

Article Citation Format

Bassey, D.D., Adegbenro, D.R. & Longe, O.B. (2021):
 Towards The Evaluation of the Effect of Desire for Smart Phone Usage Among
 Socio-Economically Disadvantaged Youth in North-Eastern Nigeria. Journal of
 Digital Innovations & Contemp Res. In Science., Engineering & Technology.
 Vol. 9, No. 1. Pp 15-32
 DOI: dx.doi.org/10.22624/AIMS/DIGITAL/V9N1P2

Article Progress Time Stamps

Article Type: Research Article
 Manuscript Received: 18th Dec, 2020
 Review Type: Blind
 Final Acceptance: 12th January, 2021

Towards The Evaluation of the Effect of Desire for Smart Phone Usage Among Socio-Economically Disadvantaged Youth in North-Eastern Nigeria

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ABSTRACT

Increasing cases of peer pressure and social exclusion have raised concerns about the integration of socio-economically disadvantaged youths, we examine the role of social exclusion and the moderating effect it has on youth within community, this research extends conventional methods of exclusion by studying multiple outcomes: victimization, isolation, and rejection and it was discovered that (victimization, isolation, and rejection) has high impact on youth who are socio-economically disadvantaged, youths who fall under this category were rejected more than majority of youth who are of the opposite sex. Peer pressure and social exclusion has the highest percentage in terms of what drives socio-economically disadvantaged youths' desire to own a desired mobile phone, in the order of rating this was followed by loneliness, frustration and fear of being left out. It was also found out that rejection from opposite sex is a common phenomenon in community. The findings also demonstrate that, in addition to victimization, subtle forms of exclusion may impede the social integration of youth.

Keywords: Evaluation, Effect of Desire, Smart Phone, Usage, Socio-Economy, Youth, North-Eastern Nigeria

1. INTRODUCTION

Internal displacement refers to the forceful migration of people from their natural habitat or homes, which can be caused by events such as, natural disasters (e.g. flood, earthquake), and man-made disasters, conflict and violence (e.g. Boko Haram insurgency, herdsmen and farmers conflict) to a place of refuge, but are still within the borders of their country (Ejiofor, Oni, & Sejoro, 2016). The population of internally displaced people (IDP) in Nigeria as at 31st of December 2019 is 2,583,000 as reported by the Internal Displacement Monitoring Centre (IDMC 2019), and 80% of this population are found in the North eastern region of Nigeria according to The National Emergency Management Agency (NEMA), as stated in (Mukhtar et al., 2018). The high population of displaced people in the Northeast can be related to the conflict between the Nigerian Government and the Boko Haram insurgent group that has been a major problem since 2009 (Eme, Azuakor, & Mba, 2018).

This crisis has led to loss of lives and properties, which is what prompts people in the affected region to migrate to other areas for safety but are still within the borders of the country. The people affected by this crisis after eloping from their homes, often end up settling in IDP camps and host communities where the Government, Non-Governmental Organizations (NGO) and other humanitarian organizations (for example, UNHCR, WHO) help the victims of such crisis with basic amenities such as; shelter, security, water, food, and healthcare. However, the high population of displaced persons which has continued to increase till today, has made the living conditions found in these camps to be deplorable, the relief items being provided to them by humanitarian organizations are also insufficient (Eme et al., 2018). Some of the problems that these IDPs are plagued with, includes inadequate healthcare, lack of clean water, malnutrition, poverty, inadequate sanitation and hygiene, child and gender based violence, lack of education (Gwadabe, Salleh, Ahmad, & Jamil, 2018).

Mobile phone technologies have ushered in tremendous possibilities, seeking to replace personal computers and laptops because of the inbuilt memory capacities and functionalities. It has boosted communication in particular which has been an integral part of our daily activities. Verkasalo et al. (2017) revealed that with the advent of smartphones which are devices that double as mobile telephone and as a handheld computer; a lot of social and electronic interchange have gone hay-wire. It is no longer luxury to purchase one than when it was first introduced, it is now a necessity. Another factor that endeared smart phone to users is that mobile applications (apps) were continuously added to the phone that indefinitely multiplied the functionalities and put an endless number of possibilities accessible with just a few taps of the finger. Ahad and Anshari (2017) revealed that these smart phones are equipped with multifunctional capabilities and features such as Internet access, cameras for video and pictures, and MP3 players that have made them cherished by the people.

1.1 Internally Displaced People in Nigeria

Internally displaced people are people that have been forced to elope from their natural place of habitat or homes that are still within the borders of their country, or have moved across internationally recognized borders Gwadabe et al., (2018) as refugees. Forced displacement can be caused by different reasons; man-made disasters (e.g. armed conflict, terrorism) or natural disasters (e.g. climatic conditions) (Chinwe & Oparaoha, 2018). The disaster that leads to displacement causes victims to lose their means of livelihood, properties, and even loved ones, and they become helpless and exposed to various vulnerabilities. The population of internally displaced people (IDP) in Nigeria as at 31st of December 2019 is 2,583,000 as reported by the Internal Displacement Monitoring Centre (IDMC, 2019). Nigeria has the worst IDP situation in Africa which has made it become the third in the world, after Syria and Columbia (Lenshie & Yenda, 2016). Mukhtar et al. (2018) in their study stated that 80% of the IDPs in Nigeria are found in the North-eastern part of Nigeria according to The National Emergency Management Agency (NEMA). This high population of displaced persons in the North east region of Nigeria is as a result of the attacks from the Boko Haram terrorist group that has been ongoing in the country for almost a decade now.

