

**Full Length Research**

# **Information Technology (IT) Policy and Its Effect on Youth Empowerment in Developing Countries: Perspective of Nigerian Youth Entrepreneurship Initiatives in ICT**

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The study evaluates the relevant IT policy objective on youth in developing countries as well as strategies for achieving this policy objective in West Africa Sub-region within Nigeria perspective. New IT opportunities for work and study are opening up on a daily bases across different sectors of the economy. Uses and Gratification Theory (UGT) was used to explain the impact of ICT on youth development in Nigeria. The study adopted survey, existing literature and expo-factor research method. Data for study was collected with the used of questionnaire, interview, newspapers, magazine, Journals and internet. The impact of ICT Utilization and Application of ICT for Youth Empowerment were discussed in the study. The findings of the study shows that, Information Communication and Technology (ICT) in Nigeria has created innovation and foster competition among the youths in ICT entrepreneurship in Nigeria. The study recommends that, ICT should be used to facilitate economic development to create employment for the youths.

**Keyword:** Information Communication and Technology (ICT), IT policy, Youth Entrepreneurship, Federal Ministry of Communication Technology and ICT business

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## **INTRODUCTION**

According Halewood and Kenny (2006) explained that, the first few years of the new millennium saw extremely rapid increases in internet, mobile phone, and computer use in developing countries. Between 2000 and 2003, the developing world gained more than one-quarter of a billion internet users and almost half a billion mobile phones. These new technologies are growing much faster than older information and communication

technologies (ICTs) such as television, radio, mainline telephones, and newspapers.

Young people are more likely to adopt these new technologies for economic, physiological, and social reasons (Dodds, Muhamad, and Watts, 2003). The cost of investing in the skills required to learn how to use the new ICTs is also likely to be less for youth, who are better educated than older generations and may receive training

through school. Moreover, youth find it easier to acquire complex information processing tasks. The tendency of youth to use these technologies is amplified by the desire to use these technologies for entertainment, and reinforced through peer learning and network effects: the value of a mobile phone or internet connection increases over the years.

As a result of this rapid expansion in IT, young people around the world are more able to access information and connect to innovative ideas with other people around the world. In 2005 it was estimated that there were close to 1 billion internet users worldwide. Although the main reason for many youth to use computers, the internet, and mobile phones is socio-economic and entertainment and therefore, the new ICT technologies are having wide-ranging effects on youth transitions.

According to Federal Ministry of Communication Technology (FMCT) (2012) New IT opportunities for work and study are opening up on a daily bases across different sectors of the economy, and the interactive and decentralized nature of these new technologies is providing youth with many more opportunities to obtain information on the use of IT for self empowerment. While the majority of youth in many developing countries still do not use the internet or mobile phones, the experience of those who do use such facilities shows the possibilities and potential benefits (FMCT, 2012:26).

According to an in-depth evaluation of the impact of ICT on youth published in the 2003 by World Youth Report prepared by the United Nations, the study explained that, much impact on the utilization of IT is yet to be fully achieved in Nigeria. Thus, in many cases most report published on the use of IT only explain how the new ITs are being used to enhance youth transitions, without providing systematic evidence on the magnitude of its effects on youth empowerment. Even so, the rapid and continuing growth of ITs in Nigeria suggests that, the importance of IT on youth empowerment will increase over the next few years.

The objective study therefore focuses on the effect IT policy and its utilization on youth empowerment in Nigeria, the study will also evaluate relevant IT policy objective on youth in Nigeria as well as strategies for achieving this policy objective.

## STATEMENT OF THE PROBLEM

According to Journal of Good Governance and Sustainable Development in Africa, Vol. 2, No 1, Jan. (2014) explained that, the rapidly advancing Information Communication and Technologies (ICT) has help in addressing social and economic problems caused by the fast growth of urban youth populations in Nigeria. It further stated that, ICTs offer opportunities for young people to learn, acquire skills for development and

employment opportunities. But there are downsides, young people in Nigeria lack broad access to these new technologies due to inadequate policy direction (Adwoa, 2008). The study therefore, seeks to assess IT policy objective on youth and its effects on youth empowerment in Nigeria.

## RESEARCH PROPOSITION

Implementation of IT policy and its Utilization on techno-entrepreneurs business will improve the living standard of Nigeria's youth.

## HYPOTHESES

**Hi:** Implementation of IT policy will improved the standard living of Nigeria's youth

**Hi:** Utilization of IT on techno-entrepreneurs businesses will increase business profitability and survival among Nigeria's youth.

