**ZAK STAMBOR – How Laughing leads to Learning
*Monitor Staff* – June 2006, Vol. 37, No. 6**

-The key to his teaching style, he says, is using humor to enhance otherwise dull statistical methodology by tapping into students’ multiple intelligences and learning styles in a way that forces them to think in divergent and real-life ways.

-It helps relieve fear and reduce anxiety.

-…to be effective, comedy must complement—and not distract from—course material. In fact, instructors who use distracting or inappropriate humor can actually interfere with students’ learning, suggests research by interpersonal communications research Melissa Bekelja Wanzer, EdD, of Canisius College.

-…classroom comedy can improve student performance by reducing anxiety, boosting participation and increasing students’ motivation to focus material.

-[Ohio University- Zanesville psychology professors Mark Shatz, PhD, and Frank LoSchiavo, PhD.] “Professors’ jobs are to educate, not entertain,” says Shatz. “But if humor can make the learning process more enjoyable, then I think everybody benefits as a result.”

-In the book [Humor as an Instructional Defibrillator] he suggests that humor’s primary psychological role is as an emotional response or buffer to relieve physical stress. Moreover, laughter has been shown to stimulate a psychological effect that decreases stress hormones such as serum cortisol, dopac and epinephrine.

-“Students don’t necessarily want Jerry Seinfeld as their instructor,” she [Wanzer] says. “They want appropriate humor that is relevant, lightens the mood and makes the information memorable.”

-…although humor can make the learning experience more pleasant, it must be attuned to the audience’s knowledge to enhance students’ attention, improve the classroom environment or lower students’ test anxieties.

-…humor can be overdone to the point that students are so busy awaiting the next gag that they miss the teacher’s message…

-The key to the writers crafting a good joke is the ability to see the joke through tht eyes of the viewer or student.

-[Berk] “It has nothing to do with me. I’m tapping into *their* multiple intelligence needs and *their* culture so that *they* can understand the material in *their* terms.”

**ZHAOPO SHAO – Discussion on the Performance of Visual Humor in Animation – 2017**

1. Introduction

-Animation is an art form to interestingly tell about stories to the audience through the orderly change of visual images, for which an inseparable relationship must exist between humorous language and visual images.

-“The word humor was original a biological concept.”…Hippocrates in ancient Greek. “Now it widely refers to a unique comedy effect of funny things through aesthetical grasp, which is produced mainly through aesthetical grasp, which is produced mainly by an aesthetic way of the aesthetic subject with a humorous and timeless wisdom.”

-Visual humor has entered the art stage as a kind of aesthetic language.

 2.) Image, the Bearer of Visual Humor

-…the most intuitive visual part of the animation, has the functions of narrative and cultural transmission, and also can most arouse the resonance of the audience in emotion or thought.

-Face is an important part of the image, and the designer may use exaggerated expression technique for a certain part of facial features or advisedly cut down a certain part as to increase the humor character of cartoon role, which virtually increases the entertainment character of the image.

-Structural organization is a common way to express the image of the role, and it is a complex based on the real life, consciously making an anthropomorphic replacement of image structure of the role, so as to visually increase the appreciation of the image.

-though the structural reorganization in the image design, animals, plants, and even abiotic object all can be endowed with human characteristics in the external features, emotions and personality by virtue of structural transplantation, so as to make animals, plants, or abiotic object more intuitively and novelly and interestingly represent the human emotions, and further reflect a real and interesting human society with good an evil.

 3) Color – Emotional Rendering of Visual Humor

-“Color originally has no emotional content but it can cause the mental activity.” St. Augustine has said: “Beauty comes from the appropriate proportion of all parts, plus a pleasing color.”

-…vivid screen color can increase the sensory entertainment of the audience from the tone o the screen.

 4.) Action – Surreal Humor

-So, action is a surreal parody humor of the animation designers to give full play to individual subjective initiative and to escribe and sublime the director’s intention and the dynamic plot in combination with their own, life experience, so a to make the action more perfectly reflect the character of the role.

 5.) Montage – The Humor from the sudden Change of Lens

-Lens rhythm mainly serves the animation narrative, but of course, some experimental animations are designed to completely give the audience a sensory enjoyment, and not focus on the story narrative.