Education Through Entertainment (Edutainment) with the Use of Information Technology Tools

Prof. Dipak Tatpuje

Vocational Counsellor and Science Writer

Principal

S. E. Society's, V. N. Chiplunkar Tech. Institute, Satara - 415002 (MS)

ABSTRACT

Teaching-Learning process can be improved by using Information and Communication Technology (ICT). Interactive Computer Aided Instruction (CAI) packages, e-Learning, Multimedia learning Materials, animated and simulated computer packages are useful to create interest in learning the subjects.

Development of basic and fundamental Information Technology (IT) Skills among the students at the primary level sets the parameters of "Computer literacy campaign". It tries to eliminate digital divide.

Introduction:

Technological innovations have brought many changes in the various fields including teaching-learning process. Use of ICT (Information and Communication Technology) would be the inherent part of this process. Teaching can be made more effective by adding dimensions of multimedia- the audio, video, animations, simulations etc. Education through entertainment (Edutainment) is possible only by introducing electronic tools in education.

Present System of Education:

Present system of teaching-learning process at primary level with the use of available teaching-aids i.e. charts, Chalk-blackboard, Game-articles has many limitations to create interest among the students. Lectures, Demonstrations, Sketches, Transparencies, showing Objects, puppets are the traditional ways of teaching. Such methods are not effective to expand teaching beyond the class. Availability of television has created an interest at age of this level that gives insight of games, movies and pictures. Such tools with the use of IT are useful for improving and making interest in teaching-learning process.

Scenario of Edutainment:

Edutainment is a process in which teacher may utilize modern technology such as Computer Aided Instructions (CAI), multimedia, Internet, mobile phones, animations, simulations, audio-video clips etc. It allows constructing virtual environment for multiple interactions where learning materials in electronic forms are used. It gives permanent change in mental association due to experience. It gives "Procedural knowledge dimension" to the learner that is related to the specific skills, algorithms, techniques and even to decide the appropriate procedures.

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The other advantage of edutainment covers the possibility of distributed learning process. The movement of Teaching Machines came into the scene during this evolution of Edutainment. The Educationist B. F. Skinner came to be known as the strongest and proponent of teaching machines. CAI, Instructional System Design (ISD), "Analysis, Design, Development, Implementation and Evaluation (ADDIE)" are the processes used in the Edutainment for such tool more effective during teaching-learning process. The Edger Dale's cone of experience shows direct purposeful experience as effective tool of teaching that's possible in the Edutainment.

Objectives:

This project is taken up with the past experience and findings of "Information Technology Research Project sponsored by M. S. Text book Production and Curriculum Research (Balbharati)". This exercise is also based on the following objectives and study observed during the use of CD Planet: a CAI package at the primary level.

- 1. To set IT Skill priorities.
- 2. To prepare IT curricula, and CAI package.
- 3. To achieve Pre Class Methodology.
- 4. To achieve In Class Methodology.
- 5. To achieve After Class Methodology.
- 6. To achieve effective learning.

Methodology:

As far as the GUI (Graphics User Interface) technology is considered in the IT, a Skill "USE OF MOUSE" must have the top most priority towards the first step of Computer literacy campaign. The Experts and trained teachers of IT project should consider it. Information Technology suggests, use of "Paint" and other such Packages in the curriculum at the first stage for skill development.

In order to consider all such type of fundamental principles, this project will give much valuable data to plan the scientific methods of implementing IT curriculum at primary level.

Skill-criteria's considered for this project are:

- i.   Fundamental Concepts and Operations
- ii.   Social and ethical Issues
- iii.   IT Tools
- iv.   Communication Tools
- v.   Technology Research Tools
- vi.   Tools for Problem Solving

Performance objectives of CAI supported Learning Material for students of primary level would be considered into three domains:

- 1.   Cognitive Domain.
- 2.   Affective Domain, and
- 3.   Psychomotor Domain.

  - Use of Educational Technology parameters for Instructional Design carries top most priority while designing use of IT tools.

Benefits:
Education through entertainment with the use of Information Technology tools creates an environment of progressive teaching process with following benefits.

- 1.   Anytime / Anywhere Education
- 2.   Knowledge gain.
- 3.   Consistent Quality
- 4.   Creating Interest in process of learning
- 5.   Achievement Motivation.
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Benefits:

- 1.   Complete Satisfaction.
- 2.   Techno-savvy
- 3.   Elimination of Digital divide
- 4.   Creating Interest among the students at Primary level to learn thorough games.
- 5.   To know the use of multimedia Packages
- 6.   To generate sense of creativity.

Conclusion

The present classroom based conventional teaching is irretrievable to the students and hence permanent knowledge base remains absent in most of the cases. Learning through fun, entertainment creates an interest. It eliminates digital divide and increase the confidence to become techno-savvy. Changing time with technology and innovations would give best possible perspective to the learner at primary level.

References:

1.   "Reaching the Unreached": A challenge to Technical Education": ISTE Publication, New Delhi

2.   "Information Technology Research Project" by Prof. Dipak Tatpuje

3.   "Applications of CAI and e-Learning": AICTE- ISTE sponsored STTP proceedings. Chief coordinator: Prof. Dipak Tatpuje.

4.   NCERT Guidelines for preparing IT Curriculum

Note: Paper presentation will be followed by the demonstration of CAI Packages prepared for the students of primary level.