding on the third (3<sup>rd</sup>) rank, news on the fifth (5<sup>th</sup>) rank, and business on the seventh (7<sup>th</sup>) rank. However, there were differences in the frequency and percentages. The top difference of the two groups was about educational purpose and gaming wherein CPU students did not have gaming in their top five (5) but had educational purpose while out-of-school did not have educational purpose on their top five (5) but had gaming.