<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
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<tbody>
<tr>
<td>8:45 am - 9:15 AM</td>
<td>Assemble in conference Hall / Registration for National / International participants</td>
</tr>
<tr>
<td>9:15 am - 9:45 am</td>
<td>Hi-tea / coffee break</td>
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<tr>
<td>9:45 am - 10:15 am</td>
<td>Melissa Casino</td>
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<tr>
<td>10:15 am - 10:45 am</td>
<td>Richard T. Greaci</td>
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<tr>
<td>10:45 am - 11:15 pm</td>
<td>F. Moridi</td>
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<tr>
<td>11:15 am - 11:45 am</td>
<td>Yeon Naa, Cheong, Mohd Fauzy, Wan, Seong Chong, Tosh and Balakrishnan, Mumbai</td>
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<tr>
<td>11:45 am - 12:15 pm</td>
<td>Yeon Naa, Cheong Mohd Fauzy, Wan and Seong Chong, Tosh</td>
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<tr>
<td>12:15 pm - 12:45 pm</td>
<td>Lunch break</td>
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<tr>
<td>12:45 pm - 1:15 pm</td>
<td>Dr. Muhon SAKIN and Dr. Lima Ali Saffi</td>
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<tr>
<td>1:15 pm - 2:00 pm</td>
<td>Tianyqin Prawsino</td>
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<tr>
<td>2:00 pm - 2:30 pm</td>
<td>Michael Grech</td>
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<tr>
<td>2:30 pm - 3:00 pm</td>
<td>Sumin Sanmung</td>
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<tr>
<td>3:00 pm - 3:30 pm</td>
<td>Aleksandra Kandinasoe, Dacso Dewoo, Utzijen Zheleva Zikolevka</td>
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<tr>
<td>3:30 pm - 4:00 pm</td>
<td>Song-Astatek and Assita Tanabtach</td>
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<tr>
<td>4:00 pm - 4:30 pm</td>
<td>Dennycho Yo-sen</td>
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<tr>
<td>4:20 pm - 5:00 pm</td>
<td>Minato Yogi</td>
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<tr>
<td>5:00 pm - 5:30 pm</td>
<td>MiJin Seo and Hyeobee Park</td>
</tr>
<tr>
<td>5:30 pm - 6:00 pm</td>
<td>Lee Sandoosa</td>
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<tr>
<td>6:00 pm onwards</td>
<td>Tea / Coffee Break and Closing for Day</td>
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</tbody>
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<tr>
<td>9:30 am - 9:45 am</td>
<td>Tea / Coffee Break</td>
</tr>
<tr>
<td>9:45 am - 10:15 am</td>
<td>Suhjoo Kim, Donggiang Kim, Jui Park, Daeheung, Jang, Hongchoon Lim, HeonChang Yu</td>
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Dhesh Shandilya, Pokhara University
Ishwar Timi, Open Learning Society

Anshul Shah, Open Learning Society
Baba Ram Adhikari, College of Open Learning

Sumitra Rana, Patanachal University
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Abstract
The objectives of this investigation were to: 1) Develop an edutainment to provide resources that support the learning processes of undergraduate students in educational technology and communication; 2) Evaluate the effectiveness of such edutainment; and 3) Determine student satisfaction with the edutainment. Edutainment is a new educational trend focusing on making the teaching and learning process more fun and enjoyable. Edutainment is accomplished through the use of interactive digital software, which combines education with entertainment. The purpose of this study is to evaluate the effectiveness of an edutainment program that uses multimedia and interactive tools to enhance the learning experience of undergraduate students in the field of educational technology.

Keywords: component, edutainment, multimedia, educational technology

Introduction
The management of learning focusing on the center of media and technology is increasing in the future because of the progress of high technology. The learner will study with media literacy by themselves, "Institutional and without a Teacher". Several methods of instruction will be inserted in the lesson and activity format of computer software, radio, television, online games, internet, and virtual classrooms. (Jin, 2005)

