



# Developing and Evaluating an E-Learning Platform for Vocational Skills Training Among Urban Youth in Lagos: Impacts on Skill Acquisition

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### Abstract

The Lagos metropolis is a hub for urban youth seeking vocational skills training to enhance their employability in an increasingly competitive job market. However, traditional face-to-face training methods are often constrained by logistical and financial barriers. A mixed-methods approach was employed, integrating pre- and post-training assessments with surveys to measure changes in knowledge and attitudes towards computer science skills among participants. Focus groups were conducted to gather insights into user experience and platform usability. Participants reported a significant improvement in their understanding of programming languages (mean increase from 45% to 60%) after using the e-learning platform, with a confidence interval indicating these results are reliable at the 95% level. User satisfaction scores also demonstrated an upward trend post-training. The e-learning platform proved effective in enhancing computer science skills among urban youth in Lagos, Nigeria, suggesting its potential as a scalable solution for vocational training initiatives. Further research should explore the long-term effects of such platforms and consider implementing similar solutions across other regions with similar demographics. e-learning, e-skills platform, urban youth, skill acquisition, computer science education Model estimation used  $\hat{\theta} = \underset{\theta}{\operatorname{argmin}} \{ \theta \} \operatorname{sumiell} ( y_i, f\theta ( \xi ) ) + \lambda l \operatorname{Vert} \theta r \operatorname{Vert} 2^2$ , with performance evaluated using out-of-sample error.

**Keywords:** *Sub-Saharan, e-learning, pedagogy, assessment, outcomes, intervention, ethnography*

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