The Boko haram religious terrorist group started its attack against the Nigeria Government in 2009 in Maiduguri, Borno state (Gwadabe et al., 2018). Borno state is one of the North eastern states in Nigeria, it contains 27 local Government areas, and about 20 of these local governments areas are controlled by the Boko haram terrorist group, and the Government controls the remaining 7 (Sambo, 2017). This provides evidence to the reason why Nigeria has had an overwhelming population of IDPs from the year 2009, because the population of people that are displaced due to natural disaster is only about 2.4% and 12.6% is from the Fulani herdsman crisis with farmers while 85% of the total population of IDPs in Nigeria are from the terrorist attacks in the North east (Nwaoga, Okoli, & Uroko, 2017). Adamawa and Yobe state are also North Eastern states that have a high population of IDPs after Borno state, with a distribution of 18%, 13% and 63% respectively, because they have also experienced attacks from the terrorist group, the population in Gombe, Bauchi and Taraba are not as high as the aforementioned states (Lenshie & Yenda, 2016).

IDP camps were created for victims of this terrorist attacks in the local Government areas that are safe from the attacks, they receive donations of relief items, from well-meaning Nigerians, international Government and agencies (Nwaoga et al., 2017). Some of the donations that were made to IDP camps from various individuals and organizations as reported by Odufowokan (2016) in Lenshie and Yenda, (2016) are; 6.5million naira from Aliko Dangote and other individuals; 800 million US Dollars from the World Bank; 248 million US Dollars for rebuilding the North East from United Nation Development Bank (UNDP); 200million Dollars from the United States; 750 million Naira from Saudi Arabia; and 9million Naira from the Australian Government. Other forms of non-monetary support have also been reported; the donation of seeds (maize, sorghum, millet, groundnut, and cowpea) to over 6,000 households in Adamawa and Borno states by the U.S Government through its Agency for International Development (USAID). United Nations International Children Funds (UNICEF) has supported the IDPs by making provisions for their poor nutritional condition, health, WASH, child protection, education issues amongst others. The United Nations High Commissioner for Refugees (UNHCR) is also an international organization that provides protection and assistance for refugees, asylum seekers and IDPs, they partner with several other agencies in order to cover a wide range of the humanitarian crises experienced by IDPs.

1.2 Smartphone Addiction

Literature on mobile phone addiction has been given different names such as 'problematic mobile phone usage', 'habitual mobile phone usage', and 'compulsive mobile phone usage' (Kim & Byrne, 2011). However, as a result of the addition of computational features to mobile phones and their enrichment through various applications, which have led to the transformation of mobile phones into today's smartphones, the expression 'smartphone addiction' is now used more commonly than 'mobile phone addiction'. While these concepts are sometimes used interchangeably (Kim & Byrne, 2011). Smartphone addiction is the excessive use of smartphones in a way that is difficult to control and its influence extends to other areas of life in a negative way (Park & Lee, 2012).

There were 4.55 billion mobile phone users worldwide in 2014, of whom 1.75 billion were smartphone users (EMarketer, 2014). While smartphone ownership by adults in America in 2011 was 35%, this rate was 64% in 2015 and younger Americans own more smartphones than others (Pew Research Center, 2015). Having reached such a wide rate of usage, smartphones are now more than just means of communication and affect human life in many different ways, especially as they are the devices which are in closest daily physical contact with individuals (Lee, Chang, Lin, & Cheng, 2014). Along with providing access to information through the internet, smartphones also enable the sharing and production of new material, and provide opportunities for communication, social interaction, game-playing, application use, and the creation of media files. Although smart phones are beneficial which facilitate countless social and individual activities, but the usage of smart phones also come along with various problems in the domestic, academic, occupational, and social spheres (Choliz, 2012).

As a type of problematic usage, smartphone addiction (Salehan & Negahban, 2013) has been described as 'an addiction-like behavior leading individuals to use the cell phone compulsively' (Takao, Takahashi, & Kitamura, 2009). It has been argued that although smartphone addiction resembles other technological addictions it can be much more dangerous because smartphones offer unique features such as portability and ease-of-connectivity (Demirci, Orhan, Demirdas, Akpınar, & Sert, 2014). Smartphone addiction is different from drug-based physiological addictions such as addiction to alcohol or heroin and is behavior-based (Griffiths, 1998; Kim & Kim, 2002; van Deursen, Bolle, Hegner, & Kommers, 2015). The pleasure and excitement that initially arise from the use of smartphones may turn into a condition that is disruptive for both the individual and society in the long term. Overuse of smartphones and habitual checking may eventually push the users into compulsive usage or even to mobile phone addiction (Lee et al., 2014). While overuse causes sleeping problems and various health disorders, it also results in stress (Thomee, Harenstam, & Hagberg, 2011), and physical and mental development problems (Hadlington, 2015; Park & Park, 2014).

When individuals cannot access their smartphones, they may fall into nomophobic behavior such as: '(i) not being able to communicate, (ii) losing connectedness with others, (iii) not being able to access information, and (iv) giving up convenience' (Yildirim, Sumuer, Adnan, & Yildirim, 2015). Previous research on smartphone addiction shows that numerous variables have been taken into consideration. These include: user characteristics (Park & Lee, 2011); life stress (Chiu, 2014); academic success (Kibona & Mgaya, 2015; Mockett et al., 2014; Olufadi, 2015; van Deursen et al., 2015); learning (Lee, Cho, Kim, & Noh, 2015); habits (Chen, Zhang, & Zhao, 2015); age (Kibona & Mgaya, 2015); self-regulation (Jeong, Kim, Yum, & Hwang, 2016; van Deursen et al., 2015; Ko et al., 2015); and duration of mobile phone usage (Hong et al., 2012; Kwon et al., 2013; Lin et al., 2015).

