ONLINE EDUTAINMENT: FUTURE LEARNING

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Abstract

Improve the quality of life, education is important to provide beneficial knowledge and opportunities to take challenges in future world. After the pandemic Covid-19, schools and colleges are looking for online teaching and learning across the world. However, this online education is no longer active with today's group of students. So there is a need for improvement and involvement of online education by incorporating entertainment media into the learning process for the benefit of students. Education and are entertainment aimed towards academic accomplishment, can work together to motivate students in terms of learning practice, referred as Edutainment, a novel learning practice that is both interactive and flexible. This paper describes the new technological advancements edutainment devices that link to the emerging awareness in using educational machinery to increase teaching and learning.

Index Terms: Education, Entertainment, Online, Learning, Colleges and Schools

I. INTRODUCTION

Edutainment is a mixture of education and entertainment intends to teach and boost social collaboration among students and mentors by participating academics with recent entertainment procedures and platforms such as Television, radio, Personal Computer and games, Films, Music, interactive/attractive learning sites for education, Virtual Reality, Mobile App, Multimedia etc. Scientific educations have proven that learning by games have a positive and attractive impression in drawing the attention of students towards education. Thus by implementing edutainment in schools/colleges, learning and teaching can finish up being enjoyable. It likewise prompts the educationalists design learning actions, ideas and management strategies that drive children to progress their intelligent and physical development in a way that is Amusing, Funny and Motivating.