**Hi:** application of Information Technology will create more job opportunity for Nigerian's youth.

## RESEARCH METHOD AND MATERIAL

The study adopted survey, existing literature and expo-factor research method. The study used primary and secondary method to collect the data for the study. Primary data was sourced through the instrument of questionnaire and interview; while the secondary data was sourced from the existing literature, newspapers, magazine, Journals and internet. The study was conducted in Nigeria. The study focuses on techno-entrepreneurs among youth within Federal Capital Territory Abuja. The data of the study were collected from the youths with tech-entrepreneurs business compliance in Computer village and UTC Area 10 Garki Abuja. The target population was characterized by variability on the attributes of exposure to ICT and nature of ICT business engagement such as digital printing design, Mobile Network Operators, Device Sales & Distribution, Training, Education & social media, Device Maintenance & Repairs. The sampling unit for the first strata will be Mobile Network Operators, printing design and Software Sales & Distribution in UTC Area 10 Garki Abuja; the second strata will be ICT Trainers, Educators in Management information system area 8 Garki Abuja, the third strata will be Device Maintenance & Repairs in Abuja technologies village free zone. The fourth strata will be social media usage and entertainment in Abuja film village free zone.

## CONCEPTUAL CLARIFICATION

IT Information Technology. It can be broadly define as a set of activities that facilitate, manipulate, coordinate, capture, process, store, transmit, retrieve, disseminate and display of information electronically. According to Faye (2000) information Communication and Technology are offering even less developing countries a widow opportunity to transform their economies with a high value added information economy that can compete with the advanced economy in the global market. Examples of ICT tools include: Computer, telephones, mobile phones, TV, radio, satellite, internet etc.

Wali (2001) sees "ICT to comprise of various kinds and sizes of computers". The computers are connected via telephones to facilitate the sharing of the data they house and the data comes in many forms such as texts, sounds and pictures. Adeoti (2005) concur with the above and also added that ICT is an umbrella term that includes any communication device or application, encompassing: radio, television, cellular phones, computers and satellite, etc.

Information communication and technology is an electronic technology for collecting, storing, processing and communicating information (Butcher, 2003). ICT according to Butcher is categorized into two, namely: those which process information such as computer systems and those which disseminate information such as telecommunication system. To Laudon, Trowel and Laudon (1994), ICT include all the different means, methods, tools that humans have used throughout history to help manage information, conduct business, and communicate with others and better understand the world around them. To Frenzel (1996), ICT is seen as computer systems, telecommunication, networks and multi-media application while Osatuohien (2008) concurs with Olanmi, Ayoola and Kareem (2012) that ICT is the application of knowledge for the execution of given task which entails skills and processes necessary for carrying out activities in a given context.

According to United Nations Inter-Agency Network on Youth Development (2012) explained that, the United Nations recognizes young people as avid and creative users of ICTs, and as key contributors to building an inclusive Information Society and bridging the Digital Divide, in particular targeting girls and young women by promoting better and more inclusive access to ICT so as to promote their academic, social and economic development (Adeoji, 2005).

World Summit on the Information Society (WSIS) in Tunis (2005) explained that promoting universal, non-discriminatory, equitable and affordable access of youth to ICT is central to ensuring digital and social inclusion. The summit further analyzed that, the effective allocation of resources so as to ensure equal opportunities and access to ICTs for youth living in vulnerable situations is

critical to ensuring that ICTs are used and developed in an inclusive and equitable manner.

The World Summit on the Information Society (WSIS) Geneva (2003) produced goals with respect to the development and expansion of access to ICT globally. In particular, high priority was given to the role that ICT could play in relation to young peoples' education. The WSIS Geneva Plan of Action included goals to connect educational institutions with ICT by 2020 and to adapt school curricula to meet the challenges of the Information Society. The importance of capacity building and ICT literacy is also highlighted.

The World Programme of Action for Youth (WPAY) (2011) also highlights the importance of improving access to the Internet and to increase information technology literacy at large. WPAY recognizes that effective use of ICT should strengthen youth engagement. WPAY suggests a 3 pronged approach to support youth in their use of information and communication technologies. This aims at the adequate provision of media for young people, encourages participation by young people in the production of media and in the formation of media policy, and promotes education that emphasizes information and communication technology literacy as a significant dimension of contemporary citizenship.

Attention to young people and their ICT needs is also an essential component of the work of the United Nations Agency dealing with ICT matters, the International Telecommunication Unit (ITU) (2008).

Amongst its work are digital inclusion activities, a main goal of which is to promote broadband school connectivity through its Connect a School, Connect a Community Initiative. By mainstreaming the youth agenda and offering projects and learning activities which provide young people with crucial ICT and life skills, ITU helps to boost their educational level, and therefore their economic potential (Oladunjoye, & Audu, 2014).

There are more ICT users than ever before, with over five billion mobile phone subscriptions worldwide, and more than two billion Internet users (Oladunjoye, & Audu, 2012).

International Telecommunication Unit (ITU) (2011) explained that, National policies and regulatory strategies are vital for ensuring that the future ICT needs of Youth are met. Not only in terms of access, ensuring that the networks can support increased traffic, but also in terms of training and programmes geared towards the empowerment of young people.

