

Psychosocial Motivation For Cybercrime Among Undergraduate Students Of University Of Port Harcourt

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ABSTRACT: *This study investigated psychosocial motivation for cybercrime among Undergraduate Students of the University of Port Harcourt. Three research questions and three corresponding hypotheses guided the study. The ex-post facto research design was used for the study. The population for the study comprised all undergraduate students in university of Port Harcourt admitted during the 2024/2025 academic session. The sample for the study 208 respondents. The instrument for the study was a questionnaire titled ‘Psychosocial motivation of Cybercrime’ (PMCO) with the modified 4-point likert scale scale. The instrument was validated and had a reliability index of 0.71. The research questions were answered using mean (x) and standard deviation (SD) while t-test was used to test the null hypotheses at 0.05 level of significance. From the findings of the study, it was concluded that inordinate desire for wealth, peer pressure and social media significantly motivate cybercrime among undergraduate students of University of Port Harcourt. Based on the findings, it was recommended among others that parents should inculcate in their children, the value of contentment. This will help reduce or curb the notion of greed among adolescents as they grow up. Parents should insist on acceptable behaviour of their children starting from their tender age*

Keywords: Cybercrime, motivation, inordinate desire for wealth, peer pressure and Access to social media.

Introduction

The unemployment rate in Nigeria is worrisome; and has consistently increased in the last few years. Youths who are not gainfully employed or are unemployed are voluntarily accessible for anti-social and criminal activities that undercut social stability including cybercrime. A major challenge towards dealing with social media crime is privacy and security on the individual’s accounts. A vast amount of data continuously flows within social media platforms (Soomro & Hussain, 2019). These digital platforms allow people to socialize with other like-minded individuals with common interests. There are ample opportunities for users to be able to work on collaborating projects, creating content, communicating and socializing with others, and gaming (Smith, Smith, & Blazka, 201). Nigeria has experienced a swiftly remarkable transformation through the social media where a great fraction of the Nigerian value system has been eroded and corrupted; as well as constituted a big hazard to people’s financial and privacy security (Nwokoro et al., 2022). The contribution of internet to the development of the nation has been marred by the evolution of new waves of crime. The internet has also become an environment where the most lucrative and safest crime thrives (Okeshola and Adeta, 2013). Also, Asokhia (2010) noted that the global village currently records an increasing criminal behaviour.

Over the years, undergraduate students have been enmeshed in the maze of finding out how to survive. The internet has an integral part of daily life and its increasing more every day. This is due to the fact that, from the comfort of one’s home, people can view what is going on in every other country and continents of the world, interact with people from another country or race and conduct business transactions with ease. Although the internet has brought many benefits, it has also brought many risks with it. It has given criminals new opportunities to commit crimes (Luke, 2019). These crimes are called cybercrime, in which the internet is used for facilitating traditional crimes or for crimes that cannot exist without the internet.

The term “cyber” is a prefix used to describe an idea as part of the computer and information age and “crime” can be described as any activity that contravenes legal procedure mostly performed by individuals with a criminal motive (Austhin, 2018). A crime is a deliberate act that causes physical or psychological harm, damage to or loss of property, and is against the law (Alansari, 2021). Cyber activities have both positive and negative impacts on the users as individuals, organizations, groups, people and society at large. According to Aljazzaf, and Sarfraz, (2019), cybercrime is any Internet-related crime that is always directed against individuals, groups or state and its economy motivated by the criminal intention that can cause damage/destruction that may be of different types including physical, mental, loss of money and also it involves the unlawful accessing of information of the victims using electronic devices. Cybercrimes may vary based on the potential damages they might cause, its targets and the nature of its occurrence.