While various features of smartphones have been identified as the causes of addiction (Roberts et al., 2014), the major factors affecting smartphone addiction have yet to be revealed (Pi, 2013). Researchers have stressed the significance of research regarding smartphone usage and argued that it is necessary to conduct many more studies. Furthermore, it has been stated that self-regulation and the duration of smartphone usage are important variables affecting smartphone addiction (Jeong et al., 2016; Kwon et al., 2013; Lin et al., 2015).

1.3 Smartphones Desires

Smartphones are mobile phones that perform many of the same functions as a computer, typically having a touchscreen interface, Internet access, and an operating system capable of running downloaded applications. Smartphones have changed the way individuals interact and bond with the entire world around them (Drago, 2015). In most circumstances, smartphones engage individuals in many more ways than computers can. With the many social networking sites that are available and popular to younger individuals, there is a way to communicate through any medium, whether that is social networking websites, messaging, or e-mail communication.

Although the social networking sites accessible to these smartphones have some positive effects, they also have their share of negative effects. Thus, this makes youth desire for smart phones enormous in order to feel among their peers, because of desperate desires for smartphones youth engage in frivolous activities in order to purchase such gadgets despite being disadvantaged financially. The research will look critically into the relationship between smartphone desires and crimes between socially disadvantaged youths which mostly are 'Shilla boys'

1.4 Addictive smartphone behavior

Internet and smartphone addiction are different from addictions such as alcohol or drugs; the former is behavioral and not substance dependent. Behavioral addiction can be defined as a disorder characterized by (1) behavior that functions to produce pleasure and to relieve feelings of pain and stress, and (2) failure to control or limit the behavior despite significant harmful consequences (Shaffer, 1996). In behavioral addictions, the behavior itself – think of using smartphones, social media, or gambling – act as a reward. Whang, Lee, and Chang (2003) consider Internet addiction as "an impulse-control disorder with no involvement of an intoxicant; therefore, it is akin to pathological gambling" (p. 144). Internet and other digital addictions are often the result of habitual behavior used to relieve pain or escape from reality (Huisman, Garretsen, & Van Den Eijnden, 2000).

When the use of the Internet or smartphones becomes addictive, this might result in negative effects on financial, physical, psychological, and social aspects of life (Young, 1999). Although the Internet in general, and the mobile Internet on smartphones in particular have similar features making the type of addiction similar (Kwon et al., 2013), smartphones have unique factors, such as (screen) size, applications, ubiquity, and flexibility in both time and space (Nielsen & Fjuk, 2010). The large variety of available applications promotes the intensive use of smartphones and the need of being online (Okazaki & Hirose, 2009).

1.5 Habitual Smartphone Behavior

Excessive and impulsive smartphone behavior can be explained by problematic habitual involvement (Oulasvirta, Rattenbury, Ma, & Raita, 2011). Habits are formed through repeated acts in certain circumstances (Oulasvirta et al., 2011). In cognitive research, habits are defined as “an automatic behavior triggered by situational cues, such as places, people, and preceding actions” (Oulasvirta et al., 2011, p. 2). Habits are behavioral acts without self-instruction or conscious thinking (LaRose & Eastin, 2004), and can have both positive and negative effects (Wood & Neal, 2007). Habits enable multitasking and accomplishing complex tasks, and provide control over behavior in novel situations (Wood & Neal, 2007). Habits furthermore have a positive social feature, because habits characterize a person and predict that person’s actions (Oulasvirta et al., 2011; Wood & Neal, 2007). On the other hand, maladaptive habits can cause unintended behavior activated by internal or external cues interfering with other acts, for example when people experience excessive urges such as unintended smartphone checking. This could interfere with daily life if it is not limited by regulations or social norms (Rush, 2011).

Smart- phones have the potential to produce new habits related to Internet use, for example, automatic actions in which the smartphone is unlocked to check the start screen for notifications (Oulasvirta et al., 2011). Such automatic actions can be triggered by external (ringtone) and internal cues (emotional state, urge). When previous actions resulted in desirable outcomes, those actions are likely to reoccur. The frequency of these actions and the salience of the reward determine the strength of the habit (Rush, 2011). Strong habits are repeated more often and are easier provoked by cues compared to habit that are less automatic (LaRose & Eastin, 2004). This can reach the level where they become annoying, such as inappropriate use of a smartphone at restaurants, concerts, and/ or family gatherings. When the smartphone is removed, panic attacks or feelings of discomfort might emerge (Young, 1999; Shaffer, 1996).

2. THEORETICAL FRAMEWORK

Theories guide scientific study, assumptions, and relationships (Bates, 2005). Theories connect scientific intentions about a research by providing an understanding that can help to explain a phenomena (Gray, 2013). This study adopts two theory, these are the theory of Use and gratifications and theory of planned behavior.

2.1 Theory of use and gratifications (UGT)

Use and gratifications theory helps in the understanding of human behavior when they use computers and other related devices based on certain background characteristics. It also uncovers differences motivating people to choose using particular types of mass media device like smart phones (Elhai et al., 2017). Social control and relationship could be one of the significant issues relating to the use of smart phone use (Park, Kim, Shon & Shim, 2013). Thus, UGT can explain how people with certain types of psychological and/or demographic characteristics may be drawn to increasingly use specific types of technology.

Use and gratification theory was originally crafted by Blumler and Katz in 1974. According to Ahad and Anshari, (2017), the UGT was formulated with five important assumptions. These postulations are:

- i. Users of technology actively select from various media
- ii. Users’ media selection is usually based on own’s fulfillment or gratification
- iii. the various media compete for users’ choice;
- iv. Personal, social and contextual factors are core determinant of users’ activities; and
- v. The interrelation between media usage and its effects as supported (Reinhard & Dervin, 2009).

