

Impact of Nigerian Home Video/Movie Industry on the Moral Behaviours of Secondary School Students in Ebonyi State of Nigeria

Dr. (Mrs.) Nkechi C. Njoku

Department of Arts and Social Science Education Ebonyi State University, PMB 053 Abakaliki, Nigeria

Abstract

Impact of home video/movie industry on the moral behaviour of secondary school students is a search for the impact of home video in moral upbringing of school children. The study adopted a survey design approach of investigation: The area of study is Ebonyi State and the population comprised all the 322 CRS teachers in the state. 200 teachers were selected out of 322 teachers in the government owned secondary schools using purposive sampling technique. Structured questionnaire was used to collect data from the respondents and mean used to analyze data obtained. The result revealed that Nigerian video/movie has negative impact on the moral behaviour of school children in Ebonyi State and the impact could be ameliorating through effective teachings of Christian moral education among others. Based on the findings, recommendations wee made on how to direct the usage of home video so that it will influence students' life positively. This forms the major contribution of the study.

Keywords: Impact, Nigerian Home Video, Moral Behaviour

Introduction

Prior to the advent of modern technology and science advancement, life was simple and less demanding even though primitive. Men and women engage themselves in activities that could occupy their time and still give them time to rest. Children at era were more responsible; since they had little or no source of distraction other than going for moonlight tales (Uganwa, 2009). With the emergency of technology and some sorts of electrical facilities or devices standard of living were greatly changed and improved. The pleasure the present age is enjoying was not available to olden day's people, even though it is not without negativity. Modern technology comes in with a lot of joy, comfort and easy life alongside with disengagement, distraction and disaster.

One of most interesting and exciting inventions of modern technology is the invention of home video. There is hardly any home today without a television. Unfortunately people are carried away by the pleasure of television without cross examining the negative influence of television on our lives especially with particular reference to the youths. A situation where the young people could spend three to four hours watching television movie or videos could justify the fact that home videos/movies viewing among young people have engendered myriads of bad habits and behaviours.

In most homes, many adolescent and youths glued their eyes on the television watching movies of all kinds. Some movies that are may adversely affect their emotion, psychic, moral behaviour and cognitive development. The prevalence of immoral behaviour among youths has been linked with the types of programmes, movies they view. Recent research has shown that high rate of crimes in Nigerian schools and society at large could be related to influences of bad movies or videos they watch. For instance, the display of pornographic films or shown during most the Nigerian movies has affected many youths and exposed them to all forms of sexual harassment like practice of homosexuality, incest to mention but a few. Practices like adultery, witch craft and ritual practices are glamorously shown; and most of the young people do not border about the end of the practice which is usually shown at the end of the movies. Marriages and family breakdown is being trivialized.



The effect of television movies could be seen in different ways ranging from presenting model of behaviour for the viewers, information to viewers that extend far beyond one's personal experience or environment and lastly to suggesting appropriate values and ideas for particular positions among others. Psychologists and sociologist has confirmed that people especially the youth are highly influenced by what they see to a great extent very gullible. Most young people accept it as subconsciously as an acceptable code of conduct in a contemporary society no wonder the popular slogan among Nigerian youth is "the in thing".

Statement of the Problem

Home video industry otherwise know as movie industry commands a large active audience and it is almost part and parcel of every Nigerian society. The impact of home video on culture, religion and moral behaviour has generated a lot of concern and uneasiness to many Nigerians. Much fear looms in the area of traditional values and culture of Nigerian nation; even though some claims that it is merely for entertainment and as such does not raise any pertinent moral questions. The truth and reality of the video industry confronts us with a situation which demands immediate response; hence the problem remains how the Nigerian home video/movies industry affects the moral behaviour of secondary school students in Ebonyi State of Nigeria.

Research Questions

The following questions guided the study:

- (1) How does home video/movie industry affect the moral behaviour of secondary school students in Ebonyi State?
- (2) How could the impact of home video be ameliorated among secondary students?

Methodology

The study adopted a survey research design aimed at investigating the impact of home video/movies industry among secondary school students in Ebonyi State. The population comprised of all the CRS teachers in the state which is estimated at 322 teachers (Uche, SEB records Unit 2016). The researcher selected only 200 CRS teachers out of the 322 teachers in the government owned secondary schools using purposive sampling technique. The reason for selecting only teachers from government owned schools is to ensure that all of them possess the same character or features. The researcher adopted structured response questionnaire for data collection. The instrument was validated by experts in measurement and evaluation to ensure clarity of items, relevance to the purpose of research and appropriateness of language style and expression to respondents.

The questionnaire were distributed to the teachers in their various schools and collected immediately after completion. Mean was used to analyze the data obtained. Criterion mean of 2.50 was raised to guide the interpretation of data. Any score from 2.50 and above were accepted while those below 2.50 were interpreted as rejected.