Hence, cybercrimes may be harassment, cyber terrorism, child pornography, digital piracy, cyber stalking, computer hacking, or unauthorized access to computer databases, networks, email hacking, identity theft and online spam sending (Mshana, 2018). Based on the aforementioned, cybercrime is viewed as crime committed through communication process on computer devices

with the aid of internet and applications to extort victims of their hard earned money, property or reputation. Cybercrime can also be defined in this work as those crimes perpetrated through electronic communication network, particularly the internet

Cybercrime has been prevalent in Nigeria, especially among undergraduate students which is also known as “yahoo yahoo or yahoo plus” (Odu, 2021). Cybercrime, sometimes referred to as computer-related crime, involves the use of computers and networks. The internet has offered a lot of platforms for useful research purposes; however, cybercrime is a worldwide problem that is costing countries billions of dollars. In Nigeria, cybercrimes seem to be perpetrated by people of all ages ranging from young to old, but in most recent instances the young appear to be the worst offenders (Rotimi, 2019). Akpan (2017) reported that cybercrime has put the Nigerian students in a serious quest for money other than the real deal of getting skills and university education. Several youth engage in cybercrime with the aim of emerging as the best hacker, or as a profit making venture since the tools for hacking in our modern world has become affordable by many. Ngozi (2019) submitted that the rate at which Nigerian youths are involving in one form of cybercrime or the other calls for urgent concern. Going by the nature that cybercrime can tarnish the image and reputation of organizations, institutions and individuals.

Undergraduates engaging in cybercrime may be using imaginative strategies to survive economic bankruptcy. They are enticed into engaging in cybercrime due to economic downturn or recession (Roe, 2018). According to Igba, (2018) undergraduates engage in cybercrime as a means of personal growth, enjoyment, acquiring knowledge, and pursuing financial gain. Undergraduates may engage in illicit actions such as downloading unauthorized software, obtaining pirated data, and engaging in unauthorized intrusion and exploitation of other internet users' computers or even corporate systems networks with the intention of spreading infections.

The reason for increase in cybercrime is not farfetched owing to the fact that they gain easy access to android phones, tablets, computers, internet and network facilities. Such crimes may threaten a nation's security and financial health (Saul, 2017). Other reasons that may influence undergraduate students to be involved in cybercrime is avarice, peer pressure, social media, family financial status

Sadly, avarice or greed has become the one of the biggest cyber weaknesses of our time as more and more many ways of exploiting this basic human trait emerge. Avarice (Greed or covetousness) is an insatiable desire for material gain (be it food, money, land, or animate/inanimate possessions) or social value, such as status, or power (Okpa, 2022). Avarice has been identified as undesirable throughout known human history because it creates behaviour-conflict between personal and social goals (Power, 2020). As a secular psychological concept, avarice is an inordinate desire to acquire or possess more than one needs. The degree of inordinance is related to the inability to control the reformulation of "wants" once desired "needs" are eliminated.

Cybercrime in Nigeria is quest for wealth; as such many strive to level up using the quickest means possible. An undergraduate student that is involved in cybercrime is characterized by an insatiable desire for more, but also has dissatisfaction with what they currently has (Ten, 2021). We cannot talk about how greed affects people without mentioning that it puts them in a position to hurt the people around them. A greedy person is more likely to be dishonest in their dealings with people especially as it relates to finance, defrauding people of their hard-earned money or in a quest to have more. They become manipulative and would do anything to meet their needs including using their mother or relations or friends for rituals

Also, Peer pressure is a major driver of cyber-crime among the young (Zeck, 2018). The National Crime Agency (NCA) (2019) argues that financial gain isn't necessarily a priority for young offenders. Instead, the sense of accomplishment at completing a challenge and proving oneself to peers in order to increase online reputations are the main motivations for those involved in cyber criminality. Regarding whether the act of cybercrime is learned from friends who are involved in the crime, Internet fraudsters also share ideas about their illicit business with friends who show interest in the business and are willing to learn (Okorubo, 2020). Ebenezer (2018) revealed that peer pressure, unemployment, poverty and haste of becoming rich at an early stage in life push the youths into cyber fraud without considering the consequences. Babatunde and Olanrewaju (2018) revealed that most students develop certain attitude as they watch their peers and others around their environment, and also belong to organization because their peers are members, without considering the implications and consequences of their involvement and actions