According to OECD (2008) basic ICT literacy not only qualifies people for jobs in conventional sectors, but also opens doors for them to participate in rapidly growing markets such as business process outsourcing, crowd sourcing, and micro work. People with more advanced ICT skills can take advantage of an even wider range of opportunities brought about by the growth of the 'app economy', mobile phones, social media, games, and

other technologically-driven areas, fueling new business ventures in every sector.

The knowledge society/the digital economy and the ubiquitous use of ICTs in almost every aspect of human life has made it necessary for people to have digital skills to effectively use, create and innovate with ICTs. Moreover, a growing number of jobs across all sectors require ICT skills, which has led many experts to conclude that ICT and digital skills is keys to successful participation in the labour market.

Despite this need, the promise of ICTs has not been realized in formal educational systems. Research by the OECD illustrates the limitations in traditional models of education, as they are not adequately preparing students to meet the demands of a changing job market. Furthermore, seizing the potential of ICTs for education requires the development and implementation of national policies/programmes aimed at integrating ICTs in education as a whole, and better responding to labour market needs. It thus requires a coordinated approach across various ministries and levels of government.

According to OECD, Science Technology and Industry (2012), Promoting ICT skills development in extracurricular educational settings shows that one can acquire ICT skills almost anywhere. These are out-of-classroom opportunities which governments need to pay attention to and support if they want to foster an ICT-savvy, innovative labour force. To date, most activities have been supported and initiated by non-government entities and the private sector.

Youth according to Matthew (2007), refer to, the stage in life of physical growth and psychological development; this means the growth of all the energies through which normal individual human is built up. More so, Ugoriji (2002) noted that youth acquires unrepeatable character personality and individuality through contact with people on the level of different duties, arts and science, hence, learn the truth about the truth; man and the world in which they live. Vocation is the technical application of skills to produce desired result in which skills are acquired through an in-depth training, mentorship, apprenticeship which in turn produce a relationship between the trainer and the trainees (Bala, Akpihi and Yusuf, 2012). It is the strong feeling that one ought to pursue a particular career. It involves a training scheme which provides a range of courses to meet the education and training needs of the citizens.

Youth according to UN definition, are people between 15 and 24 years of age range. Also according to IYY (2010-2011) "approximately one billion youth live in the world today", this means that approximately one person in five is between the ages of 15 to 24 years. Youth can also be considered as one who has retentive memory ability in learning skill and posse innovative spirit, Self discipline, Curiosity, and focus.

"As today's young people are crucial for the shaping of

our future, it is imperative they be provided with the tools which will enable them not only to cope but to develop to their full potential".... UNESCO

Although with the present economic status of our society, there are various ways in which youths are developed which may include, farming, artisans, trading, schooling; where vocations like priesthood, doctor, lawyers, teacher etc. "...the ongoing growth process in which all youth are engaged in attempting to (1) meet their basic personal and social needs to be safe, feel cared for, be valued, be useful, and be spiritually grounded, and (2) to build skills and competencies that allow them to function and contribute in their daily lives." (Pittman, 1993)

## THEORETICAL FOUNDATION

Uses and Gratification Theory (UGT) was used to explain the impact of ICT on youth development. Uses and Gratification Theory (UGT) is an approach to understanding why and how people actively seek out specific information, communication and media to satisfy specific needs. It was originated in the 1970 by Blumler and Katz (1970) as a reaction to traditional mass communication research emphasizing the sender and the message. It focuses on the question, 'what information, communication and media do to people' rather than 'what people do with the information, communication and media'. It discusses how users deliberately choose information, communication and media that will satisfy given needs and allow one to enhance knowledge, relaxation, and social interaction (De Wet, Koekemoer, & Nel, 2016).

This theory addresses needs like economic empowerment, surveillance, excitement, guidance, relaxation, tension release, socialization and integration (Ebaidalla, 2012).

In applying this theory to subject of discussion, the theory is relevant to the topic under study; this is because it focuses on ICT and its effect on socio-economic need of Nigerian's youth. It is youth centred and addresses youth needs such as economic empowerment, surveillance, identity, and socialization and information acquisition (Daniella, 2013).

## Utilization and Application of ICT for Youth Empowerment

Curtain (2001), International Labour Office (ILO) (2011) and Global Information and Communication Technologies Department at World Bank (2015) identified some the Application of ICT on youth empowerment:

## 1. Web Development

Since early 70s, it has been observed that the youths are mostly the pioneers of designing web pages for organizations, companies, government enterprise and so on through the use of web authorizing tool; software for developing web pages. Other programs that can be used in achieving this task include: java, VRML, HotMeTal PRO, Net objects fusion, site builder, CSS, PHP, VBasic, Macromedia Dreamweaver, and front-page etc. Web development develops the youths by empowering them to navigate life thereby making life easy and favourable to them. However, web development does not only empower the youths but it contribute to economic growth globally through the development of websites that enable buying and selling to take place without any form of inconvenience or the barrier of distance and time of travelling. Other ways web development can empower the youths is by means of enabling other youths to host the site and get paid while others become Data Base Administrator (DBA).