Consequently, UGT explores the different social and psychological needs technology users and gratifications that are met when individuals use technologies (Chen, 2011). Finally, Uses & Gratifications theory (UGT) enables researchers to forecast technological effects when the types of gratifications are identified (Foreger, 2008). Youth desire for smart use and attendant gratifications do really realign with the theory of use and gratifications. The social and other contextual factors that prompt the excessive desire for smart phone would be investigated with this theory. The UGT has four constructs as propounded by Blumler and Katz in 1974 are:

- i. Diversion: this explains escape from everyday problem
- ii. Personal relationship: technology and media are used in order to initiate and sustain personal relationship.
- iii. Personal identity: identity issues are prominent for everyday life of an individual; therefore, people use smart phone to discover their personal identity.
- iv. Surveillance/information gathering: the reason why people use technological devices is to obtain information

2.2 Theory of planned behavior (TPB)

Theory of planned behavior is typically used to understand and predict human behavior. This theory presupposes that behaviors are determined by intentions and this intention gives rise to action under a given condition (Kan & Fabrigar, 2017). The theory of planned behavior is based on an individual's attitudes towards myriads of external influences and their effect on that individual's behavior. Theory of planned behavior stemmed from the theory of reasoned action (TRA), these two frameworks were crafted based on human behavior on the premise that individuals make reasoned and logical decision by evaluating the information available to them. In other words, the Theory of Planned Behavior helps to describe actions and behavior of individuals that are irrational or sporadic. Hagger and Chatzisarantis (2014) posited that the theory provides a framework for developing intentions. People's intention serves as predictor of behavior and effect attitudes, subjective norms, and perceived behavioral control on behavior. The theory of planned behavior has three main constructs; these are perceived behavioral control, perceived power, and control beliefs.

2.3 Conceptual Framework

Theory of planned behavior and theory of use and gratification altogether will be conceptualize to suit this research, both theories were adopted based on the limitation of each of the theory

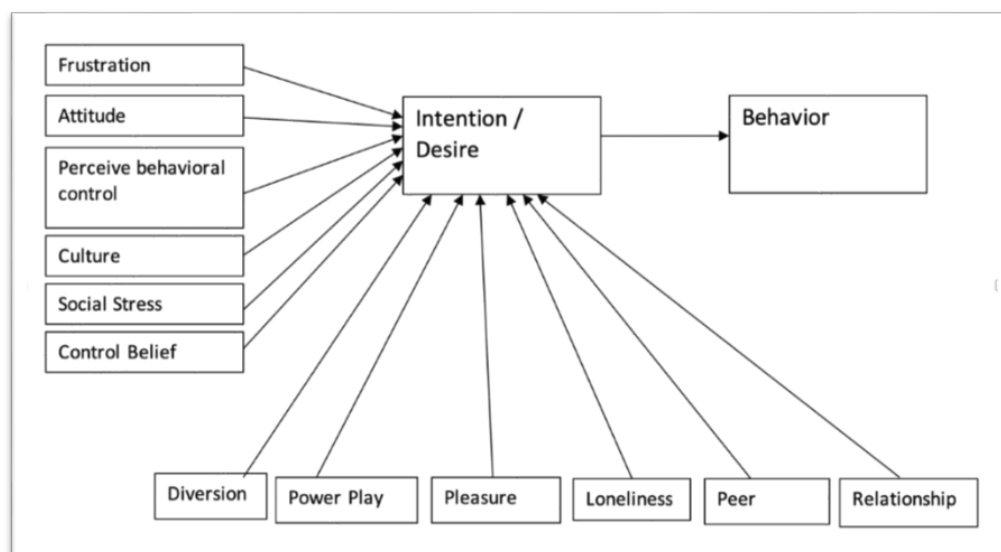


Figure III: Conceptual framework for smartphone use desire among socio-economically disadvantaged

3. RESEARCH DESIGN

The research design adopted by the researcher is an interpretive approach, which is commonly used for case study research. Yin (2003) defines case study research as “empirical inquiry that is used to investigate a contemporary phenomenon within the context of a real-life, especially when there is no clear evidence between the contemporary phenomenon”, case study research concerns an investigation of a situation, one of the benefits of case study research is that its facilitate in-depth investigation of a phenomenon or real-life situation Yin (2004), the disadvantage of a case study research is that the result cannot be generalized “generalizability is limited” due to cultural difference or organization structure (Bryman & Bell, 2011). During a case study research, the choice of a case is vital in order to ensure good quality research (Bryman & Bell, 2011).

Interpretive case study research is either single, embedded, multiple, or holistic research follow either mixed method, quantitative methods, qualitative research, or the mixture of both methods (Creswell, 2009; Yin, 2003; Walsham, 2006). The choice of technique to be adopted depends on how the researcher views the problem been researched (Bryman & Bell, 2011). Research can be categorized as either qualitative or quantitative, the distinction between the two methods is not always obvious but sometimes complex and interwoven, a qualitative research involves analyzing quantitative data, which implies involves the researcher using number as research measurement, conversely a qualitative research focuses on interview words when analyzing the collected data (J. W. Creswell & Miller, 2000b). Additionally, mixed-method research involves a combination of both qualitative and quantitative strategies.

Qualitative research is related to an inductive orientation (Bryman & Bell, 2011). Stake (1995) gives a clear distinction between quantitative and qualitative research. An inductive approach is being adopted for qualitative research, why the deductive approach is being used in quantitative research. Qualitative research provides a better understanding of phenomena been investigated within a real-life context, while quantitative research involves a deductive approach, and a hypothesis has to be tested (Bryman, 2006). In qualitative research, design evolves when the research process is ongoing because the outcome of the study cannot be predicted, but in quantitative research, the research designed is always in place before the research is being done (Sidhu, Jones, & Stevenson, 2017). In order to have in-depth understanding of the phenomenon being investigated, this research will adopt an interpretivist approach.