In another hand, social media may be another factor that may influence undergraduate students to be involved in cybercrime. Social media is an application that allows users to converse and contact one another (Boateng&Amankwaa, 2016). It is a virtual platform that people use for a variety of purposes, including interacting, communicating, exchanging information, and establishing and maintaining connections. With the use of social media, people may connect with others who share their interests in life or work, who share their background, who participate in similar activities, or who they know in real life. Cybercriminals use social media platforms to spread malware, conduct phishing attacks, and carry out scams (Wool, 2023). These crimes can result in significant financial loss for victims and are often difficult to trace and prosecute. Identity theft and fraud are also significant concerns when it comes to social media. Criminals can use information gleaned from social media profiles to impersonate individuals, gain access to financial accounts, or commit other forms of fraud. This highlights the importance of maintaining strong privacy settings and being cautious about the information shared online. Also, with the lifestyle students see on social media, they desire those lifestyles which makes them think of quick ways to make the money which may result to cybercrime.

In most Nigerian tertiary institutions, various form of crimes are being witnessed ranging from examination malpractices, falsification of admission, rape, robbery and stealing, sexual abuse, assault, cultism amongst others. But in recent times, cybercrime a new form of crime now exists in our tertiary institutions which is denting and drilling holes in the economy of the nation. Studies

that focused on cybercrime largely concentrate on situations in the western world forgetting that the nature of cybercrime is such that geographical and political boundaries are being rendered irrelevant. A person who has access to computer and connected to the internet might be participating, attempting or planning a criminal act anywhere in the world (Kumar, 2018). Awe (2019), confirmed that computer attacks can be generated by criminals from anywhere in the world, and executed in other areas, irrespective of geographical location. Thus, cybercrime is a global issue especially in universities in Nigeria. This paper therefore examines psychosocial motivation of cybercrime among undergraduate Students of University of Port Harcourt, Rivers state, Nigeria.

Conceptual Clarification

Concept of Cybercrime

Cybercrime as a terminology is a word offshoot from two different terms; cyber and crime. The concept “Cyber” implies a computer or computer network such as the internet, while crime suggests an illegal act punishable by law. Cybercrime therefore means an illegal activity that is carried out on a computer or computer network (Oladokun et al, 2025). Cybercrime is an illicit and unlawful action which targets or utilizes computer or networked device. Cybercrime seeks to harm networks or computer users for financial gain (Kaspersky, 2019). The criminal use of computers, the internet, or network equipment is known as cybercrime. Adesina (2017) described cybercrime as crimes performed online that uses computer as a tool or a specific victim. It comprises unlawful activities undertaken by one or more persons who use networked computers, phones, and some other forms of information and communications technology (ICT) gadgets to access the Internet. These persons are known as scammers, hackers, fraudsters or cybercriminals (Oladokun et al, 2025).

The internet has significantly contributed in boosting interrelationship among people regardless of their location around the world. The growing importance of the internet and our collective dependence on it has created a number of new criminal opportunities. Cybercrime therefore refers to any activity by individuals, groups, or legal entities that use computers to commit crimes, with computers also being the target of these crimes (Djuraskovic, 2022). According to Alansari, Aljazzaf, and Sarfraz, (2019), cybercrime is any crime related to the internet and is always directed against individuals, groups, and or state and its economy; motivated by the criminal intention that can may cause varying degrees and variations of harm or destruction including physical, mental, loss of money; and it also involves the unlawful access to information of the victims through the use of electronic devices.

Cybercrime has been used to describe a wide range of offences, including offences against computer data and systems (such as hacking), computer-related forgery and fraud (such as phishing), content offences (such as disseminating child pornography), and copyright offences (such as the dissemination of pirated content). It has evolved from the mischievous one-upmanship of cyber-vandals to a range of profit-making criminal enterprises in a remarkably short time. Cybercrime is the use of computers and the Internet by criminals to perpetuate fraud and other crimes against companies and consumers (Chaubey, 2019). Any criminal activity that uses a computer as an instrumentality, as a target, or as a means for perpetuating further crimes comes within the ambit of cybercrime.

