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World

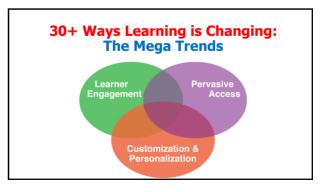
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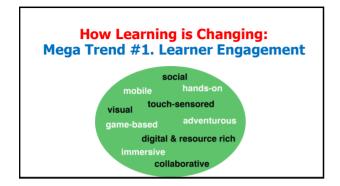




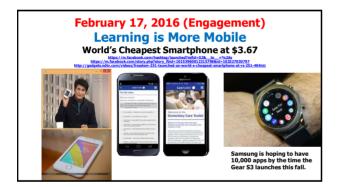
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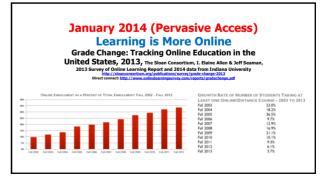


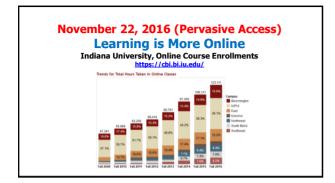


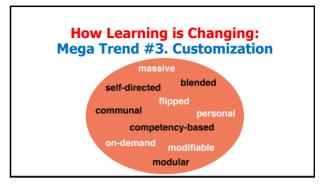






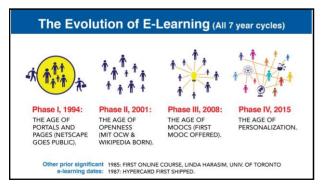






















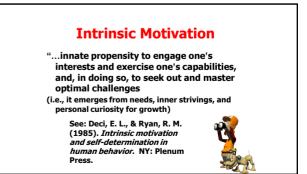
"In Education 3.0, classrooms would move away from lectures, such as this one, to having class time be spent on discussions and projects, using digital technology." (Per Wikipedia: https://en.wikipedia.org/wiki/Education 3.0

Poll #1: How many of you cannot keep up with educational technology reports and are frustrated?









Motivation Research Highlights (Jere Brophy, Michigan State University)

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

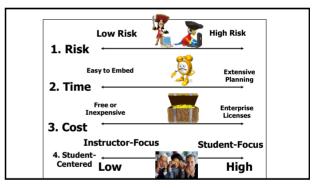


Framework #1: TEC-VARIETY for **Online Motivation and Retention** 1. Tone/Climate: Psych Safety, Comfort, Belonging

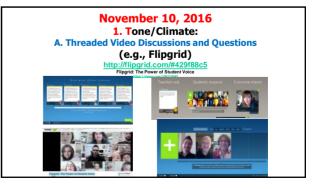
- 2. Encouragement, Feedback: Responsive, Supports
- 3. Curiosity: Fun, Fantasy, Control

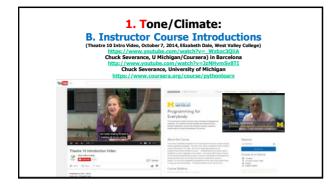
- Variety: Novelty, Intrigue, Unknowns
 Autonomy: Choice: Flexibility, Opportunities
 Relevance: Meaningful, Authentic, Interesting
- 7. Interactive: Collaborative, Team-Based, Community
- Engagement: Effort, Involvement, Excitement 8.
- 9. Tension: Challenge, Dissonance, Controversy 10. Yields Products: Goal Driven, Products, Success, Ownership





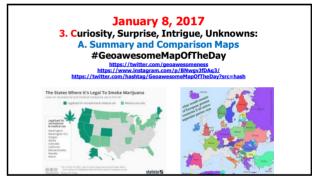


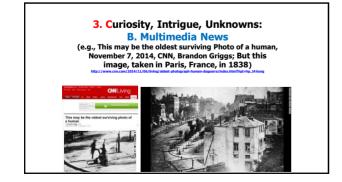


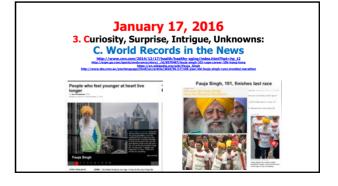






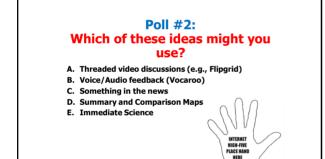






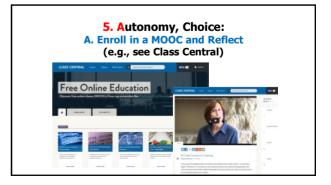








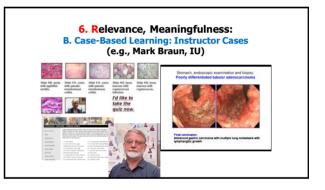


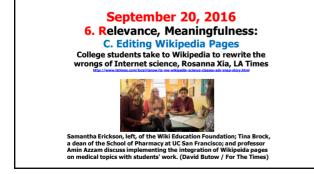




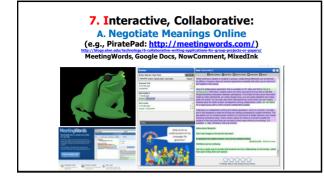






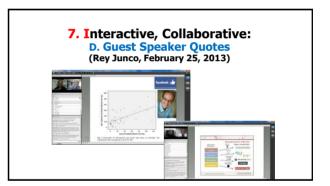








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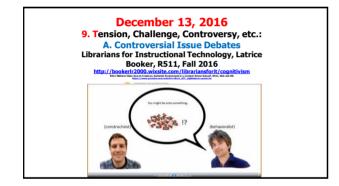
- A. Student designed multimedia glossaries
- B. Edit Wikipedia pages
- C. Guest chats with former students and experts
- D. Discussion in Zoom
- E. Case-based learning

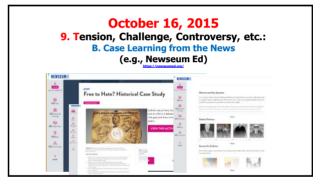




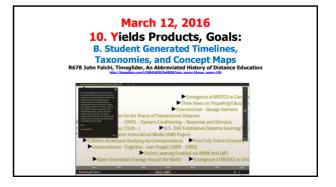










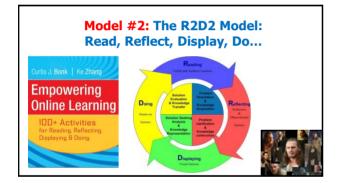




F. Videos with test questions







The R2D2 Method

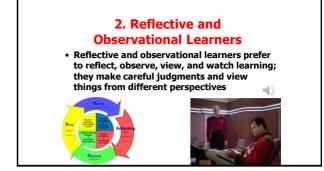
- 1. Read (Auditory and Verbal Learners)
- 2. Reflect (Reflective Learners)
- 3. Display (Visual Learners)
- 4. Do (Tactile, Kinesthetic, Exploratory Learners)



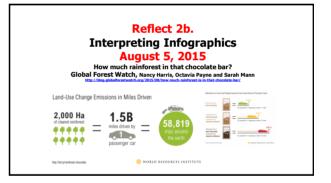








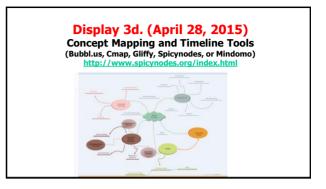
























Things are heating in higher ed!



Education 3.0 is coming within reach!





