Adding Some TEC-VARIETY and **Thrilling R2D2 Adventures into Online and Blended Learning** (and any type of class for that matter)

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在线学习动机与激励: TEC-VARIETY 模型 -激励和留住在线学习者的 100 个活动



Needed: New Models of Motivation and Engagement





Poll: What did Jean-Luc Picard



Intrinsic Motivation

"...innate propensity to engage one's interests and exercise one's capabilities, and, in doing so, to seek out and master optimal challenges

(i.e., it emerges from needs, inner strivings, and personal curiosity for growth)

> See: Deci, E. L., & Ryan, R. M. (1985). Intrinsic motivation and self-determination in human behavior. NY: Plenum Press.



Motivation Research Highlights (Jere Brophy, Michigan State University)

- 1. Supportive, appropriate challenge, meaningful, moderation/optimal.
- 2. Teach goal setting and self-reinforcement.
- 3. Offer rewards for good/improved performance.
- 4. Novelty, variety, choice, adaptable to interests.
- 5. Game-like, fun, fantasy, curiosity, suspense, active.
- 6. Higher levels, divergence, dissonance, peer interaction.
- 7. Allow to create finished products.
- 8. Provide immediate feedback, advance organizers.
- 9. Show intensity, enthusiasm, interest, minimize anxiety.
- 10. Make content personal, concrete, familiar.



Introducing the free "TEC-VARIETY" Framework... http://tec-variety.com/

http://tec-variety.com/TEC-VARIETY-Chinese.pdf

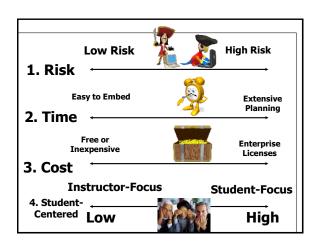


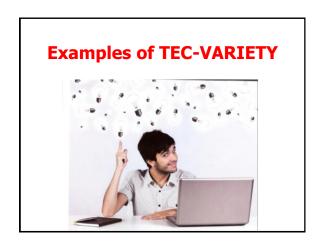
What motivates?

- Tone/Climate: Psychological Safety, Comfort, Sense of Belonging Encouragement: Feedback, Responsiveness, Praise, Supports Curlosity: Surprise, Intrigue, Unknowns

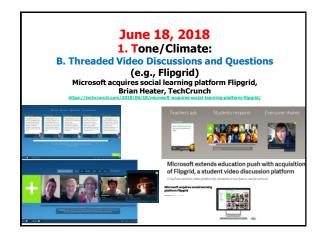
 - Variety: Novelty, Fun, Fantasy
- variety: Novelly, Fun, Fantasy
 Autonomy: Choice, Control, Flexibility, Opportunities
 Relevance: Meaningful, Authentic, Interesting
 Interactivity: Collaborative, Team-Based, Community
 Engagement: Effort, Involvement, Investment
- Tension: Challenge, Dissonance, Controversy
 Yielding Products: Goal Driven, Purposeful Vision, Ownership