The new path of education has educators and psychologists focusing on the learning environment. They believe that the management, curricular, and learner centered process, modern media literacy and warm classrooms are catalyst to learning. There are two kinds of the mood in the classroom the learner mood and teacher mood. If the teacher can combine both, this will create a better learning environment. We, mankind, focus on the nervous system or the brain. The miracle black box and was called "Decade Brain". The educators gave an emphasis on the brain and research about the advantages of student's mood in correlation to their learning success. If this is successful they will use it to increase the efficiency of learning. Consequently, the researchers found that in the use of the music, there is an effect on the brain. The sounds and rhythms have produced with base and show, activates the brain system. Therefore, edutainment which used in learning technology, can help improve students' learning effectiveness and satisfaction. The melody of a flute can trigger the Hippocampus and Amygdala and help control anger and aggressiveness. The Indian flute and violin can activate the Cerebellum and Neo Cortex. These parts of the brain control movement, learning, thinking, aesthetic views, emotions, feelings, conscience, decisions and aid in the acquisition of knowledge. This is the new and interesting discovery about brain waves to develop human brain correspond to body, mind, and soul. The educator takes these results and applies into the learning environment, constantly thinking of how to manipulate the overall happiness, satisfaction and enjoyment of the students. The complex classical music rhythm activates the Spinal - Temporal Resonance, necessary for studying mathematics and science. Synthesizes that the classical music supports the mathematics progress. Franco Rauzani (1993), an experiment on topic, "The Mozart Effect" showed that the classical music results in a better memory and intelligence of students.

Therefore, the teacher not only teaches but also designs learning environments that motivate and support the learner to study by themselves. Moreover, the teacher constructs learning experiences in formal, informal, and free style studies. The learners are under enjoyable environments and encouraged by image, light, sound, and speech for insight into the art of knowledge. They become insightful and learn to become independent by solving problems themselves.

Development of an Edutainment
The learning style of incorporating learning with entertainment technology focuses entertainment and makes it support learning by an educator. For example "Flourish" institute of De-Ter in Thailand, unconventional studies English through a new theory called "Monomedia". The non-media is a program that places English vocabulary in music and it becomes songs for teenagers. They believe that the students begin to measure the vocabulary scientifically. This is one of the many styles of Edutainment. These techniques motivate and stimulate prominent memorization, and ensure that many music factors in learning English are recovered. The teachers are also at ease and students this helps encourage self-esteem and pride in learning. Though this is an unconventional and new teaching style, it also incorporates singing songs, dancing and dramatic performances into the lesson plans. The learner enjoys the knowledge with enjoyment and attention all the time. The classroom design looks like a studio including CCTV (closed-circuit camera and video) with modern sound effects for interactions between the teachers and the students. This is also controlled by staff operation. This is the beginning of a revolutionary shift in education, and it is all happening in Thailand.

Edutainment is a new term (new term coined), similar to entertainment, that expresses the combination of education and entertainment in a work or presentation such as a television program or a Web site. The most educationally effective children's programs on television are "Seasame Street", "The Electric Company" and "Mr. Rogers", could all be classified as Edutainment. Outstanding Web sites that edutainment includes; Learn2.com and HowstuffWorks.com. (White, 2013)

Edutainment (also educational entertainment or entertainment-education) is a form of entertainment designed to educate as well as to amuse. Entertainment typically seeks to instruct or socialize its audience by embedding lessons in some familiar form of entertainment: television programs, computer and video games, films, music, websites, multimedia software, etc. Merriam (1994) showed that entertainment activity influences
producer of the "tasteful" show, that the television programs are a power media for learning in a period of technology. It is important for those thinking skills in children to develop. Kim (2004: 1) refers to the essay "The Transformation of Distance Learning to Distributed Learning" and draws attention to the nature of children wanting to know and see. They will have their imagination stimulated and will be receiving entertainment by video games, movies, and television programs produced by advanced producers that combine knowledge with children's imaginations. This will construct exciting images and support the curiosity consequent to discovering knowledge on their own. According to White (2004), this supports the concept of the educational design by the activity and feeling of free time because in this is the period of learning the learner must feel relaxed.

