

Running head: EDUTAINMENT

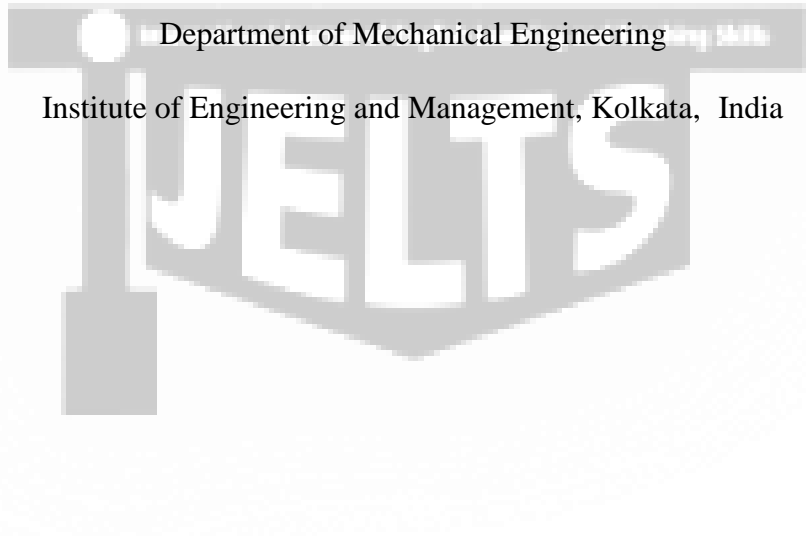
1

EDUTAINMENT

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Abstract

The combination of two terms education and entertainment brought out with a new idea i.e. "Edutainment". The term was first fabricated by "Walt Disney", in 1954. It is an interdisciplinary study that enriches someone's mind to learn and also to entertain themselves. These method of teaching is applied by teachers to educate students in order to have fun. Problems which are mainly faced by physically challenged children, it is an effective way to enrich them. It is also a relevant way to spread knowledge by educating with fun in slum areas. This paper mainly underlines the points of psychology behind how to educate children through edutainment and also to have an overview on how to use this educational system in a helpful and an effective way for mentally and physically disabled children, so that they can also get a stable position in society and make them stand.

Keywords: Education, Entertainment, Interdisciplinary study, Disabled children, Slum Area, Educating with fun.

EDUTAINMENT

Introduction and Analysis

The main purpose of this film is to emphasis on acquiring knowledge with fun.

Development of technology along with availability of internet have given adverse effect to the education system. A new direction is given to education and entertainment platform. If we go to past achievements we see that the first computer " ABACUS", was also a learning and gaming device. E- Learning, Radio, TV, Digital technology, Practical Project works, Surveys, Nature study etc are some of the ways of edutainment which are on practice. On this concept education does not always need to be funny but obviously can be made interesting. The whole overview is on TV or computer based. At present parents send their children to school to learn. It is found that either they don't want to go or they are forcefully sent to school. Making education system interesting, they will get interest towards it. But what about those children who are physically challenged or live in slum area, where the word education only is unfamiliar to them. It becomes difficult to teach and entertain them too. Here, edutainment plays a key role. It is psychologically proved that children living in slum areas have more practical knowledge than the one who do classroom study. It's because they spend more time in nature to do something creative and innovative. On the other hand children who do classroom study have just the opposite sketch of scenario. In both the cases something is lacking behind. This case study can be solved by the process of edutainment. Using colorful books, block letter study, pictographic study, audio video events can be some of the ways to interact with the physically challenged once. for the one living in slum areas, workshops, events through NGOs, edutainment on ethical values, projects, surveys etc are some of them through which elders who

EDUTAINMENT

4

are unaware of what's happening all around can also get ideas about it. They will get to introduce themselves with art and cultures, traditions, moral values etc. Innovative ideas can be the outcome by the help of effective learning through edutainment.

History

The connection between education and entertainment has long been acknowledged along with the ability to influence the concept of learning with fun. In the beginning, for hundreds of thousands of years, children educate themselves through self- directed play and exploration. An idea came up that childhood should be the perfect time for learning something. With the rise of schooling, the assertive method to make children work in fields and factories was gradually transferred them to classroom study from early 16th century on into the 29th century.

Entertainment was encouraged by stage plays and magic, games, art and culture, traditions and so on.

