In this new modern era, the development of digital media technology has led to the rapid development of moving images as an educational medium. Higher education is experiencing a paradigm shift in how video-based learning resources are delivered. The Internet has enabled the delivery of interactive video-based learning while technologies like handhelds have enabled the flexibility of learning while on the go. However, the success of online learning is also limited to the hardware and software constraints of screen devices like low screen resolution and have a small screen size. Indeed, with advances in the technology, most of the above-stated constraints may be solved, but what about the screen size? The screen size of a typical laptop screen that is approximately 13” inches diagonally Two main of the reasons why screen size is a problem are human visual perception and attention. Human visual perception limits the level of small detail they can see which also affects their attention span. Thus, what ways can we do to solve these problems?