

UTILIZATION OF CONTENT GENERATION TOOLS AS PERCEIVED BY GRADE 12 HUMSS STUDENTS AT BESTLINK COLLEGE OF THE PHILIPPINES

ABSTRACT

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Technology-supported education fosters an information-rich environment and encourages autonomous learning, driving innovation and the development of practical skills. Understanding emerging educational trends is essential for informed policymaking, helping schools adapt to evolving technological landscapes and enhance learning outcomes. When integrated effectively, technology can stimulate creativity by providing students with tools such as digital design software. These tools support brainstorming, project development, and real-time feedback, thereby enriching students' creative processes. This study used the cluster sampling technique to ensure an unbiased and representative survey. Cluster random sampling is a probability sampling method in which a large population is divided into smaller groups, known as clusters, and a random selection of these clusters is used to form the sample. This approach helps ensure that the data collected accurately reflects the characteristics of the overall population. A survey questionnaire served as the primary research instrument. Surveys are widely used in the social sciences to gather evidence on knowledge, attitudes, and behaviors. In the context of health care and education, they are also valuable for quantifying qualitative insights and informing policy decisions. By asking structured questions to selected individuals, a survey-based research design enables researchers to generalize findings from the sample to the broader population. Table 2 shows that computer collaboration can enhance students' creativity, particularly in presentations. The highest-ranked item, with a weighted mean of 3.78, is the statement: "Visual design captures attention, and more appealing designs are likely to receive the most attention," which was rated as Strongly Agree. The discussion highlights the summary of findings, conclusions, and the proposed recommendations or action plan. Its primary purpose is to provide an overview of the study's key insights and outcomes. The findings indicated that the effectiveness of enhancing creativity through computer collaboration is rated as "Strongly Agree", particularly in terms of cognitive enhancement and entertainment. However, the most commonly encountered challenge in computer collaboration is related to productivity. In response to these findings, an action plan has been proposed to assess the utilization of content generation tools as perceived by Grade 12 HUMSS students at Bestlink College of the Philippines.

RECOMMENDED CITATION

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