A generalized definition of cybercrime may be “unlawful acts wherein the computer is either a tool or target or both” (Chaubey, 2009). The definition of cybercrime and the differentiation of types of cybercrime are extremely important. Definitions provide researchers with a common language, necessary for sound collaboration (or meaningful argument). The approach to understanding cybercrime and efforts to home in on cybercriminal activity through efforts like digital forensics are changing from the more traditional (i.e., a technology focus) to one where society realizes the need to understand *the people* involved and their motives, basically the *who* and *why* of cybercrime (Crossler, 2013).

Cybercrime by its very nature crosses the digital divide. The Internet simply does not recognise international boundaries, nor do cybercriminals. Cybercrime and those individuals who engage in this deviant behaviour have become a part of our digital society (Furnell, 2003). These crimes are not limited to domestic hackers but are increasingly emanating from other countries. Perhaps most serious and disturbing is the risk of overseas cyber-attacks being used to undermine key elements of the national infrastructure or the economy of a country. Given the widespread growth of the Internet and networking technologies within the global economy and social life, efforts to detect and eliminate cybercrime represent a serious challenge for law-enforcement

The subject of cybercrime may be broadly classified under the following three groups (Jahankhanl, Al-Nemrat & Hosselnian, 2014). They are:

- **Against Individuals;** the person and the property of an individual via e-mails, cyber stalking, dissemination of obscene material, defamation, unauthorized control/access over computer system, indecent exposure, email spoofing and cheating & Fraud
- **Against Organization;** Government and firm, Company, Group of Individuals: Computer vandalism, transmitting virus, unauthorized control/access over computer system, intellectual property crimes and internet time thefts.
- **Against government:** The following are the crimes, which can be committed against the following groups: Unauthorized control/access over computer system, possession of unauthorized information, cyber terrorism against the government organization and distribution of pirated software.
- **Against Society at large:** Pornography (basically child pornography), polluting the youth through indecent exposure, trafficking, financial crimes, sale of illegal articles, online gambling and forgery.

However, Olaide and Adewale (2004) observed that suspected cyber fraudsters or cybercriminals in Nigeria fall within the youthful age. This is because the youths have revealed various ways of using the internet in perpetrating different types of criminal activities and also Nigerian youths are noted for being idealistic, adventurous, resourceful, inquisitive and proactive as envisaged by Adelamo (1999). Individuals who use the internet frequently are most at risk of becoming a victim of cybercrime, but mostly do not know the risks associated with the internet. This phenomenon is called risk perception, which has many factors that could influence the risk perception of individuals.

Inordinate Desire for Wealth and Cybercrime

The fact that cybercrime provides quick and easy money does not excuse the reality that young people who participate in the game are gamblers who live on hope. In most cases, it appears that the motivation for engaging in it may be addiction, but it is mostly also attributed to the inordinate desire to get rich quick by youths of our present society who do not want to work hard to make money. An inordinate craze for wealth has given Nigeria ignoble names among the comity of nations. This is because of the value which the present generation of youths in Nigeria seem to attach to a “Get-Rich-Quick,” mindset through cybercrime, gambling (Ezema-Kalu, 2024), etc.

Regrettably, many Nigerian adolescents, rather than engage in meaningful work to attain the level of financial freedom and acquire wealth and live the kind of life they desire; engage in inordinate desire for wealth and get-rich-quick schemes (Ogunrin, 2018). Desperate quest for wealth and peer pressure, according to Muraina and Muriana (2015); Ndubueze, Igbo, and Okoye, (2013), have been noted as foremost determinants and medium towards youth involvement in cybercrime. These studies found out that there exists a large gap between the rich and the average; as such many struggle to catch up through any quick means possible. Most cybercrime requires less investment and a conducive environment. Nigeria is such an environment and many cyber criminals take advantage of that (Holt, 2011).

Modernization encourages cultural assimilation and integration, which infuses other people's norms and values into society (Njoku 2017). Some of those values impart negatively on the family, exposing children to values that may be opposed to societal or family values they have imbibed; some of which include inordinate desire for wealth. Inordinate desire for wealth is a principal medium for cybercrime, predominantly among youths and undergraduates, leading them into illegal financial gain. It promotes and drives fraud, phishing and impersonation. Inordinate desire is to have an extreme passion for worldly materials and to accumulate it in multitude with do and die affairs. Inordinate desire for success is a huge precursor to cybercrime.

