### Zoo Kids Zone in Chiang Mai Zoo: Best Practice Activities under the Concept of Edutainment

Banjaponn Thongkaw, Maejo University, Thailand Jirachai Yomkerd, Maejo University, Thailand

The Asian Conference on Education 2018 Official Conference Proceedings

#### Abstract

In the term of edutainment which is currently defined as the helper for social and health problems, this paper is intended to empirically apply the conceptual framework of edutainment to evaluate the behavior of young tourists who attended to the Zoo Kid Zone in Chiang Mai zoo, Thailand. Additionally, the empirical practice done in this paper is conducted directly to investigate the capability of the students who are above 15 years old to understand the edutainment concept by doing activities in the Zoo Kid zone for suggesting efficient plans to the policy makers. Methodologically, 355 young tourists are sampled to analyze by the descriptive and statistical approaches for clarifying the correlation between edutainment activities in the kid zone and tourists' perception and adoption. The results were obvious that the sampled people misunderstand the edutainment concept and they did not realize this issue in daily life. Consequently, these results will be the crucial work that empirically explains the recognition of edutainment travellers should be mentioned and implemented for improving the higher standard of the kid sector in Chiang Mai zoo. Furthermore, the pilot practical results in this paper will be the useful application for other zoos around Thailand that similarly have kid zone activities.

Keywords: Edutainment, Adoption, Kid activities, Choice analysis

# iafor

The International Academic Forum www.iafor.org

### Introduction

What is Edutainment? Education and Entertainment can be combined as a new word called "Edutainment". This regards the study of using input factors, processes, and output factors in each form of communications to apply in many educational situations. Why we should apply edutainment in educational institutions? Inevitably, educational activities need enjoyable things and entertainment activities needs educational learning. So, the concept of edutainment can provide knowledge, enjoy with environment, entertainment, relaxing, and learning by doing. Why is the Zoo Kids Zone in Chiang Mai Zoo? Chiang Mai zoo is the worldwide zoological place that is guaranteed by the World Association of Zoos and Aquariums (WAZA). The Zoo Kids zone is one of spotlighted sections located in the zoo. This place was established to provide kids for learning about animals, humans, technologies and ecological systems. As a result, edutainment would be suitably applied to improve services of this zone.

# 1. Objectives

1. To evaluate the activities in the Zoo Kids zone based on edutainment applications.

2. To study expectations and attitudes of audiences in the Zoo Kids zone.

3. To recommend a policy "Best Practice" for planning edutainment activities in the zoo Kids zone.

### 2. Review Literature

Zühal Okan (2003) studied the edutainment application to remedy children who addicted electronic games. Vasanth Kiran and team (2012) explored the edutainment application in how to use Hollywood movies in classrooms. Erin M. Steffes and Philippe Duverger (2012) applied edutainment ideas combining video clips to cure children who addicted them.

# **3. Research Methodologies**

The methodology was implemented in this research are consist of the descriptive statistics and logit model. The observations were collected from the sample size equal to 355 by surveying in Zoo Kids zone of Chiang Mai zoo in during period of 1 year (2016-2017).

### 3.1 data description

Gender	Amount	Percentage
Men	140	39.4
Women	215	60.6
Total	355	100

**Table 1**. Display the data of Gender who visited in Zoo Kids zone of Chiang Mai zooin during period of 1 year (2016-2017).

#### Source: surveying

From table 1 was indicated that women have already visited in Zoo Kids zone of Chiang Mai zoo in during period of 1 year (2016-2017) more than man equal to over 60 %. From table 2, the people who were collected by surveying of this study have mostly the age of 15 to 19 is equal to 38%. From table 3, which it was presented that the data of the address for who visited in Zoo Kids zone of Chiang Mai zoo in during period of 1 year (2016-2017). Most of them have address in Chiang Mai is equal to 53.2%. Table 4, which it display that the data of frequency of visiting for who visited in Zoo Kids zone of Chiang Mai zoo in during period of 1 year (2016-2017). Most of them came to Zoo Kids zone of Chiang Mai zoo in during period of 1 year is equal to 1 times or about of equal to 56.6%. In table 5, which it present the data of types for traveling for who visited in Zoo Kids zone of Chiang Mai zoo found that most of them visited this place with their family is equal to more than 80%.