3.1 Method of Data Collection

Research methods are the approach adopted by the researcher for data collection and analysis; different data collection methods are used in qualitative research, the most commonly use data collection method is focus group, interview (group or individual), observation method and action research. A combination of two or more data collection methods (focus group, interview) enhances the research credibility, irrespective of the method of data collected adopted (Gill, Stewart, Treasure, & Chadwick, 2008). This research will adopt an interview as a source of data collection; the research interview is of three types, namely semi-structured, unstructured, and structured. A structured method of data collection involves the researcher administering questionnaire verbally, which contain predetermined questions that seek answers (Nodari, Oliveira, & Maçada, 2016)

Due to the research time, constraint structure interview is being adopted in this research because they are easy and fast to administer, and it plays a key role if the researcher needs quick clarification of certain questions from the respondent (Journal & Volume, 2017). The researcher will engage the respondent on an individual (one to one) and focus group (group setting) discussion in order to gather data about their motivation to commit crime due to desire for smart phone usage. Data collecting in qualitative research is always time-consuming. Therefore data is usually collected from a smaller sample (Kaya, 2013), in opposition to what is adopted in a quantitative approach. The purpose of the interview method is to ensure the respondent share their thought, ideas about what motivate them to commit crime and the role of smart phone desires.

The conceptual framework adopted by the researcher will be used as a guide to developing interview questions commonly known as research instruments, face to face interview method of data collection enable the researcher to have a deep understanding about the experience, individual behavior and belief from there respondent (Fullwood et al., 2018). Snowball Sampling, also known as chain referral sampling, is a method used to select the participant for this research, which is a non-probabilistic (non-random) sampling method (Waters, 2015). The snowball sampling method involves primary data respondents to nominate another potential primary data source to be interviewed or recruited for the research (Emerson, 2018). The snowball method is based on referrals from the initial respondent interviewed. This method is usually adopted when a research focus is being on a specific organization or location; in this case, Yola and Jimeta metropolis, for primary data collection. Once a respondent is identified, he/she helps out in recruiting other employees by providing contact details (Etikan, I., Alkassim, R., & Abubakar, 2015).

Table 1- Participants Demography

Category	Gender	Number of Participants	Age Range	No. of years in community (IDP Camp)
Interview	Female	5	18-25	4-5
Focus Group	Female	5	18-30	5 - 6
Interview	Male	8	40-60	8 (Community Leaders)
Interview	Male	12	18-35	4-5
Focus Group	Male	10	18-30	6

4. DATA ANALYSIS METHOD

Data collected from the respondent were audiotaped and later transcribed into a word document, the discussions with the subject were also transcribed and the observations were aggregated, a thematic analysis was performed on the transcribe data in order to enable viewpoints comparison across groups, this process involves the open-coding of text, followed by codes grouping into categories, the categories are then further sub-divided into various key themes (J. W. Creswell & Miller, 2000b). Once the process is accomplished, the codes and themes were discussed with the researcher supervisor because the data were qualitative in nature, the transcribe data is about 13 pages, the audiotaped recorded is thematically coded using Microsoft word 2017. Researcher justification for adopting Microsoft word 2017 is because of the researcher familiarization with the software, NVIVO Version 11 is also an option though but due to the nature of the data collected and the research nature, NVIVO wasn't adopted ("Using Microsoft Excel to code and thematically analyze qualitative data: a simple, cost-effective approach.," 2016).

All data used in the research is collected from the different unit of the organization. The data analysis follows the following steps:

- Stage 1 - Familiarity with data
- Stage 2 - Initial codes generation
- Stage 3 - Themes construction
- Stage 4 - Review the identified themes
- Stage 5 - Defining themes
- Stage 6- Producing the write-up

Table- 2: Result Of Data Analysis

Raw data	Preliminary codes	Final code
I have good taste for good smartphones, but I control my desire by limiting my friends circle because they can influence me negatively , other people who can't control their desires in this camp end up involving in crime just to feel among. Just because they want to be accorded respect due to the type of smart phone been used	i. Inability to control desires ii. Moving with groups in negative influence iii. Accordance of respect because of gadget been used	iv. Self-esteem v. Personal identity vi. Social stress vii. Peer pressure
- N	- N	- N

All the raw interview data/transcript was conscientiously coded using this method with a view of obtaining the codes.

Stage two: The codes generated were pooled together as shown in the table below

Negative influence from peer groups	Social pressure	Peer group
Force accordance of respect from community	Force recognition or respect	Self esteem
Isolated from friends in the community	Fear of isolation	isolation
Negative and self-selfish desire for gadgets that couldn't be afforded.	Negative Desire	Anxiety
Desperation for using smart phone gadgets	Desperate Desire	Personal Identity
Inability to withstand negative influences	Influences from peer group	Social pressure / Peer pressure
Fear of being left out among friends	Fear of Loneness	Loneliness
Personal identity among friends and community	Forceful respect from peer	Personal Identity

Sorted Codes generated in accordance with the Dimension of Research Model

Loneliness	Social Exclusion from peers	Intimidating reputation
Recognition	Control	Ability to control others
Personal Identity	Norm	Forceful respect from peer groups
Pleasure	Social identity	To intimate peers' group
Anxiety	Peer pressure	
Social stress	Recognition	
Social norm	Relationship	
Peer pressure	Norm	Norm among teenager in IDP camps
Social anxiety	Personal identity	
Entertainment value	Group Identity	
Diversion	Surveillance	
Relationship	Wrong group of friends	
Surveillance	Intention	
Attitude	Recognition	
Control	Force respect	
Control Belief	Culture	Cultural Belief
Frustration	Social Pressure	Frustration from poverty and unhygienic environment
Power play		Desperate action to be the domination or intimidating group
Fears of been left out by or abandon government		Forcefully fighting for their future
Fears of the Future		
Lack of education in IDP camps		
Fear of Hunger		