Furthermore, it has contributed to the development of many youths through online tutorial and for knowledge base as well. Example of young people who develop such websites includes: Mark Zukerberg who develop face book. Jack Dorsy who develop twitter site and many others like 2go, whatsApp etc (Global Information and Communication Technologies Department of World Bank, 2015)

**2. Software Development:** This involves knowledge of programming where most youth who are skilled in the systematic approach to the design and implementation of software for handling various task. Most young programmers engage in developing new applications while others tend to work and improve on the existing one. Presently, young programmers have been able to develop Geographic Information System (GIS) that can be able to tap into providing ICT service products that can help the agricultural sector in some countries to develop to it peak through: The development of an application that can be installed and turned on cellular phone or on web. This could serve different purposes such as monetary supply chains, checking of metrological data, current prices, giving agricultural prices and so on. GIS services for both new and old farmers, this aid feasibility studies for agricultural development and enable farmers to have information before hand on what yield would look like (International Labour Office (ILO) 2011).

## 3. Mobile Phones

The use of mobile phone has greatly enhanced the development of youths precisely in Nigeria both home and abroad. Youths are empowered by selling phones, setting up call centres, selling of air time or recharge

cards, charging of phones for a price, sharing of knowledge and experiences with friends while chatting online with friends thereby making them not to see other developed nations as small heaven. It is important to note that they use the resources gain in sponsoring themselves in one way or the other. The mobile phones can serve as initiative to the youths who are musicians where they may be at the middle of somewhere and may have an inspiration so the best way to keep such is to use the phone recorder in recording the inspired song (Global Information and Communication Technologies Department of World Bank, 2015:24).

## 4. Radio and TV

It is said that when you are informed, you are empowered but when you are not then you must be deformed. The Radio and TV channels have has contribute enormously towards the development of young people worldwide through series of educational programme which may be weekly or monthly which empowers them positively in their carrier or profession whereas, some serve as news presenters and journalist as well. 4. Entertainment Industry

ICT facilitate the development of youths by making their creativity come to real, others have fully develop their talents in music, model, acting and comedy while others serve as DJs in parties and clubs, studio worker, photography through the aid of ICT tools (Curtain, 2001).

## 5. Internet

About 95% of the youth are dependent on the use of internet. The internet is the biggest library known globally today because it comprises of different resources and reference materials in different fields or profession. Most youths control cyber café where people come in often time and browse consistent in search of information (International Labour Office (ILO), 2011).

## 6. Maintenance

Many young people today are empowered through the repairs of ICT tools like: computer, mobile phones, radios & TV, satellites etc. In Nigeria, precisely both rural and urban areas, youths are fully engage in the maintenance of ICT tools while some have been able to setup maintenance training centres where others can learn and others are specialist in the installation of satellite for users and earn good money that make them responsible people in the society (Curtain, 2001:232).

## 7. Specialist in Training Others

The need for ICT literacy calls for specialist who will be able to teach effectively. About 80% of users of ICT

facilities are the youths, therefore, having a broad knowledge of how this ICT tools are been utilized means that they can develop their selves gaining and training non-literate individuals which will earn them means of livelihood. They do so through the internet, radio or video tutorial while some are specialist operators to companies, banks, schools etc (Global Information and Communication Technologies Department of World Bank, 2015:46).

According to (Global Information and Communication Technologies Department of World Bank, 2015:51), despite the good views of ICT and it role in developing youth, ICT has multifarious challenges since it was introduced. Some of these challenges include:

1. Cost
2. Cyber crime e.g. card fraud, theft of identity.
3. Poverty.
4. Lack of proper orientation on the usage of ICT tools by the youths.
5. Plagiarism.
6. Inadequacy of tools in the rural areas.
7. Abuse
8. Keeping up-to-date

### National IT Policy: Youth and ICT

The IT Policy sets out clear objectives for the Youth:

### OBJECTIVES

- i. One of the important objectives of National IT Policy is "to build a mass pool of IT-literate manpower using the NYSC, NDE and other platforms as "Train The Teacher" scheme (TTT) for capacity building".
- ii. To leverage ICT in addressing Youth-specific development and orientation issues; and
- iii. To ensure that the Youth use ICT responsibly and for positive purposes. FMCT (2012)

### STRATEGIES

- i. Promote the use of ICTs, in partnership with youth-focused bodies and relevant MDA's, to deliver information and content that emphasize national unity, tolerance and ethical values.
- ii. Support the delivery of programmes designed to ensure that the youth focus on positive application of ICT.
- iii. Promote incentive and support schemes targeted at youth entrepreneurship initiatives in ICT.
- iv. Ensure that the youth is protected adequately in cyberspace.
- v. Promote the incorporation of ICT within the education curriculum at all levels. FMCT (2012)