Age		Amout	Percentage	
	15 - 19 ปี		135	38.0
	20 - 24 ปี		44	12.4
	25 - 29 ปี		39	11.0
	30 - 34 ปี		62	17.5
	35 - 39 ปี		44	12.4
	40 - 44 ปี		17	4.8
45 - 49 ปี			4	1.1
	50 - 54 ปี		4	1.1
55 - 59 ปี		55 - 59 ปี 2		0.6
More than 60		More than 60 4		1.1
	Total		355	100

**Table 2**. Display the data of Age who visited in Zoo Kids zone of Chiang Mai zoo in<br/>during Period of 1 year (2016-2017).

# Source: surveying

**Table 3.** Display the data of the address for who visited in Zoo Kids zone of Chiang<br/>Mai zoo in During period of 1 year (2016-2017)

Location	Amount	Percentage		
In Chiang Mai	189	53.2		
Other provinces	166	46.8		
Total	355	100		

Source: surveying

# **Table 4.** Display the data of the frequency of visiting for who visited in Zoo Kidszone of Chiang Mai zoo in during period of 1 year (2016-2017)

Frequency	Amount	Percentage
First time	201	56.6
Twice	55	15.5
More than twice	99	27.9
Total	355	100

### Source: surveying

**Table 5.** Display the data of types for traveling for who visited in Zoo Kids zone of<br/>Chiang Mai zoo in during period of 1 year (2016-2017)

Company		Amount	Percentage	
Alone		8	2.3	
With families		294	82.8	
Tour groups		6	1.7	
Schools/University		2	0.6	
With friends		43	12.1	
Others		2	0.6	
	Total	355	100	

# Source: surveying

From table 6, this table display about the data of education for who visited in Zoo Kids zone of Chiang Mai zoo in during period of 2016 to 2017. Most of them are study in bachelor degree is equal to 41.7% and second order of the group has visiting in this place has of education level as the firs high-school is equal to a proximally 23% respectively.

# **Table 6.** Display the data of education for who visited in Zoo Kids zone of Chiang<br/>Mai zoo in during period of 1 year (2016-2017)

Education	Amount	Percentage		
First high-school	81	22.8		
Second high-school	53	14.9		
vocational certificate	35	9.9		
Bachelor degree	148	41.7		
Others	38	10.7		
Total	355	100		

# **Table 7.** Display the data of expenditure for who visited in Zoo Kids zone of ChiangMai zoo in during period of 1 year (2016-2017)

Expenditure (Baht)	Amount	Percentage
< 100	156	43.9
101 - 200	92	25.8
201 - 300	64	18.0
301 - 400	8	2.3
401 – 500	31	8.7
> 501	4	1.1
Total	355	100

# Source: surveying

The last table, this table displayed the data of expenditure for who visited in Zoo Kids zone of Chiang Mai zoo in during period of 1 year (2016-2017). In terms of data collection by surveying method was demonstrated that more than 40% of them expend less than 100 baht per time to visit the Zoo Kids zone of Chiang Mai zoo in during period of this study. In addition, the visitors have to expend higher from 300 to more than 500 baht per time is equal to a proximally 12%.

### 4.2 The empirical result of model estimation

**Table 8.** Display the result of model estimation for logit model based considers on thesocial And economic factors are influencing for revisiting of Zoo Kids zone of ChiangMai zoo