Students now specialize in defrauding people through fake pretences to accumulate wealth. This has led to a falling standard of education as most students now have a lukewarm attitude to academics but a quick way to become a millionaire (Akah & Uzoh, 2019). As averred by Achunike, Ugwuogo & Uroko (2025), the quest for wealth is another major cause of cybercrime in Nigeria. Most youths are notoriously very greedy; they abhor starting gradually and small, hence they strive to compete with their rich counterpart by engaging in cybercrimes.

The inordinate desire to become millionaires and make huge, instant cash, has enabled those engage in cybercrime to access sites anywhere anytime and at their own convenience. Different payment options which allow victims to easily transfer (wire funds) from their account to their captors have made cybercrime more attractive to individuals around the world (Lopez-Gonzalez & Griffiths, 2016). This, together with the digital revolution transforming the world every second, has made the expansion of cybercrime to subsist (Ssewanyana & Bitanihirwe, 2018). All over the world, the online fraud has become one of the fastest-growing sectors. This is due its tendency to generate instant cash for participants and these participants see it as an avenue to make fortune and enjoy their wealth while continuously earning from the game they love (Killick & Griffiths, 2018).

Peer Pressure and Cybercrime

Peer pressure is the level of influence or control which an individual's circle of friends has on them. It results from a person's involvement in peer relationship which, according to Terlektsi *et al.*, (2020) refers to a kind of interpersonal relationship developed in the process of interaction in small clusters of individuals that are closely connected with each other based on shared interests and friendships. Peer relationship is categorized into dimensions such as warmth, support, attachment, friendship quality, and communication quality (Boele *et al.*, 2019; Terlektsi *et al.*, 2020). Peer relation is crucial to the physical and mental development of youths. It not only reduces adolescents' social anxiety, shapes their moral cognition and behaviours, but also enhances their engagement, which contributes to their academic successes (Zulfiqar, 2020; Chiu *et al.*, 2021). Peers play a significant role in influencing the attitudes and ways of life of an individual, including their being involved in cyber activities. Peers who engage in legal and ethical online behaviours tend to have strong bonds which can reinforce compliance and conformity to societal norms, reducing the likelihood of cybercrime involvement (Ezeonuegbu, *et al.*, 2025).

Young internet users may be influenced by their peers. Philip (2020) opined that hackers frequently build social networks with their online friends, and to get their approval or recognition, they may demonstrate their ability to steal accounts. Teenagers could say that they feel at home in their peer group. Because theirs is a world of thrills, they often wish to take a flight of fancy and their peers provide an enabling environment for this to happen. Hence, some young people may engage in cybercrime while disregarding the repercussions only to stand out from their law-breaking classmates.

According to John (2017), peer pressure, not money, lures youths into cybercrime. Young people's involvement in cybercrime is attributed in large part to peer pressure and the desire for recognition. Few, if any, of those who break the law online would have done so in a traditional setting. Young offenders frequently have other goals in mind than money. Perhaps more significant factors in fostering cybercrime are the sense of accomplishment one feels after completing a task and the need to prove oneself to others to enhance online reputation. Cybercrime was committed by some young individuals because they thought it was "cool." Some offenders start by using gaming cheat websites and "modding" forums eventually moving on to criminal hacking groups.

Peer pressure has been acknowledged as a significant feature driving youth participation in cybercrime, as young people often seek acceptance, validation, or social status within their peer groups (Pratt, Cullen, Sellers, & Winfree, 2010). In Nigeria, cybercrime, commonly referred to as "yahoo-yahoo," has become a widespread issue, particularly among the youth population. Peer pressure which most times result to mental and emotional distress often encourages antisocial behavior among young people (Iremeka, Eseadi, Ezenwaji, Ezenwaji, Okide, Ogbonna & Onwuchekwe, 2021). The country's high unemployment rate, coupled with the allure of quick financial rewards had made cybercrime an attractive option for many young Nigerians (Adeniran, 2017). As young adults leave their homes to pursue a tertiary education, which frequently leaves them exposed to joining gangs, Suleiman (2016) stated that socializing with delinquent peers could make a child more prone to corruption in adulthood. The majority of people who engage in cyber fraud or other crimes are gang members.