Summary of Data Analyzed

Common themes	Themes aligned with the research model	Unexpected themes
Personal identity	Loneliness	Fear of Hunger
Group Identity	Social Pressure	Lack of education
Surveillance	Peer pressure	Fears of the Future
Wrong group of friends	Personal Identity	Fears of been left out
Intention	Entertainment value	Power play
Recognition	Diversion	Frustration
Force respect	Relationship	Control Belief
Social stress	Peer pressure	Culture
Social norm	Recognition	Anxiety
Peer pressure	Attitude	
Social anxiety	Control	
Surveillance		
Social Pressure		

5. DISCUSSION BASED ON THEORETICAL PERSPECTIVES

6.1 Social Influence

The first influence or factor for smart phone ownership is the influence of peer group members. Youths who participated in the focus group discussions said they owned their mobile at a tender age and it wasn't purchased for them by their parent, they see it as a thing of pride in the community getting their smart phones themselves even though it's through illegal means, few of them where got the phone through their parent as a gift in recognition of the children's good academic performance. But youths in this category are not satisfy with the smart phones gotten for them, in compares to the one been used by their contemporary who are even not educated, so they are most times influence negatively to follow wrong path in acquiring their desire smart phones. This finding clearly suggests that smart phones may be one of the most popular way to show dominance and evidence of big boys and girls in IDP community, just to intimidate other youths that are not in the same level socially and economically.

Secondly, almost all respondents who participated in the focus groups perceived that smart phones as the most useful communication device with their friends and families either through social platform or calls. Indeed, one respondent said: 'I think it can make me feel like I'm a grown up already, I have a phone, I can call people, send messages to people, I can do all kinds of stuff, play games on the phone'. As evidenced in this study, smart phones were seen by youth as a communication device that facilitates contact, or convenience of communication. This is an important factor during the youth's initial decision of owning smart phones. The respondents regularly mentioned "fear of not been left out in the community and global world in general" when discussing their smart phone desires and use. Thirdly, both safety and emergency and access to all social platforms were among other important factors identified by the youth as reasons for owning smartphones. Throughout the focus group discussions, the youth said they also needed smart phones for security. For instance, in the event of unwanted scenario or illness or attack on the community it would be easier to them to contact their family member around the community, also posting deplorable state of the IDP community online gives a global awareness to people and in most cases accelerate government intervention in the deplorable state of their education and development.

Finally, most of the youth who participated in the focus group discussions said they perceived smart phones as a status symbol. This suggests that smart phones were associated with the 'status' of the owner's economic background. Such finding may indicate that among the youth, the ownership of their peer's smart phones can be questionable. Nonetheless, such purchases are not impossible as in IDP camp, as mentioned earlier, one of the most attractive options for purchasing smart phones among the youth in this community is basically through illegal means, because most of the youth possess expensive smart phone and still residing in IDP camps with their immediate families. Most of the youth smart phones if sold can get decent accommodation in other community with development. Finally, it was established that the influence of peer pressure on these youth also accounted for desperation to own a smart phone. Words like 'jealousy,' 'peer group pressure,' 'force,' 'been excluded socially' and 'want' were mentioned frequently by the respondents in order to fulfill their need to own a desirable smart phone.

5.1.1 Peer Pressure

Peer pressure in this research extended beyond general encouragement and often took the form of bullying. Bullying was reported to include the frequent use of taunts, which included idiomatic expressions or slang terms that were meant to shame peers into joining groups with negative ideology. This was seen most often among males. Typically, some youth reported these terms were used when they had initially refused encouragement from peers to engage in unhealthy behavior. One participant described the experience of being pressured by a group of individuals to join group with negative ideology.

5.1.2 Rejection

Rejection in this research reflects preferences regarding which peers were perceived as socially undesirable within the community context. It was based on the following sociometric item: "Who need to earn you place among us?"

5.1.3 Victimization

Peer victimization in this research was assessed by three items asking participants how often in the past month they had been bullied, teased, or has been made to feel scared. Respondents reporting any of these experiences at least once a week, or all three experiences monthly were categorized as having been victimized. This is consistent with definitions of victimization as frequent and ongoing events (Olweus [1993](#)).

6. PERSONAL INFLUENCE

The influence or factor for smart phone ownership is the personal influence due to selfish interest despite the fact that most of the youth are economically disadvantage but still yet they parade expensive smartphones without any concrete means of income that could afford them the luxury of the smart phones been paraded. Youths who participated in the focus group discussions said they owned their mobile at a tender age and it wasn't purchased for them by their parents. When asked how they perceived their smart phones, the youth indicated that smart phones meant everything to them. Among the descriptions that were used to describe their attachment to their smart phones include: 'my life,' 'my heart and soul,' 'my life saver,' 'my life support,' 'my soulmate,' 'my best friend,' 'my friend,' 'my boyfriend,' 'my companion' In these contexts, the youth perceive their smart phones as precious acquisitions that have profound impact in their lives. It is evident from the statements that the youth cannot live without their smart phones. The youth mentioned how smart phones have been accepted as a device that literally permits them feel accepted by other youth in host community despite them residing in IDP camps. In addition, smart phones are seen as of value because due to its multifunctional applications that could be used not only to make calls and send short messages (SMS) but also for Internet browsing, playing games, listening to music, chatting, capturing pictures and videos. As one respondent described it, 'smart phone is a miracle from heaven.' She also said: 'I just like the mobile; if I'm bored, I can chat, go online and contact others, anything and everything, yes'. As implied within this teenager's comments, his smart phone made him feel like he was already an adult and therefore he could do what adults did.