. logit back g	gender age pla	.ce frequence	e company	educatio	n expenditur	e, robust
Iteration 0: Iteration 1: Iteration 2: Iteration 3: Iteration 4:	log pseudoli log pseudoli log pseudoli log pseudoli log pseudoli	kelihood = - kelihood = - kelihood = - kelihood = - kelihood = -	-142.48558 -135.8058 -135.4664 -135.4652 -135.4652	8 5 4 1 1		
Logistic regre	ession			Number Wald c	of obs = hi2(7) =	355 15.41
Log pseudolike	elihood = -135	.46521		Prob > Pseudo	ch12 = R2 =	0.0311 0.0493
back	Coef.	Robust Std. Err.	z	P> z	[95% Conf.	Interval]
gender age place frequence company education expenditure _cons	.8062772 .0500574 .2065725 2426542 .042845 2251114 .0005985 0725908	.3294185 .0242832 .3194333 .1709402 .1686434 .1335971 .0009984 1.269495	$\begin{array}{c} 2.45\\ 2.06\\ 0.65\\ -1.42\\ 0.25\\ -1.69\\ 0.60\\ -0.06\end{array}$	0.014 0.039 0.518 0.156 0.799 0.092 0.549 0.954	.1606288 .0024631 4195053 5776907 2876901 4869569 0013582 -2.560754	1.451926 .0976516 .8326503 .0923824 .3733801 .0367342 .0025552 2.415573

**From: authors** 

From table 8, the logit model estimation was indicated that only the social factor was influencing for who revisited the Zoo Kids zone of Chiang Mai zoo in during period of study. In other factor is not influenced for who revisited the Zoo Kids zone of Chiang Mai zoo in during the same period of study. In addition, the social factor influenced of who revisited the Zoo Kids zone is consist of gender, age, and education respectively. In term of logit model explanation for this visiting behavior give more detail that the gender and age have a positively relationship with the probability of who will revisit the Zoo Kids zone of Chiang Mai zoo. In contrast, the education of the people visited the Zoo Kids zone of Chiang Mai zoo has impact of a reducing the probability of who revisited the Zoo Kids zone of Chiang Mai zoo. It implied that whenever the people have more higher education then they will reduce of revisit in the Zoo Kids zone of Chiang Mai zoo as less as they can.

Logistic regre	ession			Number	of obs =	355	
				Wald ch	ii2(34) =	75.82	
	7.1 1 404			Prob >	ch12 =	0.0001	
Log pseudolike	$e_{11000} = -104$	1.51053		Pseudo	R2 =	0.2665	
		Bobust					
hack	Coef	Std Err	7		[95% Conf	Intervall	
+				F >   Z			
e hall i	1736386	.4790224	-0.36	0.717	-1.112505	.765228	
e intro	.8851162	.604908	1.46	0.143	3004817	2.070714	
e areenzoo	2011943	.5361388	-0.38	0.707	-1.252007	.8496185	
e manriver i	.580173	.6888112	0.84	0.400	7698721	1.930218	
e model	2758029	.4512227	-0.61	0.541	-1.160183	.6085772	
e huntina	4481027	.5139066	-0.87	0.383	-1.455341	.5591358	
e anotomy	.2316092	.4795251	0.48	0.629	7082428	1.171461	
e_consume	-1.145404	.5929691	-1.93	0.053	-2.307602	.0167943	
e forrest	1204449	.6350979	-0.19	0.850	-1.365214	1.124324	
e reenerav	.7120252	.8612946	0.83	0.408	9760813	2.400132	
e games	4932807	.4649285	-1.06	0.289	-1.404524	.4179624	
e_elephant	-1.101026	.4857365	-2.27	0.023	-2.053052	1489995	
e_roval_pro	2800446	.6151852	-0.46	0.649	-1.485785	.9256963	
e_cinema	5888855	.6974402	-0.84	0.398	-1.955843	.7780722	
e_library	1.530324	.6848065	2.23	0.025	.1881278	2.87252	
e_know1	1.000163	.5770582	1.73	0.083	1308501	2.131176	
e_know2	-1.539266	.8047483	-1.91	0.056	-3.116544	.0380112	
e_know3	3037231	.6860253	-0.44	0.658	-1.648308	1.040862	
e_know4	6605013	.6645343	-0.99	0.320	-1.962965	.6419619	
e_know5	1.55761	.7536971	2.07	0.039	.0803912	3.034829	
e_know6	-2.041278	.6451253	-3.16	0.002	-3.305701	776856	
e_know7	2.637487	.7460321	3.54	0.000	1.175291	4.099683	
e_know8	3071129	.760596	-0.40	0.686	-1.797854	1.183628	
e_know9	6283532	.557761	-1.13	0.260	-1.721545	.4648382	
e_fun1	1.152594	.6868282	1.68	0.093	1935647	2.498752	
e_fun2	-2.443739	1.001005	-2.44	0.015	-4.405672	4818057	
e_tun3	1913878	.7936731	-0.24	0.809	-1.746958	1.364183	
e_tech1	1156229	.670986	-0.17	0.863	-1.430731	1.199485	
e_tech2	0264962	.9018746	-0.03	0.977	-1.794138	1.741145	
e_tech3	1.800919	.7887904	2.28	0.022	.2549187	3.34692	
e_act1	1,153986	.4917386	2.35	0.019	.1901959	2.117776	
e_act2	-1.64908	.9338564	-1.//	0.077	-3.4/9405	.181245	
e_act3	1.189/36	./858/59	1.51	0.130	3505528	2.730024	
e_act4	.18/0342	.6540905	0.29	0.775	-1.09496	1.469028	
_cons	.119/801	.9344343	0.13	0.898	-1./116/8	T.92T738	