TEC-VARIETY 模型







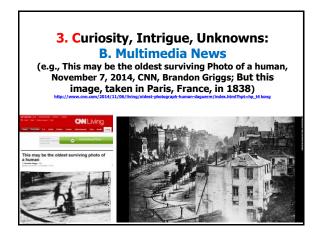




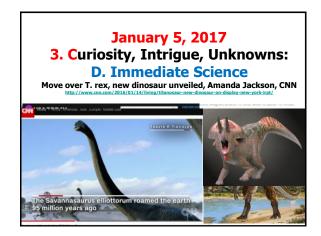














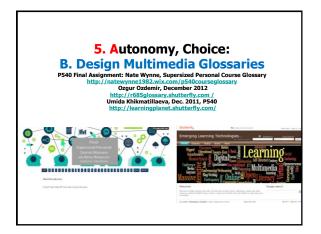




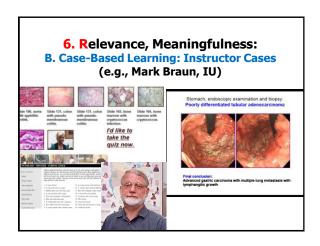


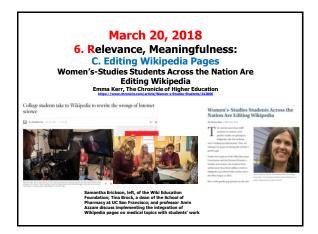


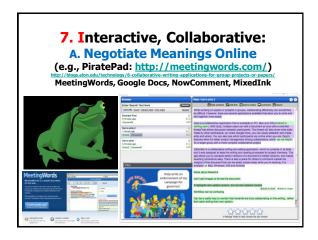


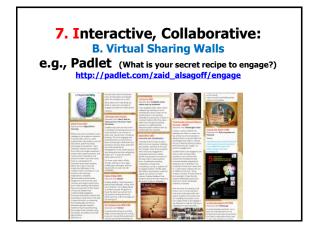




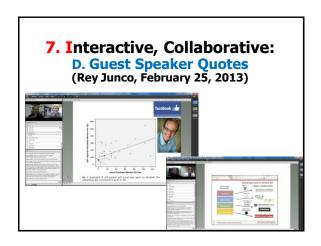






















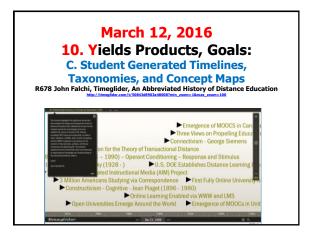


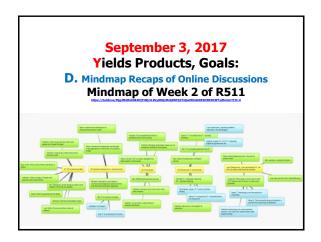










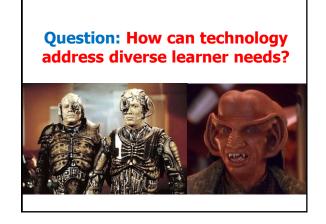














The R2D2 Method 1. Read (Auditory and Verbal Learners) 2. Reflect (Reflective Learners) 3. Display (Visual Learners) 4. Do (Tactile, Kinesthetic, Exploratory Learners)









1. Auditory or Verbal Learners

 Auditory and verbal learners prefer words, spoken or written explanations.











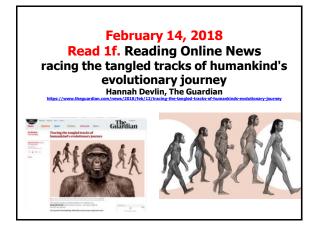


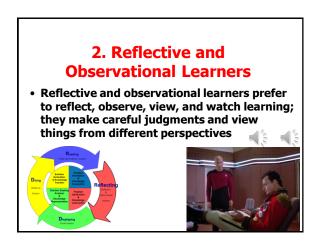
IU's Media School dean James Shanahan, at left, will host a new campus podcast. Senior Luqmann Ruth will read the news for the inaugural podcast. | PHOTO BY JENNIFER PIUREK, OFFICE OF THE PROVOST

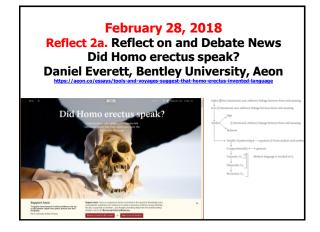






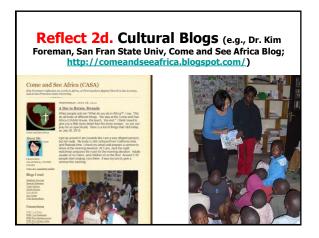


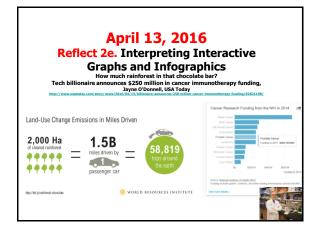


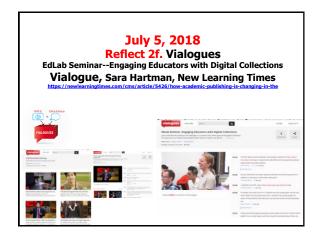








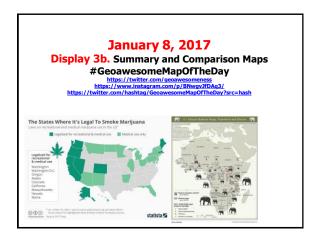


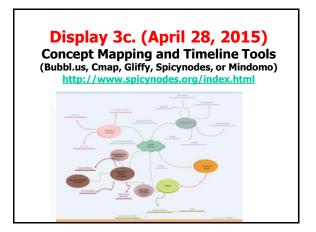


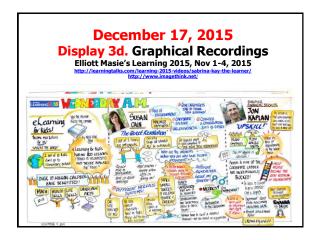










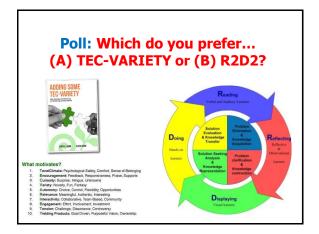














- 1. 0 if I am lucky.
- 2. Just 1.
- 3. 2, yes, 2...just 2!
- 4. Do I hear 3? 3!!!!
- 5. 4-5.
- 6. 5-10.
- 7. More than 10.



