

Impact of Fun and Learn: Edutain Learning Methodology

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Abstract

Gen Z- ers tend to embrace social learning environments, where they can be hands on and directly be involved in learning process. Fun and enjoyment creates a positive impact in adult learning so that it establishes a motivating factor to attend classes , learn and acquire skills and also improves concentration. Therefore, to enrich classrooms with creativity, a bevy of strategically selected entertainments can bid reinforcement for enthusiastic learning without the boredom and drills of conventional classes. Henceforth, to tune the learning activities to feed the genZ with innovation and uniqueness .Researchers indulged in understanding the impact of “Fun and Learn” : Edutain learning.

Keywords: Edutain , Fun based Learning, Innovation, Entertainment in learning, Gamification in Learning.

I.Introduction

“I would rather entertain and hope that people learned something than educate people and hope they were entertained”

Walt Disney

Edutainment is defined as an application compounded with educational aims and measurements and providing learners with inputs regarding the value of life and having a good time and experiencing the way of creating , using information esources and teaching method.. Nalan Aksakal (2014)

Edutainment pops in the platform of learning as an innovative and trending concept of collaborating education and entertainment. Thus aids in creating experiences that strives to make learning more excited.

U.S John Dewey, who incorporates cognitive psychology into theories of learning highlighted the paramount importance of shuffling initiative and excitement on the part of child in learning.

Therefore, to enrich classrooms with creativity, a bevy of strategically selected entertainments are to be reinforced for enthusiastic learning without the boredom and drills of conventional classes.

According to Dorothy Lucardie (2014), Fun and enjoyment creates a positive impact in adult learning. She concluded that it was a motivating factor to attend classes , learn and acquire skills and also improves concentration .Furthermore it also facilitates to provide socially connected learning environment.

Emotional experiences are ubiquitous which modulates virtually every aspect of cognition when we offer.(Chai M Ting, 2017) Learners experience emotional pleasure in the environment where they can see, explore and learn by doing. Thus researcher thrives to evaluate the impact of Fun and Learn by Edutain method as learning methodology

Need For The Study:

Gen Z- ers tend to embrace social learning environments, where they can be hands on and directly involved in learning process.

To substantiate this Pearson conducted a survey of 2588 people in the US aged 14-40. He concluded that 57 % of Gen Z prefer in person activities with classroom and also 47 % like to use interactive apps or games to learn.

Henceforth, to tune the learning activities to feed the genZ with innovation and uniqueness .Investigators indulged in evaluating the effectiveness of “Fun and Learn” :Edutain learning.

OBJECTIVES

- To find the effectiveness of Fun and Learn :Edutain method

HYPOTHESIS

H1:There will be a significant difference between post test level of knowledge on Drugs used in Obstetrics in experimental and control group.

II.METHODOLOGY

RESEARCH DESIGN:

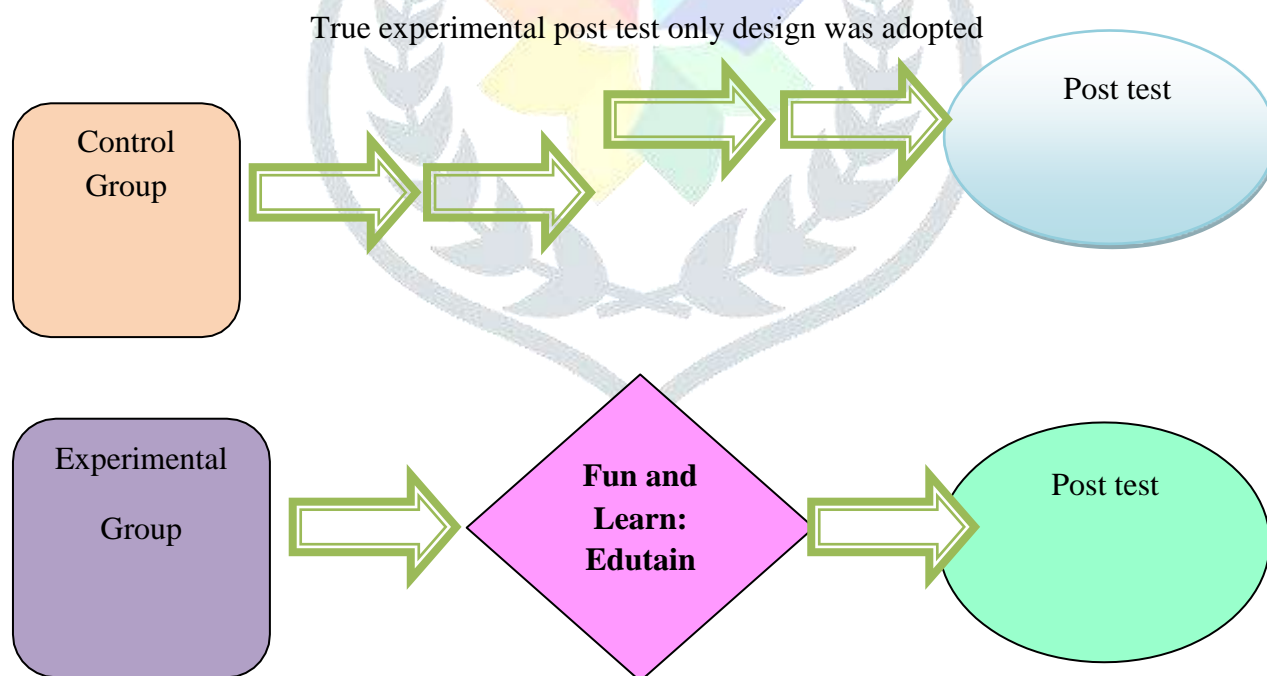


Fig.no.1.Study Design

The study was conducted among final year B.Sc Nursing students at PSG College of Nursing, Coimbatore. The study participants were randomized by simple random sampling Technique into control control and experimental group.

III.IMPLEMENTATION

IMPACT OF FUN AND LEARN :EDUTAIN LEARNING

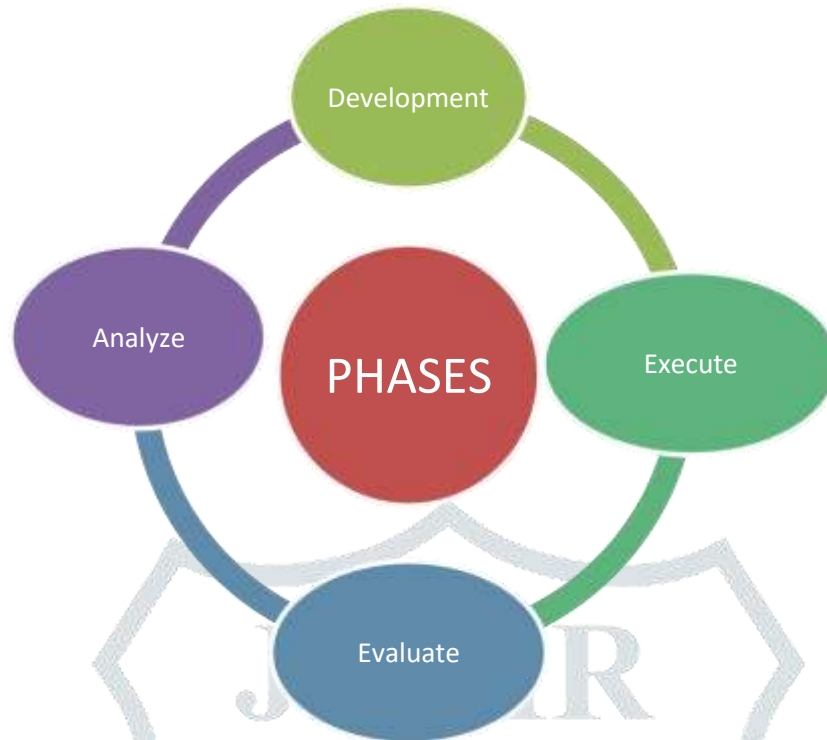


Fig.no.2.Phases of Fun and Learn :Edutain method

DEVELOPMENT PHASE:

Edutain method involves active enthusiastic participation of the learners facilitating learning through fun method. The researcher developed various learning activities based on the concept “Drugs used in Obstetrics” in an entertaining way to develop the spirit of learning through fun.

