

# Exploring University of Technology Students' Perceptions towards E-learning

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## **Abstract**

Online learning is making significant moves in the institutes of Higher Learning and the corporate sector. Gamification has become an integral part of human socialization, reaching beyond pure entertainment, and evolving into an excellent tool for educational effectiveness in institutes of higher education. This research explores students' perceptions of learning Standard Query Language (SQL) through eLearning. The researcher reviewed the relevant literature and an online questionnaire to determine how IT students perceived learning through Online Khan Academy. In addition, a Technology Acceptance Model was utilized as a research model in the analysis of this research. The data collected is representative of the second-year IT students who were the focus of this research study. The findings underline a significant relationship between facilitating conditions and a positive perception of how easy it is to use eLearning. There is also a meaningful relationship between students' attitude and their perceptions of using eLearning. Lastly, there is no significant relationship between facilitating conditions and the students' perceptions of eLearning's usefulness. The results tend to imply that students are open to innovation. How there is a correlation between competence and how eLearning is perceived is strong evidence that it has helped our students learn. Just as some students indicated that they wished that the same eLearning platform could be introduced in different information technology subjects, it is another field of study that still needs to be explored.

**Keywords:** Gamification; Khan Academy, Online learning, Standard Query Language, Technology Acceptance Model