Educating Digital Generation: Potter More As A Virtual Learning Environment (Vle) Tool

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Abstract

According to the American Academy of Paediatrics, over 50% of American children between the ages of 8 and 18 years spend more than eight to ten hours a day watching TV and using electronic gadgets like smartphones, tablets, and computers. According to a recent study, up to 60% of children between the ages of 10 and 16 use digital devices during dinner or before going to bed at night. Such behaviour leads to various physical and mental constrains, which result in early signs of anxiety, mental illness and psychological dependancy to such devices. Digital literacy at a young age is very important because it will enable children to prioritise their screen time and digital time. This problem is caused by the fact that many schools have started to impose strict limits on the amount of time that students can spend on homework and electronic devices at home. This is causing many students to develop negative habits such as binge-watching TV and playing video games for hours at a time without any parental supervision. Research has shown that excessive screen time can have a serious negative impact on students' physical and mental health and lead to behavioural problems and emotional problems such as anxiety and depression. It is by and large true in developed and developing countries. To prevent this, can there be a better alternative? Can 'participatory culture' be an alternative for the digital generation? One such participatory digital platform for storytelling, writing, and visualising could be 'Pottermore', an online game.

Keywords: Digital education, VLE, Pottermore, Digital literacy, Narrative.

Introduction

Many students have complained that they feel disconnected with society because they spend too much time playing video games and watching TV. I believe that this is caused by the negative impact of screen time on students' mental health and their ability to interact and communicate with others in the real world. The Harry Potter adaptations address this issue by promoting a healthy balance between technology and real-life interactions and helping children realise that spending too much time in front of a screen can lead to negative consequences. One of the prime examples is the 'Pottermore' phenomenon. This online online platform gives readers the opportunity to complete challenges and explore the Hogwarts School of Witchcraft and Wizardry in a virtual

world. I think this is an excellent way for J.K.Rowling to promote healthy human interaction and encourage kids to spend more time with family and friends in the real world instead of in front of a screen.

Pottermore is a digital platform that allows users to explore the world of Harry Potter. It is a social media site, which allows users to connect with others who share their interest in the series. The site allows the user to access exclusive information about Harry and his friends through written stories, videos, audio clips, games, and interactive content. The platform also allows fans to upload their own material about the series to share with other users. The main feature of the site is the questionnaire that allows the user to learn more about themselves through the sorting hat. In addition to offering information about the characters of the series, the site also provides a forum for users to connect with each other and share their favourite characters and moments from the books with each other. The platform makes use of a variety of different mediums to engage users in the magical world of Harry Potter. The wide variety of content offered on the site ensures that there is something of interest to everyone. However, some elements of the site are not accessible on mobile devices because the site is optimised for computers only. This limits the reach of the platform to users who have access to a computer or laptop. Additionally, the fact that the content is in English limits its reach even further as many users who do not speak English will not be able to participate in the community on Pottermore. Despite these limitations, Pottermore has created a unique platform that immerses users in the magical world of Harry Potter and allows them to connect with others who have the same interests.

Digital generation and Pottermore

The digital age has revolutionised how people communicate, learn and work. With the development of technology, a new form of learning has emerged. Pottermore is a website that allows users to create their own avatars and navigate through virtual worlds. It is also a digital book club where students are able to connect with authors and participate in online discussions about the books they are reading. Many schools are now incorporating this interactive learning into their curriculums to encourage children to develop critical thinking and communication skills. However, critics have raised concerns over the safety and privacy of digital students and have raised concerns about potential addiction and bullying issues. Despite these concerns, I believe that the benefits of this new form of learning far outweigh the risks.

A considerable amount of research has been conducted in recent years to determine the advantages and disadvantages of virtual learning environments (VLE). There are many potential benefits to VLE, including improved student engagement and motivation and enhanced learning experiences. For example, students no longer have to attend a physical classroom for lectures and they can complete assignments from the comfort of their own home. In addition, students can also communicate with their peers and teachers through

online discussion boards. On the other hand, there are also some disadvantages to VLE such as a lack of social interaction among students and an increased risk of cyber bullying.

Role of digital literacy in education and Pottermore

Digital literacy is essential for people of all ages, but it is especially important in academics, when students learn fundamental concepts about the world around them. The digital generation needs to be prepared to interact with all kinds of media, including games, websites, and social media. They need to be aware of the positive and negative effects that different types of media can have on both their physical and mental well-being. Harry potter is a good example of how students can learn important life lessons from a book while also having fun reading the story. Following are a few important take aways from the Pottermore virtual platform:

In the Harry Potter series, there are numerous references to key literary elements such as symbolism, characterisation, setting, and plot. These elements not only make the story more interesting, but help students to analyse and discuss different elements of the story to develop a deeper understanding of it. Students can also discuss these elements individually and develop their own theories about how they relate to the plot. Pottermore game has amazing story telling style that captivates the player with its unique and well-written narratives. The game is divided into different sections, each with its own story. For instance, there are three different stories in the game; one for each of the houses at Hogwarts (Gryffindor, Hufflepuff, and Ravenclaw) and one each for Harry and his magical friends Ron and Hermione. The player is also given the opportunity to play as Sirius Black as he escapes from Azkaban Prison in the book Prisoner of Azkaban. Each of these stories is told through a series of text-based journal entries written by Harry and his friends throughout the game. In addition, there are several other types of storytelling styles present in the game that function in different ways to convey the story to the player. These include interactive "choose your own adventure"- style chapters and paintings that help to tell the story of the Philosopher's Stone and its discovery. Each of these techniques has its own unique strengths and weaknesses and should be taken into consideration when analysing the effectiveness of the narrative in the game. Overall, the game does a very good job of creating an immersive and interactive experience that is both enjoyable and compelling for players.

The Harry Potter books incorporate elements from different genres, such as fantasy, historical fiction, and science fiction. This provides students with an opportunity to explore the different ways in which authors create narratives across different genres, while also learning about the history of these genres and the effects they have had on culture over the years. The virtual adaptation of the books creates realistic impression of various genres in the reader's mind, in this case, in the gamer's mind. Harry Potter books are more than just stories; they also contain hidden messages that can teach students valuable lessons about life and help them develop a positive mindset. For example, in the

book Harry Potter and the Order of the Phoenix, J.K.Rowling teaches children the importance of listening to their parents and not putting themselves in danger by disobeying the rules. She does this through a series of analogies which show children how they can apply the same principles to their own lives and avoid making the same mistakes as Harry and his friends.

The Harry Potter series is an excellent tool to educate the new generation of students about the digital world we live in today and the importance of being careful when it comes to interacting with media. It helps them understand that not all media is created equal and that they need to be careful about what they expose themselves to. It also gives them some insight into the darker side of technology and how it can affect people's mental health. Finally, it helps them understand the impact that digital media can have on body image and encourages them to be conscious of what they post on social media and how they portray themselves to others.

Navigating the Screen Time

As technology becomes increasingly important in our lives, many parents are concerned about the amount of screen time their kids are spending in front of the TV, computer, smartphone or other electronic devices. However, research suggests that introducing kids to technology at an early age can be beneficial for their development in many ways. Here are some of the reasons why I recommend letting kids play computer games. Video games play an important role in promoting physical activity in children. Playing video games can make children more active and improve their overall fitness because they need to be constantly running around while playing. It encourages them to burn off excess energy and build endurance and strength, mentally. When a child plays a game he or she becomes more focused on the game and less focused on anything else. This can help the child improve his or her attention span and become more disciplined. It also helps children to improve their decision-making skills and give them the ability to focus their attention on the task at hand.

Another reason why I think kids should play video games is that it helps them develop good problem-solving skills. Children have to use strategies when playing most games which will help them to think carefully about the best way to solve a problem in the game so they can complete it successfully and reach the next level. This helps develop their critical thinking skills and helps to give them a head start when it comes to school. It can also help them to develop a positive attitude towards challenges so that they don't give up easily when they come across a difficult problem.

What is digital literacy ? Digital literacy is the ability to find, evaluate, create and communicate using digital technology. Learning how to use technology is a crucial skill that kids need to have in order to succeed in today's digital age. Teaching your kids how to be responsible and safe while online is important to help them navigate the digital

landscape. You can help them develop their digital literacy skills by helping them to learn to use the computer and the internet safely and responsibly. There are many ways that you can help your kids to become digital literate. Here are some of the things that you can do to help your kids to develop their digital literacy skills. Kids learn best when they have fun, encouraging them to use technology in a safe and responsible way is the best way to teach them how to stay safe online. You can help them by teaching them the rules of the road when browsing the internet so they will know when they are crossing into unsafe territory.

How does digital literacy benefit learning? Digital literacy involves an understanding of how to use the internet and technology safely for a range of purposes including research, social networking, communicating with others, and sharing content online. It also includes an understanding of how and why the information available online is sometimes inaccurate or misleading and how to avoid this. The ability to critically evaluate information found online is also important for digital literacy. Digital literacy is an important part of 21st century learning and is essential to achieving success in the future. It is increasingly relevant in everyday life and will become increasingly important for a wide variety of jobs and careers.

In conclusion, I believe that the Harry Potter books are an excellent way to educate kids about the dangers of technology and help them develop healthy habits that will help them thrive in the digital era. When you allow your children to play educational games they will learn how to solve problems and think creatively in a fun way. By playing games like math games for kids, they will be introduced to important concepts that will help them later in life such as basic maths skills and arithmetic. It can help to give students the skills they need to become active participants in their classrooms and wider communities. It also helps them develop critical-thinking skills which are vital for their development and their future success in life.

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