EXECUTION PHASE :

The Researcher divided a batch of 80 students into two groups namely control and experimental group. The control group participants were those who had conventional classes on the topic “Drugs used in obstetrics”. The experimental group underwent the innovative Fun And Learn :Edutain Methodology on the same topic scheduled for 45 minutes.The fun and learn activities were the following

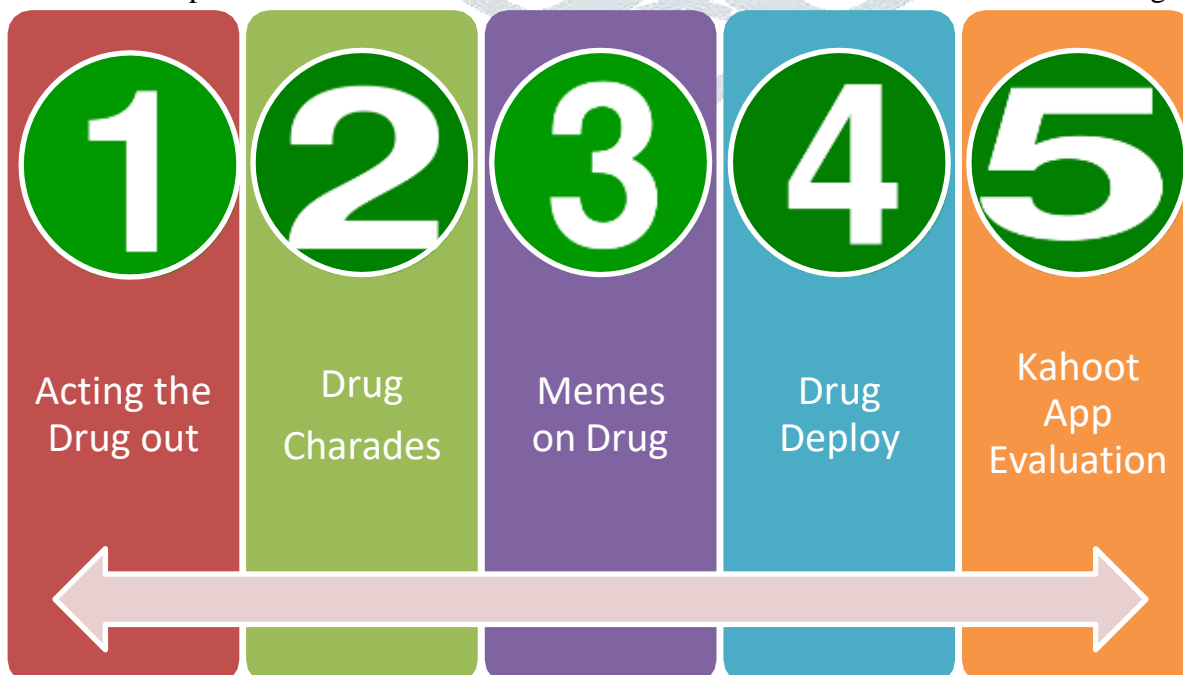


Fig.no.3.Edutain method activities

EVALUATION PHASE:

The control group participants those who had conventional classes on the topic “Drugs used in obstetrics” were evaluated by a self –structured questionnaire via Kahoot App. At the closure of the Fun and Learn session the research participants from the experimental were also evaluated by a self structured questionnaire test via Kahoot App.

ANALYSIS PHASE:

The researcher found that research participants enthusiastically got themselves involved in Fun And Learn method .They were attentive , had great fun and learned concepts with great enthusiasm in a competitive milieu. The statistical analysis revealed that experimental group who had underwent Edutain learning method acquired more knowledge than the control group. The “t” Value was 11.92 which was significant at $p < 0.5$ confidence interval. Thus proving that Edutain :Fun and Learn method of teaching created a high impact amongst students,

IV.Conclusion

Learning should ignite curiosity, provoke creativity and make the learners to indulge in Learning lifelong. Living in the era of globalization, teachers are in demand to equip themselves and render technological driven teaching . Edutain learning being a trendy idea it entertains the students with fun based learning material This gamification in learning will enable the students to be in par with global standards and prepare themselves to face the ever changing ,fast moving educational platform and to perform in better ways.The study revealed that there was a positive impact on Learning amongst students through Fun and Learn method. This method was found to be more innovative which veiled away the boredom of traditional classes. Hence, these kind of innovative teaching methods should be applied in various fields to enlighten the Techy Generation.

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