According to FMCT (2012) Government IT policy is an

Enabler for Youth Entrepreneurship in ICT. Government policy in IT on youth is aim at Promote incentive and support schemes targeted at youth entrepreneurship initiatives in ICT. This can be achieved through the following strategies. Figure 1

### 1. Increased availability of broadband

- i. Broadband strategy and roadmap (Jan 2013)
- ii. Institutional support for Youth Entrepreneurship in ICT
- iii. IT Incubation Centres
- iv. IT Innovation Fund
- v. TechLaunch Pad

### 2. Skills and Capacity Development

- i. Nokia MLab Project
- ii. IBM Skills Development and Research Institutes (SDRI)
- iii. Telecoms Engineering Centres of Excellence
- iv. Nigerian Research and Education Network
- v. Student Computer Ownership Scheme / Portal
- vi. ACCESS Nigeria

### The Potential & Possibilities of ICT: Comparison between Nigeria and India

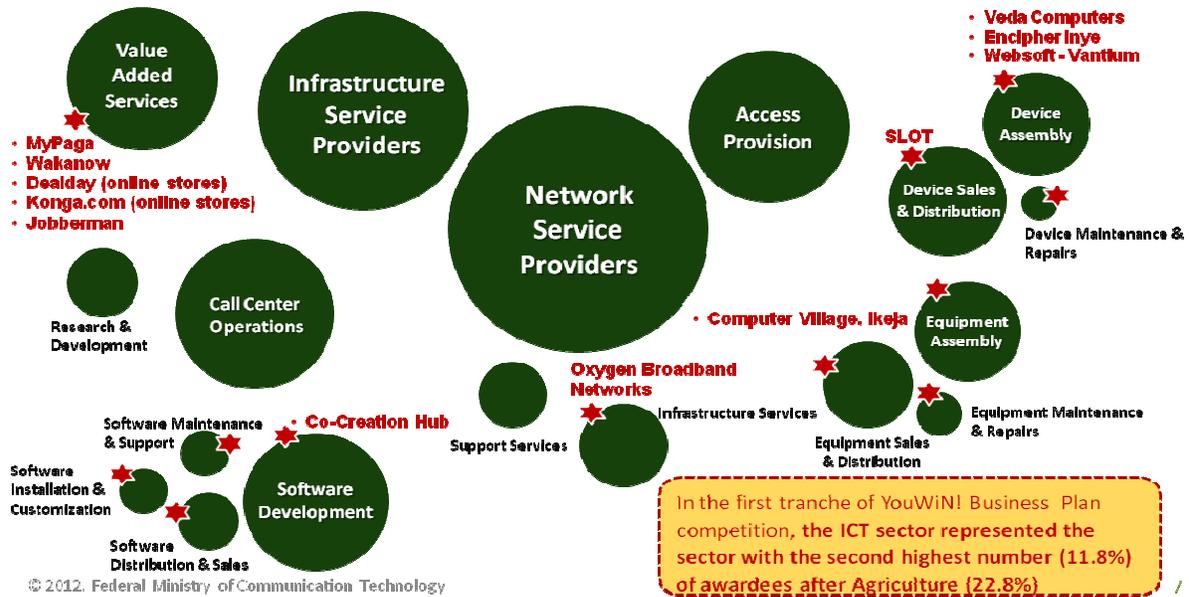
According to Federal Ministry of Communication Technology (2015)

- i. An exemplar of a country that has leveraged ICT in a most strategic way to create jobs and create wealth through private sector entrepreneurship
- ii. The IT industry in India employs over 2.54 million professionals, contributes 6.4% GDP and generates revenue of about US\$100 billion.
- iii. Many of the jobs created in India are held by young people
- iv. All of this is in a developing economy like Nigeria with similarities in youth demographics, high levels of poverty and largely inadequate infrastructure.