**Table 9.** Display the result of model estimation for logit model based consider on the Expectation before entrance

From: authors

From table 9, the results of logit model estimation was indicated that the 13 factors were influencing on the expectation for probability of whom still never to revisit the Zoo Kids zone of Chiang Mai zoo in during period of study. In those factors consists of two group are influencing on both the positive direction and negative direction to the expectation of the probability of them before they revisit the Zoo Kids zone of Chiang Mai zoo in during the same period of study. First, the positive direction factors are affected to their expectation of probability of before to revisit again the Zoo Kids zone of Chiang Mai zoo is to consist of 7 factors such as library room of animal (e library), the exhibition of Chiang Mai zoo history (e know 1), the exhibition of hunting equipment (e\_ know\_5), the exhibition of forest in Thailand(e know 7), animal game zone(e fun 1), the exhibition of technology for Zoo Kids zone (e teach 3), and the last positive factor is the activity influence to selfexiting away(e act 1). In contrast, the negative direction factors are affected to their expectation of probability of before to revisit again the Zoo Kids zone of Chiang Mai zoo is to consist of 6 factors such as exhibition of displaying for wrong thinking for consume the animals (e consume), the 3D exhibition of elephant (e elephant), the exhibition of introduction for Chiang Mai zoo (e\_know\_2), the exhibition of anatomy of animals (e know 6), the exhibition of 3D drawing (e fun 2), and the last negative factor is the exhibition of activity to stimulate the creative thinking(e act 2). In conclusion, the empirical results of estimation from logit model suggested that the overall of those factors confirmed that visitors to visit the Zoo Kids zone is satisfied with the process of entertaining people at the same time as teaching them the knowledge together. From table 10, this table display about the result of model estimation for logit model based consider on attitude after entrance. The factors have influence on the probability to revisit of whom have ever been in Zoo Kids zone of Chiang Mai Zoo is still decreased when compare the result of estimation from previous logit model. In this case, only 8 factors are affected the probability of whom to revisit the Zoo Kids zone again. In the positive direction factors to impact the probability of whom to revisit this place consist of 5 factors such as the exhibition of green zone (a know 3), the exhibition of forest in Thailand (a know 7), the exhibition of VDO story of wrong thinking to consume of animals (a tech 2), the exhibition of technology for Zoo Kids zone (e teach 3), and the last positive factor is the exhibition of activity to stimulate the creative thinking (e act 2).