Access to Social Media and Cybercrime

Social media is an application that allows users to converse and contact one another, claim Boateng & Amankwaa (2016). It is a virtual platform that people use for a variety of purposes, including interacting, communicating, exchanging information, and establishing and maintaining connections. With the use of social media, people may connect with others who share their interests in life or work, who share their background, who participate in similar activities, or who they know in real life. The term "social media" describes the idea and information. Social media are online technology platforms that help to connect people together far and near. It is used to build relationship among people (Social Media by Students (SMBS) (2017). With the help of social media, humans can easily be in touch with each other, even on different parts of the world, listen to music, read books, see photos and lots more. Social media has to a large extent simplified human lives and tightly held people together (Shensa et al. 2015).

African cultures, socialisation patterns, and social institutions have been significantly impacted by the introduction of information and communication technologies, particularly in regards to phone and the internet. Social media is an application that allows users to converse and contact one another, claim Boateng & Amankwaa (2016). It is a virtual platform that people use for a variety of purposes, including interacting, communicating, exchanging information, and establishing and maintaining connections. With the use of social media, people may connect with others who share their interests in life or work, who share their background, who participate in similar activities, or who they know in real life.

Cybercrime is another area where social media plays a significant role. According to Suleiman (2019), Nigeria was adjudged as the third worldwide, in terms of cybercrime. African cultures, socialisation patterns, and social institutions have been significantly impacted by the introduction of information and communication technologies, particularly in regards to phone and the internet. Internet fraud has proliferated in Nigerian culture, with undergraduate students taking the lead in cybercrime. The presence of bad guys at higher education institutions has introduced a novel dimension to the participation of college students in cybercrime. Consequently, a significant number of undergraduate students in Nigerian colleges have embraced cyber fraud as a way of life. While certain individuals have attained affluence, law enforcement agencies have detained other individuals (Tade & Aliyu, 2021).

Certain academically gifted college students, motivated by their inquisitiveness and a need for entertainment, may unintentionally form connections with an unsuitable set of people. As a result, individuals may participate in activities that they consider to be innocent or playful, such as hacking or using others' online profiles without permission. Engaging in these actions, however, has the potential to subject individuals to legal consequences (Arasi & Praneetha, 2016). The apprehension of joblessness has been recognised as a motivating factor for undergraduates' engagement in cybercrime.

Statement of the Problem

Cybercrime has recently become a canker worm that has eaten deep into the fabrics of Nigerian society, especially as made manifest among the youths. A considerable number of young Nigerians have exploited the advancement in technology to get involved in cybercrime. The availability and utilization of digital machinery; and unrestricted access to the internet has given cyber fraudsters a good knowledge about methods to take advantage of individuals and businesses for economic gain. This latest flow in online criminal activities and fraudulent internet businesses has negatively impacted the social, economic and political life of the country. Moreover, the prevalence of cybercrime gives a country a bad image in the comity of nations. It also may threaten a nation's security and financial health. Students are now taking pleasure in defrauding public and private organizations as well as their fellow students at the expense of their academic pursuit. If this anomaly is not given urgent attention and decisively dealt with; tertiary institutions in Nigeria, may become a den of robbers and a grazing field for criminals who will continue to defraud the system and create bad image

of the country. Moreover, the future of the society will be bleak. In view of this, the problem of this study is to examine the psychosocial motivation of cybercrime among undergraduate Students of University of Port Harcourt.

Research Questions

The following research questions guided the study.

1. To what extent is inordinate desire for wealth a motivation for cybercrime among Undergraduate Students of University of Port Harcourt?
2. What is the extent to which peer pressure motivates cybercrime among Undergraduate Students of University of Port Harcourt?
3. To what extent does access to social media motivate cybercrime among Undergraduate Students of University of Port Harcourt?