In ancient era, the craft of communication using words, scriptures, sounds, images and gestures etc are being used to acknowledge people with cultural values and traditions, and this method is being passed on from generation to generation. If we focus on ancient era, education was creative along acquiring knowledge, which can be coined as edutainment. Sagas and scholars impart education orally, palm leaves and bark of trees were used for writing scripts. For them nature was the medium of learning and enjoying their lifestyle. They there learn the moral values, ethics, activities, games, hunting, surveys, martial arts, knowledge of herbal medicines etc. Education for disabled one's was quite difficult at that point of time. Not all were allowed to get education, as they were considered different from others. It was somewhat like a

challenge to educate and also to entertain them, mood swings was the main reason for their low attention.

Past achievements

With the development of nations, a drastic change on education system took place. UNESCO has announced that in next 30 years more people will receive formal education than in all of human history so far. Today most of the countries are with computer education system. The Education of All Handicapped Children Act (EHA), in 1975 gave disabled children a special legal right. This right states that students should be placed in least restricted environment(LRE), in order to interact max with non- disabled peers. In 1990, EHA was reformulated to individual with Disabilities Education Act(IDEA), then further to American with Disabilities Act(ADA) in 1990, NCLB, ESSA, RTI etc were passed simultaneously. Even colleges like Vanderbilt University, Syracuse University New York, Boston University etc were some of them to give special education system. Gradually, it was found and in habituation that foreign children do job as their part time activities and earn money by entertaining by their skills too. They start working when they are above 14 years old and this helps them too grow self- dependent also.

The Missile Man, "A P J Abdul Kalam" was the person behind who found India's first broadband network known as VICTERS (Versatile ICT Enabled Resources for Students), that made classroom study into interactive IP- based technology i.e. "IT@School Project".

Artificial intelligence advances, 3D printers, holographic recreation, voice- gesture recognition, instant transcription are some examples of edutainment. It helped to grow and

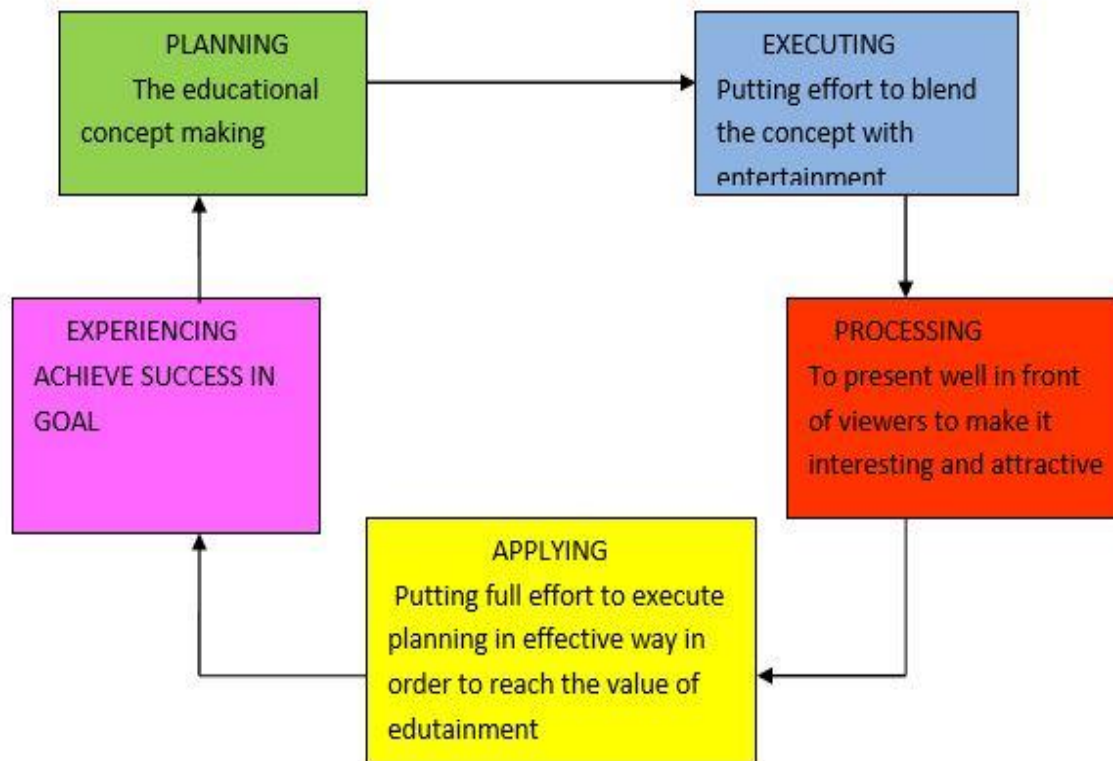
EDUTAINMENT

6

reshape human activity from daily life to built international relationship, from work of leisure, multiple aspects of our private to public life. According to Navy, the students who work with the digital tutoring system, perform better on tests than the one who do not. It is so because it affect students positivity and assist individual that have different learning skills than others.