Table 10. Display	the result of model	estimation for	logit model	based co	onsider on
	attitude	after Entrance			

Logistic regre	Logistic regression Number o					354	/
-					1i2(19) =	82.09	ľ
				Prob >	chi2 =	0.0000	ļ
Log pseudolike	lihood = -98.	.380331		Pseudo	R2 =	0.3088	ľ
<u> </u>							ľ
<b> </b> ,		- 1 .1					
!	· - c	Robust					ľ
back	Coet.	Std. Err.	Z	P> Z	[95% Cont.	Intervalj	ľ
a know1	.0232708	.4995383	0.05	0.963	9558062	1.002348	
a know2	- 8551793	4038813	-7.12	0.034	-1.646772	- 0635865	ľ
a know3	1 359522	3678731	3.70	0.000	6385038	2.08054	ľ
a know4	4261774	3844959	1.11	0.268	- 3274208	1 179776	ľ
a know5	4916825	3655833	1.34	0.179	- 2248476	1 208213	ľ
a know6	- 3297007	3999117	-0.82	0 410	-1 113513	4541117	
a know7	1_004898	5229255	1.92	0.055	- 0200169	2.029814	ľ
a know8	- 3913003	3835331	-1.02	0.308	-1.143011	3604108	
a know9	- 201766	4702936	-0.43	0 668	-1 123525	7199925	
a fun1	- 5975225	3962179	_1 51	0 132	-1 374095	1790503	
a fun2	- 8431556	5081954	-1 66	0 097	-1 8392	1528891	
a fun3	1238777	4290325	0 29	0 773	- 7170106	964766	
a tech1	- 6552788	5029457	-1 30	0 193	-1 641034	3304767	
a tech2	7213414	3770774	1 91	0.056	- 0177167	1 4604	
a tech3	9925319	5934819	1.67	0.094	- 1706712	2 155735	
a act1	- 5777367	5680043	-1 02	0 309	-1 691005	5355314	
a act2	1 192524	4898135	2 43	0.015	2325068	2 15254	
a act3	5747984	4389425	1 31	0 190	- 2855131	1 43511	
a act4	- 4406152	4094886	_1 08	0.130	_1 243198	3619677	
	-4 95416	1 44915	-3 42	0.202	-7 794442	_2 113879	
	T.JJ+10	±.77J±J	J. 72		/ . / JTTTL		
4							

#### **From: authors**

For the negative factors to effect of the probability to revisits of who have ever already been Zoo Kids zone of Chiang Mai Zoo. The first factor is the exhibition of introduction for Chiang Mai zoo (e\_know\_2) and the second factor is the exhibition of 3D drawing (e\_fun\_2). And the last factor has a negative impact on the probability to revisit in Zoo Kids zone of Chiang Mai Zoo is other factors are not included in the logit model. However, some factors in the logit model estimation are found that they would be displayed in the same direction in both before coming and after coming to visit the Zoo Kids zone in Chiang Mai Zoo. If those of factors have positive influence on the probability to revisit in the Zoo Kids zone of Chiang Mai Zoo then both government sector and privet sector must be stimulated these activities more than previously for improving of the Zoo Kids zone of Chiang Mai Zoo. Which it will be as a suitable process of based on learning by the best practice activities under the concept of edutainment for this place.

# 5. Conclusion

The binary statistic model confirmed that the factors of social and economics, activities, and audiences' knowledge backgrounds significantly relate to their revisiting decision. It is obvious that sampled people needed to be basically improved regarding the concept of edutainment since the results stated people raised high expectations, but they have gained a few of good experiences after attending. The edutainment concept really needs the rotations of creative activities, and public and publication supports to encourage audiences to recommend to others.

### References

Duverger, Erin M. Steffes and Philippe. 2012. Edutainment with videos and its positive effect on long term memory. journal for Advancement of Marketing Education, 20(1), 1-10.

Okan, Zühal. 2003. Edutainment: is learning at risk? British Journal of Educational Technology, 34(255-264.

Vasanth Kiran, Mousumi Majumdar, and Krishna Kishore. 2012. Management edutainment: theory from fction, changing the way you teach. International Journal of Research and Development, 1(49-55.

Zoo, Houston. 2016. Houston Zoo Kidss Website. http://www.houstonzoo.org/newat-the-zoo/kids/Zoo, Singapore. 2016. Kidzworld. http://www.zoo.com.sg/kidzworld/kidzworld.html#ad-image