EDUTAINMENT: ENJOYING WHILE LEARNING

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It is common known that people begin telling tales when they reach the limit of their ability to communicate verbally. Stories were communicated via wall murals and sketches even before humans had the ability to communicate verbally. These are the two methods through which a tale may be brought to life via storytelling. At the time when people learned how to write, they were able to preserve their tales in a variety of media and technological forms, which are still used today. According to Manovich, 2021, as time passed by, different approaches of narrative continue to evolve and attract more attention. The transition from traditional storytelling to transmedia storytelling was made possible thanks to the media’s aid. It is a technique for conveying a narrative across a variety of platforms and mediums, such as films, novels, and television programs. The approach to narrative evolves in tandem with the advancement of technology.

Edutainment is a well-defined term that refers to a combination of entertainment and education, as well as the marriage of education and entertainment. The usual idea for this application is to provide educational assistance while also providing amusement.

There are a number of benefits to using tales as a teaching tool with youngsters. Working with stories gives the youngsters the ability to create their own education. Fables has a remarkable impact on young readers because of its brief structure and use of language. Young readers may also learn how to recognize the structure of a story and how to apply this knowledge to their own creation. The second benefit of using fables as a teaching tool is that they aid in the formation of moral and moral growth in children. Young readers may discover moral workouts and build fundamental contemplating moral difficulties, as well as reflecting their own arrangement of values, by using the backdrop of the
narrative. It is possible to create a more substantial degree deduction in this manner since youngsters develop a piece of their abilities to comprehend the significance and allegory.

If it is required to provide our kids with high-quality education on a daily basis, instructors must use acceptable ways to satisfy those requirements without jeopardizing the students' satisfaction. The basic goal of Edutainment is to draw students' attention to certain events and things while they are learning, and to keep them focused on those events and items.

References: