CONTACT NORTH Online Learning Apprentissage en ligne

How to Motivate and Retain Learners Online

Curtis J. Bonk, IST Professor Indiana University cjbonk@indiana.edu; http://curtbonk.com/



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Poll #1: What time is it there?

- a. Early morning and I'm hungry!
- b. Late morning
- c. Lunch time
- d. Afternoon
- e. Early evening
- f. Late night
- g. Late late late (I should be in bed sleeping but I wanted to see Dr. Bonk)

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Poll #2: Have you ever been to Canada?

- a. Yes many times.
- b. Yes, once or twice.
- c. No, but I want to go.
- d. No, I don't understand the language.
- e. No. And I am not going to go.



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Poll #3: Have you seen Dr. Bonk speak before?

- a. Yes more than once.
- b. Yes once.
- c. Not sure.
- d. No, but I am here now.
 e. No, and I prefer it that way.
 He's rather boring.





Poll #4: Have you ever taught a fully online course?

- a. Yes, many.
- b. Yes, just a couple.c. No, but I taught one
- or more blended ones.
- a. No but I am willing to try.
- b. No and I like it that way.



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February 26, 2021 Ever have 'Zoom fatigue?' These are the causes and how to fix them, researchers say Brett Molina, USA Today Mart Molina, USA Today

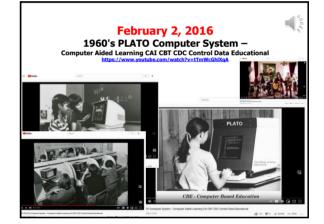


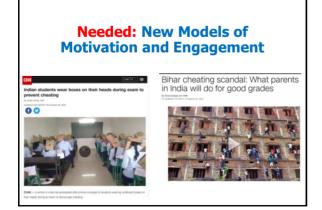






Remote learning isn't new: Radio instruction in the 1937 polio epidemic













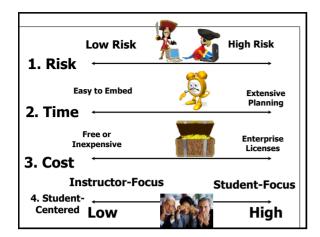
Motivation Research Highlights (Jere Brophy, Michigan State University)

- 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.



Part 1: **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 在线学习动机与激励: (i.e., it emerges from needs, inner strivings, and ADDING SOMI TEC-VARIETY 模型 personal curiosity for growth) See: Deci, E. L., & Ryan, R. M. (1985). Intrinsic motivation and self-determination in human behavior. NY: Plenum Press. OF Drexe







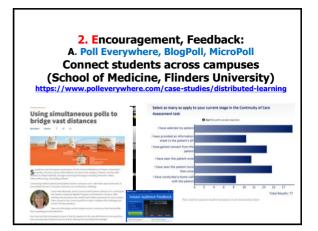


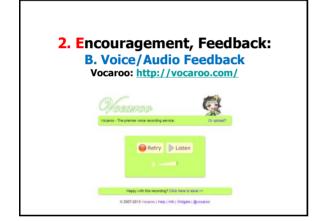






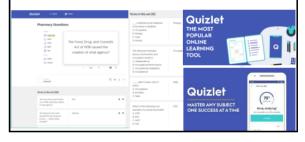


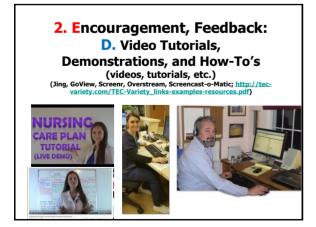




2. Encouragement, Feedback:

C. Online Practice Tests and Interactive Flash Cards (e.g., Pharmacy, OT, etc.) <u>http://quizlet.com/</u>

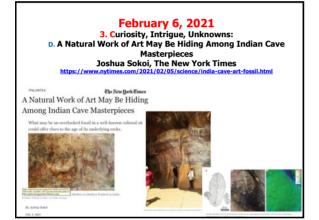




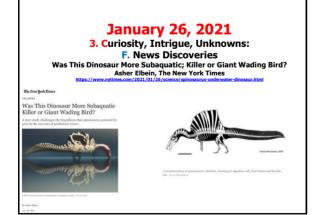














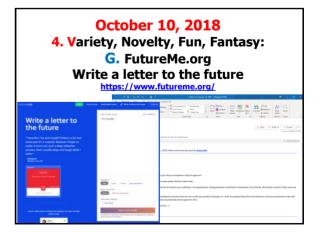


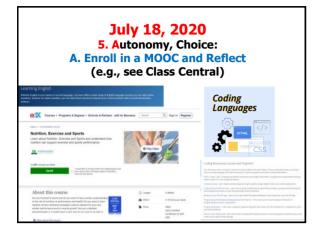




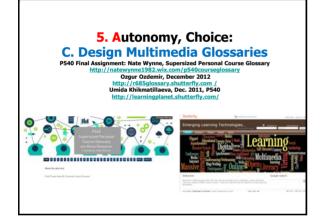










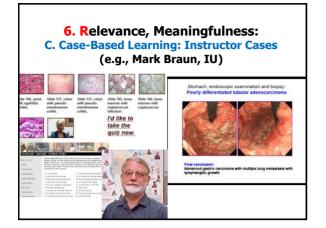


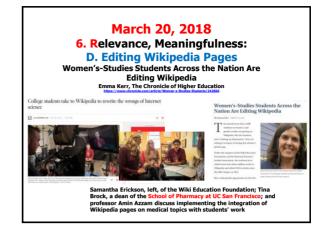
CONTACT NORTH Agenetisation Poll #5: Any light bulbs going off in you head so far? a. Yes definitely...many of them...pop...pop! b. Yes, several times. c. Yes maybe! d. Not yet (but hopefully soon...) e. Nope. Darn it my brain is not working to day

working today. f. There's no hope with this idiot presenting.

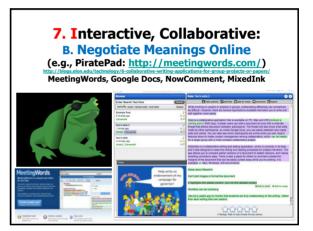










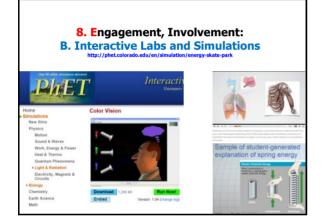












May 28, 2019

8. Engagement, Involvement: C. Virtual Reality Comes to the Classroom Beth McMurtrie, The Chronicle of Higher Education



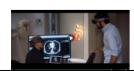
Using a special recording system, Hamilton College created a virtual-reality experience for students in a conducting class. Heather Buchman, a music professor, first recorded a performance using 3-D audio and video. (Andrew Grolf)

Students later practiced conducting the virtual orchestra by wearing a special headset through which the sound of the orchestra changes as they turn their head. (*Ben Salzman*)

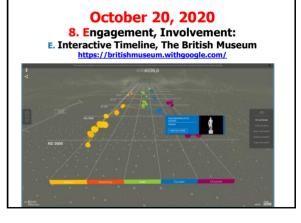
May 28, 2019 8. Engagement, Involvement: D. Virtual Reality Comes to the Classroom Beth Modurite, The Chronicle of Higher Education

Beth McMurtrie, The Chronicle of Higher Education https://www.chronicle.com/interactives/20190528-ImmersiveTech https://sulfy.experiencefor students in a conducting class: http://curtbonk.com/ythpal-o.htm A group of students could gather around a virtual heart: http://curtbonk.com/ythpal-o.htm





Unlike VR headsets, augmented-reality glasses allow users to see the world around them, opening up possibilities for shared learning experiences. A group of students could gather around a virtual heart as their professor takes it apart to show them the components. (*Microsoft*)







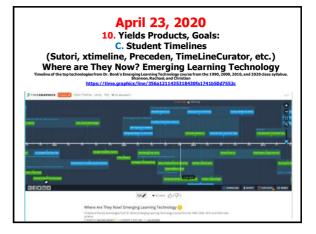




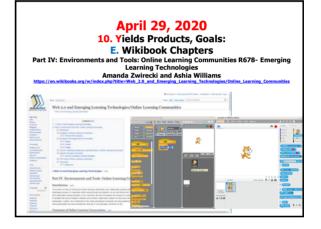




September 3, 2017 Yields Products, Goals: B. Mindmap Recaps of Online Discussions Mindmap of Week 2 of R511					
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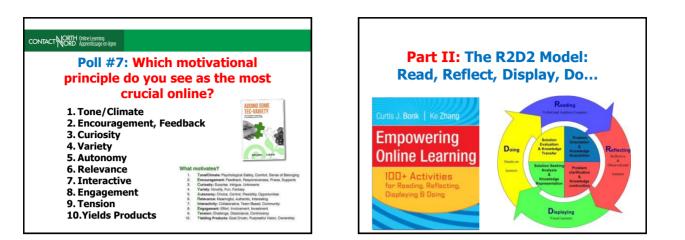