Hypotheses

The following null hypotheses were tested at 0.05 level of significance:

1. Inordinate desire for wealth does not significantly motivate cybercrime among undergraduate students of University of Port Harcourt
2. Peer pressure is not a significant motivator for Cybercrime among Undergraduate Students of University of Port Harcourt
3. Access to Social media does not significantly motivate Cybercrime among Undergraduate Students of University of Port Harcourt

Materials and Method

This study adopted the Ex-post facto design. The population consisted of 34,568 undergraduates during 2024/2025 academic session. The sample for the study was 208 undergraduate students. Multistage sampling technique was adopted in constituting the sample for the study. First, cluster sampling technique was adopted in dividing the faculties in the University of Port Harcourt into 4 clusters. Then Simple random sampling technique by balloting was employed to draw 2 faculties from each of the four clusters, making a total of eight faculties. Furthermore, proportionate sampling technique was employed to draw 26 students from each of the 8 faculties making a total of 208 undergraduates from each faculty. The instrument used in collecting data for the study was a structured questionnaire titled “Psychosocial Motivation for Cybercrime Questionnaire” (PMCQ). The reliability of the instrument was estimated using Cronbach alpha method of internal consistency. These scales were pilot-tested on a sample of 30 pilot-testing group. In line with Cronbach alpha method, every item in the instrument was analyzed for quality and selection. Item inclusion for the final instrument was based on the inter item analysis and item total statistics. After the analysis, the Calculated Coefficient of 0.71 of the full test was obtained. Also, hypotheses were tested using t-test at 0.05 level of significance.

Results and Discussion

Research Question One: What is the extent inordinate desire for wealth motivates cybercrime among Undergraduate Students of University of Port Harcourt

Hypothesis One: Inordinate desire for wealth does not significantly motivates cybercrime among undergraduate students of University of Port Harcourt

Table 1: Analysis showing the extent inordinate desire for wealth motivate cybercrime

Variables	N	\bar{X}	SD	df	t-cal	t-crit	Decision
Inordinate desire for wealth	123	80.83	50.65	198	7.615	1.96	Significant
Cybercrime	85	53.69	34.73				

From table 1, the result of the data analyzed showed that inordinate desire for wealth had mean score of 80.83 and SD of 50.65 while, early cybercrime had mean score of 53.69 and SD of 20.73. This shows that inordinate desire for wealth influence cybercrime among undergraduate students of University of Port Harcourt. Since the t-calculated of 7.615 is greater than t-critical of 1.96 at df of 198, this is accepted. This implies that inordinate desire for wealth significantly motivates cybercrime among undergraduate students of University of Port Harcourt

Research Question Two: What is the extent peer pressure motivates cybercrime among Undergraduate Students of University of Port Harcourt

Hypothesis Two: Peer pressure does not significantly motivates Cybercrime among Undergraduate Students of University of Port Harcourt

Table 2: Analysis showing the extent peer pressure motivate cybercrime

Variable	N	\bar{X}	SD	df	t-cal	t-crit	Decision
Peer pressure	121	71.62	16.17	198	6.039	1.96	Significant
Cybercrime	87	54.52	15.71				

The result of the data analyzed showed that peer pressure had higher mean score of 71.62 and SD of 16.17 while, cybercrime had mean score of 54.52 and SD of 15.71. This shows that peer pressure influence cybercrime. Since the t-calculated of 6.039 is higher than t-critical at df of 1.96, it implies that the null hypothesis was rejected and alternate accepted. Hence, this revealed that there peer pressure significantly motivates cybercrime among undergraduate students of University of Port Harcourt

Research Question Three: What is the extent access to social motivates cybercrime among Undergraduate Students of University of Port Harcourt

Hypotheses Three: Access to Social media does not significantly motivates Cybercrime among Undergraduate Students of University of Port Harcourt

Table 3: Analysis showing the extent access to social media motivates cybercrime

Variable	N	\bar{X}	SD	df	t-cal	t-crit	Result
Access to Social media	126	89.14	18.87	198	7.201	1.96	Significant
Cybercrime	82	60.36	16.74				