Methodology

For example:- In schools students are educated by showing them audio- visual videos. Which help them to learn vocabulary, body parts exercise, introduction to arts and cultures, traditions, encourage them to do innovative. All this are done with proper planning, executing, processing, applying them effectively and finally experiencing it to reach goals.



Future implementation

Edutainment can be categorized into different aspects. The following methods can be applied to make sure that the value of edutainment can touch the core of mind and heart too.

- 1. Motivational Oriented Learning:** Unless a person is motivated towards edutainment, nothing is going to work on flow. Make sure to understand the value of edutainment in order to impart knowledge and can stand self dependently. Moral values with importance of ethics, interacting with people, communication skills are some examples which can be easily experienced by the help of edutainment.
- 2. Doing Practically:** Edutainment should be one of an effective tool to learn and study things practically. With the help of Digital technologies, 3D printing, surveys, live training, nature study etc one can easily get educated without feeling bored. As practical inspiring and interactive things provide planning and strategies for teachers to teach and students to learn thrive.
- 3. Edutainment in slum areas:** There are still some areas where both education and entertainment are in the verge of darkness. In order to cross that brink, edutainment should become a medium. Motivate them, enrich with positivity, give confidence to speak before the urge to get educated. If children there are made educated with the elder one simultaneously, they will get to know its importance. Use of mass media, TV, radio, video plays etc can be done. It helps to give hands on practice and knowledge about things like agriculture(fertilizers, pesticides), industries(effective ways can be learn through video, new techniques) etc. If people in slum area are being motivated about all these they will surely step forward to

EDUTAINMENT

8

know more and more.

4. Edutainment helps Reinforcing messages: Use of diverse channels of engagements to connect with a range of audiences is essential to reinforce key message. About gender equality, child labor, value of education, to be a good human being and so on. If people are made aware about all these they will be aware of what's going on around. Innovation, satellite launch works, upcoming of new projects works can be easily informed to everyone. And to do this edutainment is an effective tool for nowadays.

Challenges which are often faced in order to deal with physically and mentally disabled children. But it can also be solved very easily by means of Edutainment. Some of the effective ways are mentioned below which are helpful.

1. Outwit Procrastination: These children often find difficult to adjust themselves in society. Edutainment helps to know, in which field a child is interested to work. By using 3D models, and practice with tangible things, they find interest and also do not feel bore.

2. Increase attention span: As it is been seen that they get irritated, distracted and have mood swings often. Suppose, if are being taught for a long period of time, they will surely feel bored. In order to motivate them, and continue them in same track, with the help of video games, puzzles, teaching ethical values through video with example edutainment is an effective way.

3. Technologies: With the help of technologies like projector based study, EDUSAT, GOOGLE tulip etc they will get to communicate interactively and can learn with fun. As they

EDUTAINMENT

9

do not feel comfortable all the time in society where they feel they are being ignored by others. Using these they will feel good and also able to learn something innovative.

4. Interactive and Innovative:- Interacting and communicate with them makes them feel special. Speaking, drawing, pictographic scripts, playing innovative like(3D models, GBL as foster creative pedagogies, Legos game, puzzles etc) are some of ideas through which they will feel interest. By the help of the Arc of United State which devote promoting and improving supports and services for all intellectual and development for disabilities.

5. Edutainment as a means of joining up:- Edutainment should be used as a medium to enrich children with other kinds of activities like introducing to arts and cultures, traditions, festivals, rituals etc. International collaboration will help to know something innovative and interesting. They will find interest and also practice them joyfully.

Conclusion

Overall, edutainment should be practiced under one umbrella having both the values of education and entertainment. The subversive step will allow children that can be of any kind as well as mentors and teachers to face minimal problems in order to make education and system more effective in combination with entertainment and based on the concept of learning with fun.

EDUTAINMENT

10

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