Stop and Sh	of TEC	mitments: n Chat Window: C-VARIETY will you use? Iback			
Variety	What	motivates?			
Autonomy	1.	Tone/Climate: Psychological Safety, Comfort, Sense of Belongir			
,	2.	Encouragement: Feedback, Responsiveness, Praise, Supports Curiosity: Surprise, Intrique, Unknowns			
Delevence		Variety: Novelty, Fun, Fantasy			
Relevance	4.	Variety: Novelty, Fun, Fantasy			
	5.	Autonomy: Choice, Control, Flexibility, Opportunities			
Interactive	5. 6.	Autonomy: Choice, Control, Flexibility, Opportunities Relevance: Meaningful, Authentic, Interesting			
Interactive	5.	Autonomy: Choice, Control, Flexibility, Opportunities Relevance: Meaningful, Authentic, Interesting Interactivity: Collaborative, Team-Based, Community			
	5. 6. 7.	Autonomy: Choice, Control, Flexibility, Opportunities Relevance: Meaningful, Authentic, Interesting			





The R2D2 Model

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

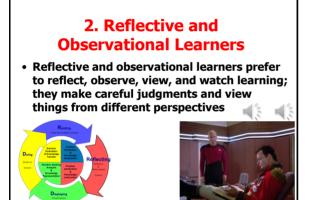


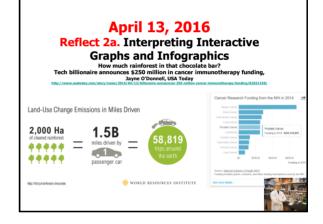
1. Auditory or Verbal Learners 4. Auditory and verbal learners 5. Profer words, spoken or 5. Written explanations.





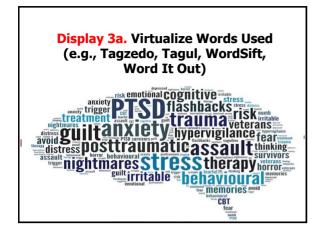


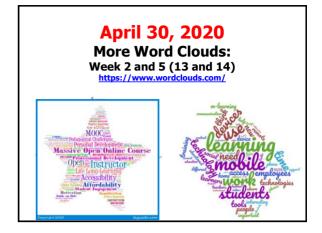






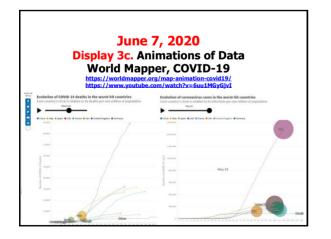










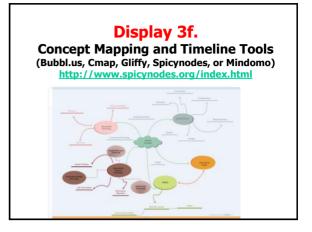




Display 3e.

Medical Training Videos: Anchored Instruction/Macrocontext MEDtube (200,000 users, 20,000 records)

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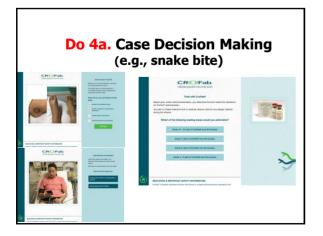




4. Tactile/Kinesthetic Learners

• Tactile/kinesthetic senses can be engaged in the learning process are role play, dramatization, cooperative games, simulations, creative movement and dance, multi-sensory activities, manipulatives and hands-on projects.













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CONTROL DEFINITION Poll 8: Which pedagogical model or framework do you prefer: a. TEC-VARIETY b. R2D2 c. Neither d. Both e. I will try to create some unique combo of the two.

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Poll #9: Are you excited to try anything out that you heard today?

- a. Yes definitely...many of them...
- b. Yes, several of them.
- c. Yes maybe one!d. Not yet (but hopefully soon...)
- a. Not yet (but noperally soon...)
- e. Nope. My brain is simply not working today.
- f. No...I am having Internet connection issues.

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Poll #10: Does all this stuff that you heard give you a headache?

- a. Yes, but I am still excited to try things out.
- b. Yes, and I need some medicine and a break.
- c. Not sure.
- d. No, let's go all day.
- e. No, let's go another hour.
- f. No, it was just right.



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Poll 11: Would you attend a Part 2 follow-up session?

- a. Definitely, Definitely, Definitely...
- b. Probably, Probably, Probably,
- c. Maybe, Maybe, Maybe
- d. You got to be kidding...NO!



WOO HOO

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The World is Open for you now...!