Results

Table 1: Mean Scores of Respondents on how Home Video/Movies affect the Moral Behaviour of Secondary School Students in Ebonyi State

S/N	Statements	\bar{x}	Remarks
1.	It brings about violence and aggressive behaviours on the viewer	3.6	Accepted
2.	It bring about poor academic performance	2.5	Accepted
3.	It affect effective brain development	2.5	Accepted
4.	It encourages poor reading culture	2.8	Accepted
5.	It causes rise in crime rate	3.8	Accepted
6.	It leads to immoral practices	3.9	Accepted
7.	It influences the viewer orientation	3.0	Accepted
8.	It deals on the emotional sensation of the viewer	2.8	Accepted
9.	Some programmes could be obnoxious and vile	3.5	Accepted
10.	It occasional represents and as suits of the altering visual images like in the case of pornographic shows.	2.9	Accepted
11.	it could change and affects viewers modes.	3.0	Accepted
12.	It could lead to laziness and lack of interest in other household chores.	3.1	Accepted
13.	It decreases social interaction time	3.5	Accepted
14.	It also teaches children to expect instant	3.0	Accepted
15.	It damages the cultural image of Nigeria	3.5	Accepted
16.	It encourages religious triumphalism	2.9	Accepted
17.	It brings about sexual assents or other sexual related immoralities.	3.9	Accepted

Grand mean 3.23

Table 1 above shows that items 1-10 on how home video/movie industry affects the moral behaviour of secondary school students in Ebonyi State obtained a mean above 2.50. The grand mean of 3.23 indicates high level of acceptance of the items in the above as the impact of home video/movie industry on secondary school students.



Table 2: Mean Scores of Respondents on how the Impact, could be ameliorated among the Students.

S/N	Statements	\overline{x}	Remarks
	Negative impact of home video/movie could be ameliorated through:		Accepted
18.	Effective teaching of Christian moral education	3.8	Accepted
19.	Parents to take control of what their family's view and habit of view it.	3.9	Accepted
20.	By educating children especial primary and secondary school students on the good and bad effect of home videos.	3.0	Accepted
21.	Enforcing restriction on their taste to avoid incessant viewing.	3.5	Accepted
22.	Limiting the amount of time children spend watching movies.	2.8	Accepted
23.	Encouraging children to criticize and analyse what they have learnt.	2.9	Accepted
24.	Watching together with the children so as to explore media together and discuss their educational value.	3.5	Accepted

Grand Mean 3.34

Table 2 shows that respondents agreed with the items listed above as ways of ameliorating the impact of the home video/movies among secondary school students in Ebonyi State. The grand mean of 3.34 is above the criterion mean of 2.50 which shows high level of acceptance of the items as ways of ameliorating the impact of home video/movies among secondary school students.

Discussion

Result as show in Table 1 showed a grand mean of 3.23 which indicates high rang of acceptance on the impact of home video/movies on the moral behaviour of secondary school students in Ebonyi State. This is finding quite understanding because most of the movies on the television affect Nigerian religion and social values. This is in line with Kolade (1996) who said that the effect of what the home video display is one of the major factors that destroys Nigerian tradition heritage. In his statement Nigerian tends to buy ideas from the western world and drops the rich cultural heritage of people. No wonder most of our youths lacks family attachment, respect for elders and constituted authorities. This finding is interesting because lack of respect for cultural laws, personalities and oneself constitute the basic of moral degradation in Nigeria. According to Uganwa, what we view tends to create a world of visual associations, that is, it alters our visual mind are destroyed. Television movies is a sources from which behaviour could be learned, and most of the behaviours if not corrected guided or checkmated and could lead to total destruction of the individual especially in the case the adolescents. Most films/videos are violent aggressive and anti-social in nature hence could dead to developmental brain change, an increase in stereotyping and inhibition of creativity and imagination, which tends to affect academic performance of school children.

The findings of Table 2 of revealed various ways in which the impact of home video/movies could be ameliorated among secondary school students in Ebonyi State. The respondents however agreed that approaches like sanitizing children on the good and bad effect of home videos/movies, taking control of what children view in the television, watching movies with children, encouraging children to criticize and analyze what they have learnt would go along way to ameliorate the impact of home movies in Nigeria. This is agreement with the findings of Idown (1988) who said that parents could guide what they children watch; as a measuring of eliminating all the unwanted behaviour associated with what is being displayed in the home videos. This is quite interest because parental guidance has a lot to do in the child's behaviour. Parents who watch television, movies with their children stands better chances of knowing what they watch that others who do not. No wonder Agunwa (2009) said that any person watching a single violent movie can become more aggressive especially if the person is a child or adolescent. Movies like power rangers, Averts or spider man could change a child's mindset of his world.

The findings also revealed the adequate and effective teaching of Christian moral education could help in during children's moral education is majority geared towards shaping a child's moral behaviour. This implies that



proper teaching and guidance could help ameliorate the consequences of the impact of home video/movies among secondary school pupils.

Recommendations

The following recommendations were made:

- 1. The government of Nigeria both at the state and federal level should strategize on screening and regulating what the movie industry is displaying through television shows so that the cultural, social and moral behaviour of the society is not destroyed.
- 2. Since television has tremendous impact on all, its management is necessary so that the desired effect will be achieved. Parents as a matter of fact should direct and restrict what their children watch. This means that parents should devote time to teach children on the positive and negative effect of what they view.
- 3. Television videos/movies is a laudable means of communication and so should not be banned, but should be regulated by communication bodies, hence the need to ban some movies that contradict our culture, tradition and moral.
- 4. Television movies should not be viewed by children in isolated places like their rooms; rather it should be placed where adults will guide what they view.
- 5. Effective teaching of moral education should be encouraged both in the schools and at home to ensure that children learn and understand the need for compliance.
- 6. General public should speak out to the media organizations on the quality entertainment that could edify the moral upbringing of a child, that airing such that could lead them into violence and immoral sexual practice.

Conclusions

The research identified various home movies and that some of the movies has negative impact on the moral, psychological, emotional and cultural lives of the viewers. Thus, there are many ways the negative effect of home movies could be ameliorated in our society especially among secondary school students in Ebonyi state. Solution to the myriads of home movies has also been sought, thus the need to adhere strictly to the demands of parents, hence they are children's first care giver. If the negative impact of home movies are not checkmated it will mar its usefulness as a loadable means of communization.

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