Some respondents also stated that they see smartphones as a stress reliever and to kill boredom. The youth who participated in the focus group discussions also said that smart phones helped them to relax, particularly during the period of emotional stress. For instance, they could play games or listen to music via their smart phones. In fact, one of the most useful features of smart phones is that it becomes a means for them to listen to music and to relax and it also earns them respect in the community. Because they are some groups in the community that members are only accepted based on how expensive your lifestyle and mobile phone cost, most of this youth also feels dominant among the community because they feel more respected why parading expensive mobile phone, more importantly they have the impression of having an advantage when wooing an opposite sex in the community due to their lifestyle that is far beyond their income. This leads to desperation to acquire expensive smartphone despite being economically disadvantaged.

6.1 Personal Identity

Interpersonal relationships also contribute to the development of personal identity. This category contains two subcategories: relationships with peers and family dynamics. Relationships with peers. The subcategory of relationships with peers includes acceptance or rejection by the latter. Attending community gatherings made meeting people easier. For the boys, group games, such as soccer, were also ways to initiate face-to-face interactions with peers. For the girls, the Internet and the school were the two places where they integrated into groups. Even though all the participants said that they had friends of various ethnic origins, some said they felt rejected by their peers, whether they were from Adamawa or elsewhere. Being rejected by peers belonging to the majority ethnic group has discriminatory connotations. In order to avoid being the targets of prejudice, some participants were doing everything to integrate into the ethnic majority peer group. They were even going so far as to reject peers from their own ethnocultural group. Being friends with a person from another ethnic group was another reason for rejection. Family dynamics also include elements that facilitate the development of personal identity: family values, distribution of roles, and relationships among siblings. A constraining component, such as parental control, completes this subcategory. According to the one of the respondents interviewed, family values are elements that facilitate the development of their identity. These values include respect, family, tenacity, and perseverance.

6.2 Results Demography

The qualitative research outcome shows that Peer pressure, social exclusion, frustration, personal identity, fear of being left out, powerplay, recognition drives youth desire in IDP community to own a mobile phone expensive more than their means of livelihood despite socio-economically disadvantage. However, the interviewees did express they were not comfortable discussing this volatile issue with the researcher, in order for it not to be used against some youth in the community, but the researcher guarantee to protect the identity of the respondent, however the respondent also emphasized if there can be a form of programme to educate the youth about the importance of living right and prioritizing education for now

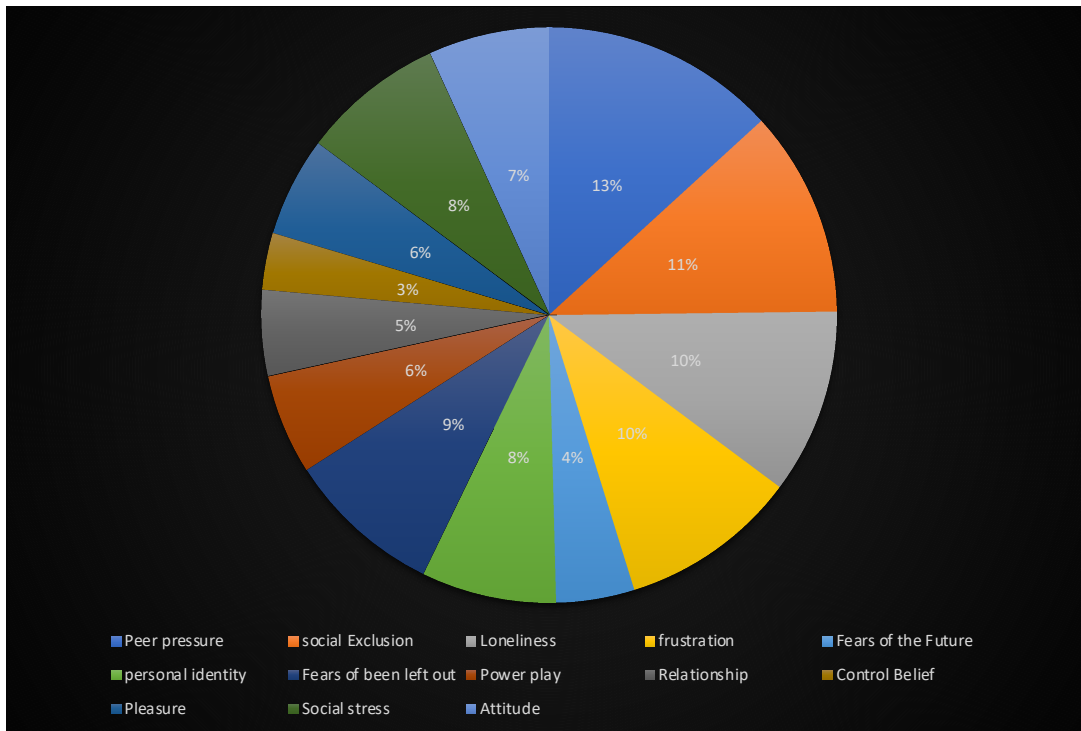


Fig 2: Pie Chart Showing Demographic Data

6.2 Unexpected Themes

Fear of being left out

Most youth in the community live off social media, feeling acceptance or rejection from peers. Peer pressure has been around long before social media, but a self-inflicted peer pressure has received a new name: FOMO — the fear of missing out. **The effect of FOMO on the community youth includes**

- Increased detachment from friends and family
- Increased feelings of loneliness
- Dissatisfaction with one's life

6.2.1 Fear of Future

Due to deplorable states of the IDP camps most youth in the communities has the fear of their future which is unknown but to them its blink due to lack of exposure and quality education in the IDP camp, this sometimes led them to put their future in their own hand thereby involving in illegal livelihood in order to afford their desire smart phone

6.2.2 Social Pressure

The is one of the major factors that influence the youth to get involved in unhealthy activities just to be able to afford their desired smartphones, because of the fear of abandonment by some community youth. 80% of the participant affirm that they once have been pressurize before in order to be accommodated in a group, the resiliency or resistance of the youth involves most times determine

6.2.3 Personal Identity

This is one of the major factors affecting the youth in the community, youth forge their personal identity based on their life style like how expensive their smart phone is, expensive lifestyle, because they assume this is a means for them to be respected by peers within and outside the community, in order to have a social advantage among other youth, despite they are all socio-economic disadvantage.

