

Projects on Islamic Edutainment and Islamic Systems

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Editors

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20. FUTURE DIRECTION OF ISLAMIC EDUTAINMENT AND SYSTEMS

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ABSTRACT

This chapter reports on the future direction of Islamic edutainment and systems in three major areas: dynamic stories; methods of storytelling, and techniques of animation. In whichever major areas, the aim is to establish a wisdom-based society. Islamic edutainment should move towards elevating the degree of interaction, simulation the emotions and motivations, and well-advised actions in triggering series of stories. Latest methods of storytelling such as non-linear, collaborative and community storytelling should be explored and incorporated into Islamic edutainment. Similarly techniques of animation are a must to ensure the diversity of forms and creativity in Islamic edutainment.

20.1 Introduction

Islamic edutainment has been growing in acceptance in many initiatives and companies such as TV Al-Hijrah (Malaysia) and Harf Information Technology Company (International, Egypt-based). The most crucial need is content; to the extent that companies above would go for purchasing simple animations even if it had to be re-designed to meet the demand from their audience. This approach was also intended to avoid duplication and re-inventing the wheel, as costs are involved.

Islamic content could be adopted from local and International sources. Books that came from Islamic manuscripts, classical works, historical events, and lecture notes among others could be included to the current collection of children stories as possible source for Islamic content. To expand to a wider audience, the content could also capture knowledge exercised within the context of an organization.