The result of the data analyzed showed that access to social media had mean score of 89.14 and SD of 18.87 while, cybercrime had mean score of 60.36 and SD of 16.74. This indicates that access to social media influence cybercrime. Since the t-calculated of 7.201 is greater than t-critical of 1.96, this is accepted. Hence, this reveals that access to social media significantly motivates cybercrime among undergraduate students of University of Port Harcourt

Discussion of findings

The first result showed that inordinate desire for wealth significantly motivates cybercrime among undergraduate students of University of Port Harcourt. Some Nigerians are very wild in the possession of wealth with wrong motivation. Sadly, greed has become the one of the biggest cyber weaknesses of our time as more and more many ways of exploiting this basic human trait emerge. Inordinate desire for wealth is to have an extreme passion for worldly materials and to accumulate it in multitude with do or die tendencies. For the large majority of cybercriminals, money is the prime motivator or, more precisely, easy money. This result is in line with the study by Ogunrin (2018) who noted that rather than engage in meaningful work to attain the level of financial freedom and acquire wealth and live the kind of life they desire; Nigerian youths engage in inordinate desire for wealth and get-rich-quick schemes. Similarly, Achunike, Ugwuogo & Uroko (2025), corroborated this result by stating that the quest for wealth is a major cause of cybercrime in Nigeria, whereby most youths are notoriously very greedy. This finding is not surprising to the researcher as it has been noted that greed avarice and the desire to measure up with others, are major precursors to youth involvement in cybercrime.

The second findings revealed that peer pressure significantly motivates cybercrime among undergraduate students of University of Port Harcourt. Young people's involvement in cybercrime is attributed in large part to peer pressure and the desire for recognition. Few, if any, of those who break the law online would have done so in a traditional setting. Young offenders frequently have other goals in mind than money. Perhaps more significant factors in fostering cybercrime are the sense of accomplishment one feels after completing a task and the need to prove oneself to others to enhance online reputation. In agreement with the study, Boateng and Amankwaa, (2016) showed that peers played an important role in influencing the lives of students concerning decisions on behaviour. The effects in peer cybercrime behaviour increase the likelihood of students engaging to please their friends; peer role is known to change personality, attitude and behaviour of students (Hiller, 2016). Also, Muraina and Muriana (2015); Ndueze,

Igbo, and Okoye, (2013) corroborate this result in their study by noting that desperate quest for wealth and peer pressure, have been noted as foremost determinants and medium towards youth involvement in cybercrime.

The third result shows that access to social media significantly motivates cybercrime among undergraduate students of University of Port Harcourt. Internet fraud has proliferated in Nigerian culture, with undergraduate students taking the lead in cybercrime. The presence of bad guys at higher education institutions has introduced a novel dimension to the participation of college students in cybercrime. In agreement with the present study, Suleiman (2019) explained that cybercriminals use social media platforms as a motivators to spread malware, conduct phishing attacks, and carry out scams. These crimes can result in significant financial loss for victims and are often difficult to trace and prosecute. Identity theft and fraud are also significant concerns when it comes to social media (Tade, & Aliyu, 2021).

Conclusion

From the findings of the study, it is concluded that inordinate desire for wealth significantly motivates cybercrime among undergraduate students of University of Port Harcourt. Also, the result of the findings shows that peer pressure significantly motivates cybercrime among undergraduate students of University of Port Harcourt. More so, the result of the findings show that access to social media significantly motivates cybercrime among undergraduate students of University of Port Harcourt

Recommendations

Based on the findings of this study, the researcher recommended the following:

1. Parents should inculcate in their children, the value of contentment. This will help reduce or curb the notion of greed among adolescents as they grow up. Parents should insist on acceptable behaviour of their children starting from their tender age
2. Parents and teachers should monitor the type of friends and peer groups of their children and wards. The children should be advised to keep away from friends or peers whose behaviours do not conform with the norms and values of the society.
3. Government should put laws that restrict the use of certain online sites. Severe penalties should be defined for cyber fraudsters. Students should take advantage the social media offers to learn, improve their skills and create or join platforms that can generate or teach them how to make income online genuinely, rather than engage in cyber criminality.

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