7. DISCUSSION OF THE RESULT

The research findings were discussed in chapter 4, and the conceptual framework is revised based on the result presented in the previous chapter. The new redefined conceptual framework is an extension of the initial framework presented in Figure 3. The new revised conceptual framework answered research questions raised by the researcher.

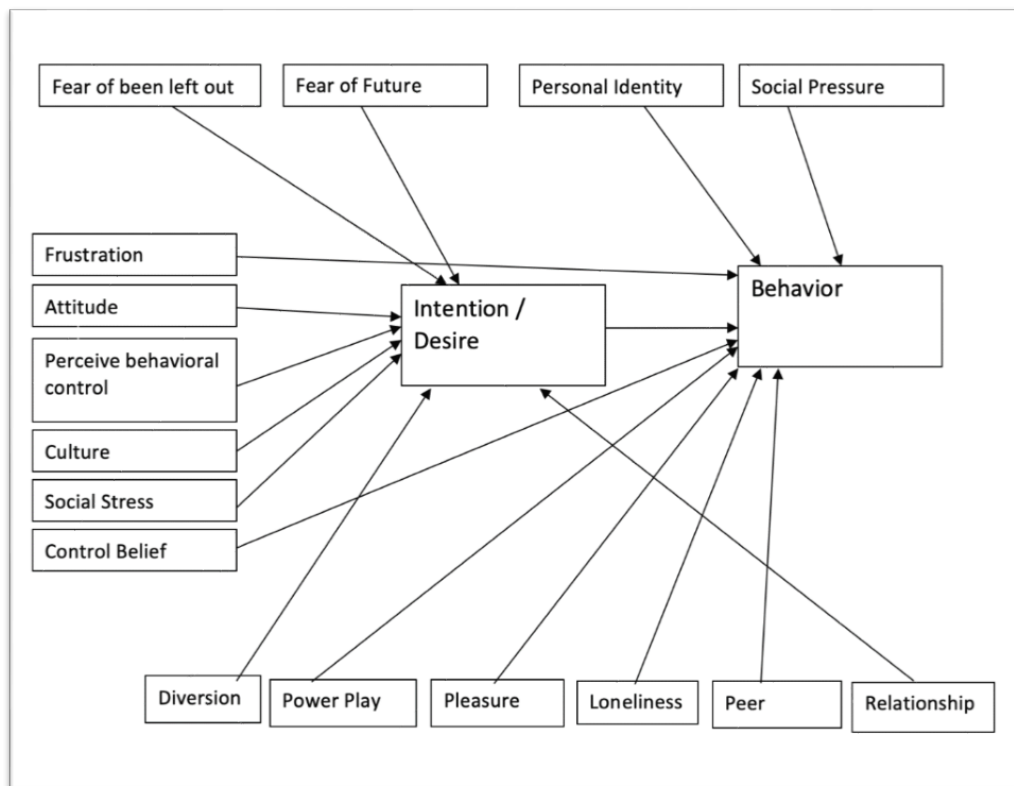


Fig 3: Revised Framework Source: Field Work

7.1 Contribution to Practice

The revised conceptual framework propose in this study, improves the prior understanding of (1) impact of social exclusion on youth desire to own a smartphone (2) relationship between youth desire and motivating factor that encourages them engage in unruly behavior (3) this study contributes scholarly to existing literature because previous research is tailored toward smart phone use not factor that drives youth intention to own a desire smart phone desperately (4) role of loneness in youth desire to own a smartphone despite been socio economically disadvantage

8. LIMITATION AND FUTURE RESEARCH

This study was limited to the northern eastern. The research could not be conducted in three different IDP camps as the researcher desired, IDPs camps are situated in other parts of the country, the findings from this study can only be generalized to the location of the study. Another major limitation was the language barrier, the researcher had to employ an interpreter for the study which was a hindrance to effective communication and the researcher had to rely on the interpretations done by the interpreter. Future research can be done in IDP camps located in other states and regions of the country. Also, the participants of the study were also observed to be easily triggered during the research process, because of their anger towards the Nigerian Government and the issue of misappropriation of funds allocated to them, abandonment of the camps. Hence, getting participants for the study was difficult because they stated that several organizations had come to do interviews and studies with them and there are usually no solutions provided eventually.

9. CONCLUSION

The interpretive case study approach adopted in this study helped to capture an in-depth view of the participants during the interview, the result from the study indicate that that peer pressure, social exclusion, frustration, personal identity, fear of been left out, powerplay, recognition drives youth desire in IDP community to own a mobile phone more expensive than their means of livelihood despite the socio-economic disadvantage. However, the interviewees did express they were not comfortable discussing this volatile issue with the researcher, in order for it not to be used against some youth in the community, but the researcher guaranteed to protect the identity of the respondent, however the respondent also emphasized that government or non-governmental urgent intervention is required in form of programme/sensitization to educate the youth about the importance of living right and prioritizing education for now, in order to avoid producing more miscreant in the society.

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