According to Mary (2005), this study was to explore the meanings that at-risk adolescents girls develop through viewing and listening to the verbal and nonverbal social signs and symbols in music videos. Relatively little research has been conducted about music videos despite two decades of concern. Prior research suggests that music videos have a primarily negative effect on young people. Concerns include the psychological impact on youth, where normative expectations may be developed into conflict resolution, race, and male-female relationships. This study substantiates the need for media literacy curriculum that is designed to reach at-risk adolescent audiences. In this paper we propose a collaborative musical educational system named "Family Ensemble" (FE). FE allows a parent and their child to jointly create music together at home, in this case, a piano duet, even if the parent has little or no experience in playing a musical instrument. FE makes it easier for the parent to correctly perform given methods along with their child's performance. This uses an error-correcting algorithm that can cope with the particular errors famously made by beginners, i.e., children. By supporting the FE prompts the child to practice the musical instrument more willingly. In experiments, we confirmed that FE can facilitate the playing of duets by pre-instrumental performers and beginners. Furthermore, we found, during a joint practice using FE that some students discussed musical ideas that they could not have talked about without the system. Thus, not only does FE encourage children to willingly practice the piano but it also allows even pre-instrumental performers and beginners to aim for richer musical expression and a deeper understanding and appreciation of music. (Oshita, 2006) The similarities among these three independent studies, conducted by the authors, of informal learning in computer-supported collaboration in three different contexts are examined: (1) university undergraduate playing multiplayer video games; (2) elementary school children playing "educational games" on a classroom computer during free time; and (3) adult computer users enjoying informal learning in a variety of workplace scenarios. These studies indicate that users are often involved in unsupervised ways. Additionally, collaboration was both enabled and constrained by the participants' task and social goals. Issues such as the blurred distinction between play, work, and learning and design implications are discussed. (Mishra, 2004) Four years after its first broadcast as such a class in 1964, it is aired Monday through Saturday in 32 countries. 3,764 times per day through public service access in the 1,624 radio, television, and print media outlets that carry it. All these media are collected on www.cnn.com. In search of the classes that can be learned from its use of entertainment-education narratives to promote moral and spiritual values, (Charles, 2005) KDE Education Project in Germany is developing high-quality educational software for the K Desktop Environment. Primary focus on schoolchildren aged 3 to 12, and the specialized user interface of interest to university students and anyone else with a desire for learning.

In its outstanding style, entertainment influences learning in many Universities in Thailand, Rajamangala University of Technology Isan (RUIT), and Faculty of Technical Education all produced vocational teachers focusing on the pivotal use of educational technology equipment, while specialists in communications are directed to targets and objectives. Support experts, students, or geniuses, who have demonstrated superior performance abilities, can also help support intelligence, and can be helpful in teaching techniques in solving problems logically. Now, it uses the process of value education and self-assessment report, for a guarantee the graduate in the labor market. The objective must be to continuously develop, yet is struck by the problem of students who are absent, tardy or inactive during the class lectures and lessons. Consequently, the students and teacher are simple based in the classroom environment. Considering the problem of learning management and trends in design environment learning from many universities, the concept must be taken to bring entertainment media to support learning materials such as movies, music, television programs and online games following the concept of entertainment as a motivation more than a normal lesson plan. According to the planning of Rajamangala University of Technology Isan, this will support the academic environment also affecting the intelligence and mood of those who graduate when the teacher creates a prototype for next generation. From this, the researcher will construct this project for investigation and design environmental learning for students to be learned by themselves under enjoyable environments with the use of image, light, color and sound combining the knowledge, thinking, open relation and vision of students and teacher to be taught out the box also students will have a good attitude toward learning. It is a pilot project to develop a designed environmental learning that could support several styles in the future.

Summary

An entertainment definition includes the facilities, theory, evaluation, and educational media. Teaching programs utilized in entertainment are comprised of a variety of game shows, cartoons, documentaries, and quiz shows. The games used are beneficial by the reason of the interactive component. It is more complex to produce but motivates learners more than multimedia and several styles of games such as shooting games, racing cars, adventures and quizzes. The player wearing glasses and headphones will see the screen with a panoramic stimulation. The music includes several styles such as Pop, Rock, Dance, R&B, Hip-Hop and Country. There are many music videos and humorous single's for watching. The movie includes many varieties of Action, Thriller, Drama and Comedy. All media should be in a convert file in the CPU. Players will be able to select their favorite videos. Moreover, every media should be a combination of the idea of play, learn theory, individual theory, and activity theory to evaluate them all through the process. This will require obtaining specific materials not only selecting available materials but also modifying those available materials and designing new materials. (Klein, and others, 1996) Then development of an entertainment is composed of knowledge inside relaxation, comfortable environment and variety multimedia.

Operate Definition

1. Environment learning means to bring the theory of entertainment, theory of play & learn and theory of activity for supporting learners to take the knowledge with fun and happiness and also a higher achievement.

The teacher should assign some parts of a lesson for those who do not understand with entertainment media.
paint a beautiful, bright, colorful tables, chairs, shelves, cabinets, screens, lighting and sound. They have a corner for activity and also prepare the media for independent selections such as movies, music, games and television programs which are suitable for the learner through the use of意味着.

References

New Zealand, 2001