### ICT Opportunities in 3 Strategic Areas (Figure 2)

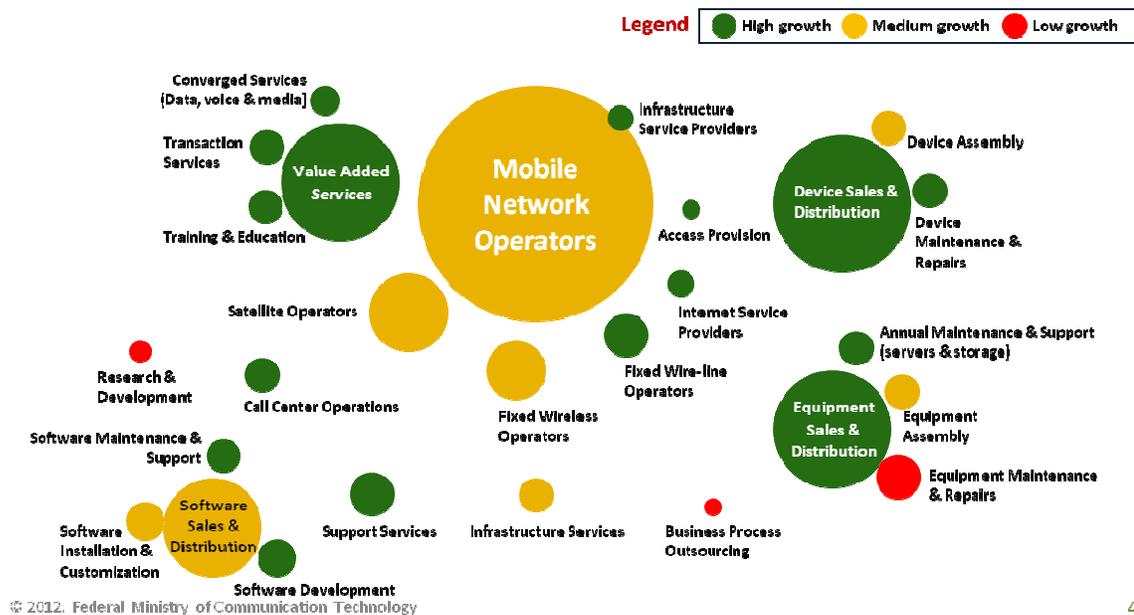
- A. **Infrastructure (Broadband):** Job Creation (civil works, network equipment, maintenance)
- B. **Business:** New e-commerce business, business innovation, productivity
- C. **Inclusive development:** E-Health, E-Agriculture, E-Government

# Youth Entrepreneurship in ICT



**Figure 1: YOUTH ENTREPRENEURSHIP IN ICT**  
 Source: Federal Ministry of Communication Technology (2012 - 2015)

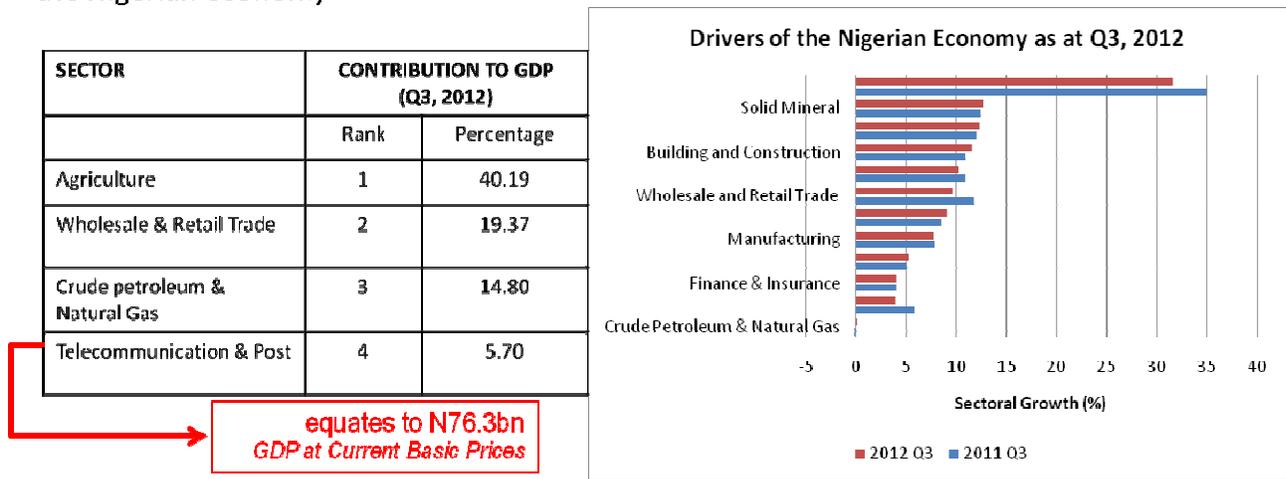
# The Opportunities in the Nigeria ICT Industry



**Figure 2: The Opportunities in the Nigeria ICT Industry**  
 Source: Federal Ministry of Communication Technology (2012 - 2015)

# The Nigerian ICT Industry: *fastest growing sector in the economy*

In the third quarter of 2012, one of the ICT industry sector, the Telecommunication & Post is the fourth highest contributor to the nation's GDP and is the fastest growing sector in the Nigerian economy



© 2012. Federal Ministry of Communication Technology

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**Figure 3:** The Nigerian ICT Industry  
**Source:** Federal Ministry of Communication Technology (2012 - 2015)

According to population statistics, 70% (i.e. 116.9 million) of Nigeria's 167 million population fall into the youth group (i.e. ages 18 – 35, according to National Youth Policy). However, youths are known the world over to be the greatest consumers of ICT content and creators of ICT businesses. Figure 3

### Data Analysis

In the determination of the sample size for the respondents to the questionnaires, Simple random sampling techniques were used to select respondent from each strata. Simple random sample were use to select the representative of the entire population trading on Techno-entrepreneurs Businesses within the location of the study. Five Techno-entrepreneurs Businesses were chosen from ICT business units within the study area.

- Mobile Network Operators [25]
- Digital printing design [25]
- ICT Trainers, Educators [25]
- Device Maintenance & Repairs [25]
- Social media and entertainment [25]

The dependent variable is the youth empowerment and they were examined based on their exposure to the ICT. The independent variable is ICT policy and facilities which were measured on a well structured questionnaire, which is the research instrument used for the study. The questionnaire was administered in the area and two Field Assistants helped the researchers in the research process. The questionnaires were administered within a period of 14 days. A total of 99 respondents were used as the sample size which represent 9% error margin using Yaro Yamani statistical formula. Five points Likert scale of weighted Mean Score were used to analyzed the data. The 'agree and disagree' response patterns were employed, and weights were assigned to each response. Decision rule will also be applied to validate research hypothesis, the decision rule therefore is to accept any element with mean score 3.5 above, and reject those with less than 3.5.

Weighted Mean Score is calculated as:  $\frac{\sum \text{Total Weighed Score}}{\text{Total Number of Responses}}$

**Table 1:** Respondent's view on whether the ICT has improved the standard of living among youth in Nigeria

<i>Variables</i>	<i>No of respondents</i>	<i>Percentage (%)</i>
Strongly agreed	30	30.3
Agreed	43	43.4
Undecided	12	12.1
Disagreed	10	10.1
Strongly disagreed	4	4.1
Total	99	100%

**Source:** Field surveyed, 2017

**Table 2:** Respondent's view on whether the application of ICT has increase youth capacity on innovative technology in Nigeria

<i>Variables</i>	<i>No of respondents</i>	<i>Percentage (%)</i>
Strongly agreed	34	34.3
Agreed	36	36.4
Undecided	11	11.1
Disagreed	11	11.1
Strongly disagreed	7	7.1
Total	99	100%

**Source:** Field surveyed 2017

From the data obtained, it was revealed that 30 respondents representing 30.3% of the sample population strongly agreed that, application of ICT has improved the socio-economic well-being of Nigerian youth, 43 respondents representing 43.4% agreed, 10 respondents representing 10.1% disagree, 4 respondents representing 4.1% strongly disagreed while, 12 respondents representing 12.1% could not ascertain whether application of ICT has improved the socio-economic well-being of Nigerian youth. The data are represented in the table 1

From the data (Table 1) obtained, it was revealed that 34 respondents representing 34.3% of the sample population strongly agreed that, application of ICT has increase youth capacity on innovative technology in Nigeria, 36 respondents representing 36.4% agreed, 11 respondents representing 11.1% disagree, 7 respondents representing 7.1% strongly disagreed while, 11 respondents representing 11.1% could not ascertain whether application of ICT has increase youth capacity on innovative technology in Nigeria. The data are represented in the table 2.

From the data (Table 2) obtained, it was revealed that 21

respondents representing 21.2% of the sample population strongly agreed that, application of ICT has create job for majority of youth in Nigeria, 41 respondents representing 41.4% agreed, 15 respondents representing 15.1% disagree, 9 respondents representing 9.1% strongly disagreed while, 13 respondents representing 13.1% could not ascertain whether application of ICT has create job for majority of youth in Nigeria. The data are represented in the table 3.

## DATA ANALYSIS AND DISCUSSION OF RESULTS

**Decision rule:** accept any element with mean score 3.5 above, and reject those with less than 3.5. From the (Table 4) analysis, table 4 was accepted because the mean score value exceeded 3.5

**Decision rule:** accept any element with mean score 3.5 above, and reject those with less than 3.5. From Table 5 analysis, table 5 was accepted because the mean score value exceeded 3.5

**Table 3:** Respondent’s view on whether the application of ICT has create job for majority of youth in Nigeria

<i>Variables</i>	<i>No of respondents</i>	<i>Percentage (%)</i>
Strongly agreed	21	21.2
Agreed	41	41.4
Undecided	13	13.1
Disagreed	15	15.1
Strongly disagreed	9	9.1
Total	99	100%

**Source:** Field surveyed, 2016

**Table 4:** ICT has improved the standard of living amount youth in Nigeria

<i>Variables:</i>	SA	A	U	D	SD	No of Resp.	Total Score	Mean (X)	Decision
Grading:	(5)	(4)	(3)	(2)	(1)				
Responses:	30	43	12	10	4	99	382	3.9	Accepted

**Table 5:** ICT will create jobs and more employment opportunity for youth in Nigeria

<i>Variables:</i>	SA	A	U	D	SD	No of Resp.	Total Score	Mean (X)	Decision
Grading:	(5)	(4)	(3)	(2)	(1)				
Responses:	21	41	13	15	9	347	347	3.5	Accepted

**Table 6:** ICT has increase youth capacity on innovative technology in Nigeria

<i>Variables:</i>	SA	A	U	D	SD	No of Resp.	Total Score	Mean (X)	Decision
Grading:	(5)	(4)	(3)	(2)	(1)				
Responses:	34	36	11	11	7	99	347	3.8	Accepted

**Decision rule:** accept any element with mean score 3.5 above, and reject those with less than 3.5. From Table 6 analysis, table 6 was accepted because the mean score value exceeded 3.5

**FINDINGS**

- i. The calculated mean score in table 4 shows that majority youth in Federal Capital Territory has benefited from utilization of ICT and this has raised their standard of living. We can conclude that the utilization and application of ICT has real improved the standard of living among Nigerian youths.
- ii. The calculated mean score in table 5 shows that ICT will create jobs and more employment opportunity for youth in Federal Capital Territory

by implication, it means that, the introduction of Information Communication and Technology (ICT) in Nigeria has reduced the level of unemployment in the country. One can image what will be the level of unemployment rate if those who currently engage through the instrument of ICT were not engaged. ICT to some extend has helped to reduce youth restiveness especially within Federal Capital Territory Abuja. Analysis in table 6, shows that ICT has increase youth capacity on innovative technology by implication help in business growth and continue survival within techno-entrepreneurs business in Nigeria. We can also conclude that, the introduction of Information Communication and Technology (ICT) in Nigeria has created innovation and foster competition among the youths in ICT entrepreneurship in Nigeria. This

means that, Nigerian youth has gained more stilled on how to improve the technology by improving their product to meet market demand.

## CONCLUSION AND RECOMMENDATIONS

IT policy of Nigeria is wonderful on paper, many needs to be done concerning the actualization of the objectives and pursuance of the vision in practical terms. Also, for any meaningful empowerment to come the way of Nigerian youths in ICT, the youths must have a say in the IT affairs of this country as it concerns them. The youth too are also strongly advised to focus more on intellectual development instead of chasing after bodily pleasures. I know that if we can demonstrate total commitment to the vision statement of the Nigerian IT policy and work assiduously towards the attainment of its objectives, only then can Nigeria dream of moving from the league of developing nations to that of developed nations.

Information Communication and Technology (ICT) has played a central role in young people's rise to prominence on a global scale. It has helped them mobilize, collaborate and given them a voice where there was none before. It has brought them together in response to social concerns. ICT is a powerful enabler of development goals because of the way in which it improves communication and the exchange of knowledge and information necessary for development processes. ICT is pervasive and cross-cutting, impacts the full range of human activity and will become one of the main enablers in the pursuit of poverty alleviation and wealth creation in developed and developing countries. As accelerator, driver, multiplier and innovator, ICTs are powerful if not indispensable tools in the massive scaling up and inter-linkage of development interventions and outcomes. It has connected them across vast geo-political barriers. The International Telecommunication Unions (ITU) and Broadband Commission in (2011) research have shown the benefits of ICT access across all major sectors. For youth, access to information means better access to capital, markets and training needed to pursue a career or studies; increased participation in economic activities, and recognition of youth as responsible citizens in today's society. Youth entrepreneurship, which is facilitated by access to technology, the internet and information, is fast being positioned as a solution for youth employment. Youth are rising to the challenge by pioneering the use of Information Communication and Technology (ICT), and driving trends in what is a dynamic and major growth industry. While the good news is that they are using Information Communication and Technology (ICT), the challenge is to inspire them to use it to change their lives in a positive way. National and international policy and regulatory bodies – governments, civil society and the

United Nations can help by recognizing and encouraging the accelerated use of information and communication technologies in development strategies and frameworks for the future of younger generation. With Information Communication and Technology's (ICT) playing a crucial role in applications across the world, at either end of the development spectrum, and with such a high impact on youth (Dodds, Muhamad, and Watts, 2003).

According to Olasunmi, Ayoola & Kareem (2012:9), "the relevance and power of information communications technology to transform lives and bring about development of people everywhere especially the youths has been on the front burner". With new technologies sprouting up on a daily basis with the sole aim of enabling communications and bridging the existing divide between the developed and developing world, youths in the Nigeria have also pledged to join their adult counterparts in the global race to ensure that all corners of the Nigeria have access to life changing technologies that have the capacity to eradicate poverty, enable the achievement of the sustainable developmental goals of the United Nations as well as bring about benefits that will make life meaningful for all. The study therefore recommends that, First and foremost, access of youth to ICTs in terms of internet and broadband should be at the top agenda of development across the country. Beside, technical education and developing ICT skills should paid a great attention from policy makers in the way that easing the entering of young into the ICT market. Sound economic policies such as liberalizations and privatization should be adopted to attract private and foreign capital flow into investment in the ICT and innovations products. Moreover, foreign direct investment should be directed to ICT infrastructures that provide significant jobs opportunities for young people. Innovative legislation also should be revised to encourage participation of young people in the production of innovations and ICT industries. Finally, Nigeria is endowed with a huge amount of natural resources, therefore, using ICT facilitates in the economic sectors like agriculture and mining may develop new products and increase the employability of young people.

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