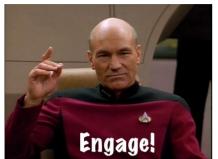








## Poll #1: What did Jean-Luc **Picard say?**

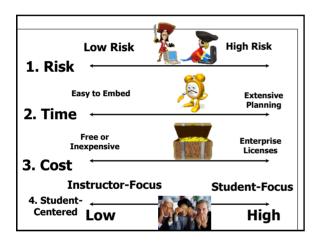


## **Motivation Research Highlights**

(Jere Brophy, Michigan State University)

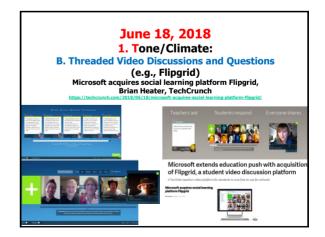
- 1. Supportive, appropriate challenge, meaningful, moderation/optimal.
- 2. Teach goal setting and self-reinforcement.
- 3. Offer rewards for good/improved performance.
- 4. Novelty, variety, choice, adaptable to interests.
- 5. Game-like, fun, fantasy, curiosity, suspense, active. 6. Higher levels,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

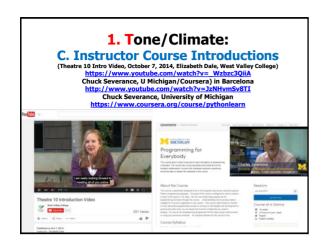






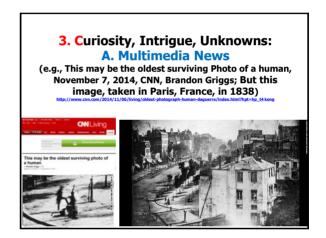






























## Poll #2: Any light bulbs going off in your head so far...?

- A. Yes definitely\*\*\*
- B. Yes maybe!
- C. Not yet (but hopefully soon...)







## Poll #3: Which of these ideas might you use?

- A. Threaded video discussions (e.g., Flipgrid)
- B. Enroll in a MOOC
- C. Demonstrations and tutorials (Jing, Screenr, etc.)
- D. Voice/Audio feedback (Vocaroo)
- E. Designing multimedia glossaries
- F. Something in the News
- **G. Summary and Comparison Maps**
- H. Immediate Science







