

4. Play, playfulness, and learning

Is learning possible without effort? What kind of promises do objects – modern toys, games, robots – make to children and adults? What role does playing with educational objects have in learning by children and adults? Wherein lies the attractiveness of edutainment – is it possible to learn through fun alone? How can the educational value of objects be assessed?

topics

hard fun and fun in learning; educational aids for adults; skills development and educational toys; culture and context sensitive educational design; measuring the impact of toys and games; the durability and life of educational objects; immersion and flow in learning with objects; the cognitive benefits of play

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