Masterclass Part II: Adding Some TEC-VARIETY: Ten Principles for Jumbo Motivation

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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)


Mooresville’s Shining Example (It’s Not Just About the Laptops)


BREAK TIME Matthew Ward regroups during class, where each student has a school-issued laptop.

Jumbo Motivation is Needed!

Ok, Million Dollar Question: What words come to mind when I say that I want to motivate learners?

Motivation Research Highlights (Jere Brophy, Michigan State University)

1. Supportive, appropriate challenge, meaningful, moderation/ optimal.
2. Teach goal setting and self-reinforcement.
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.
I even reflected on this for a moment...and then something magical happened...

Framework #2: TEC-VARIETY for Online Motivation and Retention
1. **Tone/Climate**: Psych Safety, Comfort, Belonging
2. **Encouragement, Feedback**: Responsive, Supports
3. **Curiosity**: Fun, Fantasy, Control
4. **Variety**: Novelty, Intrigue, Unknowns
5. **Autonomy**: Choice: Flexibility, Opportunities
6. **Relevance**: Meaningful, Authentic, Interesting
7. **Interactive**: Collaborative, Team-Based, Community
8. **Engagement**: Effort, Involvement, Excitement
9. **Tension**: Challenge, Dissonance, Controversy
10. **Yields Products**: Goal Driven, Products, Success, Ownership

Examples of TEC-VARIETY

1. **Tone/Climate**: Social Ice Breakers
   A. 8 **nouns (adjectives, verbs)**
      • List of nouns: (e.g., pirate, computer, traveler, roadrunner, wind, bookworm, musician, mentor, etc.)
        - [http://www.momswhothink.com/reading/list-of-nouns.html](http://www.momswhothink.com/reading/list-of-nouns.html)
      • List of adjectives: (e.g., lazy, powerful, shy, bored, exotic, cooperative, sloppy, rebel, etc.)
        - [http://www.momswhothink.com/reading/list-of-adjectives.html](http://www.momswhothink.com/reading/list-of-adjectives.html)
      • List of verbs: (e.g., coordinate, entertain, amuse, push, unite, beg, dream, publicize, etc.)
        - [http://www.momswhothink.com/reading/list-of-verbs.html](http://www.momswhothink.com/reading/list-of-verbs.html)

2. **Encouragement, Feedback, etc.**: A. **Poll Everywhere**

1. **Tone/Climate**: B. **Video Course Intros**
   (examples from Northern Virginia Community College and Indiana University KD (online MBA) program)
   Yun Yan Chow, Open U Malaysia, Making Art Lessons Come Alive with Web 2.0
   [http://www.youtube.com/watch?v=B09ngjD1Gxo](http://www.youtube.com/watch?v=B09ngjD1Gxo)

2. **Encouragement, Feedback, etc.**: A. **Poll Everywhere**
2. Encouragement, Feedback, etc.: B. student response systems, Socrative
   http://www.socrative.com/how-it-works.php

2. Encouragement, Feedback, etc.: C. Create Screencasts
   Jing, GoView, Screencast from Zaid Ali Alsagoff
   [zaid.alsagoff@gmail.com]

2. Encouragement, Feedback, etc.: D. Vocab Sushi ($25 for 3 months)
   http://www.vocabsushi.com

2. Encouragement, Feedback, etc.: F. Student response systems
   (e.g., Socrative; http://www.socrative.com/how-it-works.php)

3. Curiosity, Fun:
   A. Adventure and Environmental Learning
   Impossible2Possible, EARTHducation

3. Curiosity, Fun:
   B. Online Social Networking Games
   (e.g., scrabble, hangman, etc.)
3. Curiosity, Fun:
C. Online News
(Politics, Giant jellyfish, Tiny T. rex, and Ardi)

3. Curiosity, Fun: D. Online Database Activities (e.g., WolframAlpha)
http://www.wolframalpha.com/

3. Curiosity, Fun: E. Track a Scientist, Scholar, Celebrity, Writer
(e.g., Biography.com, biography online, FamousPeople.com)

3. Curiosity, Fun: F. Cross-Cultural Videoconference (e.g., Global Nomads Group, Int'l Studies for Indiana Schools (i.e., ISI); Chinese, Niger, Sudan, Life in Eastern Europe, the History and Culture of Mexico)

3. Curiosity, Fun: G. Create Cartoons, Movies, and Animations
(slide from Zaid Ali Alsagoff [zaid.alsagoff@gmail.com])

3. Curiosity, Fun: H. Current Topics and Events
(e.g., the Brain Extravaganza, April 28, 2012)
4. Variety, Novelty:
A. Cool Resource Provider or Tech Demos

4. Variety, Novelty, Fun, Fantasy:
B. Random Lists (Random.org—clocks, coins, playing cards, dice, integers, passwords, jazz scales, lists, sequences, etc.)

4. Variety, Novelty, Fun, Fantasy:
C. Timers (Stopwatches, Countdown Timers, Stopwatch Bombs, etc.; http://www.online-stopwatch.com/countdown-timer/)

4. Variety, Novelty, Fun, Fantasy:
D. Synchronous Session with Guest Expert

4. Variety, Novelty, Fun, Fantasy:
E. Record Webinars and Guest Expert Talks (slide from Zaid Ali Alsagoff [zaid.alsagoff@gmail.com])

4. Variety, Novelty, Fun, Fantasy:
F. Music Videos of Content

History for Music Lovers, Washington Post
The French Revolution ("Bad Romance" by Lady Gaga)
Trojan Way ("Tainted Love" by Soft Cell)
Charlemagne ("Call Me" by Blondie)

http://www.youtube.com/user/historyteachers?blend=6&ob=5#p/f/12/kJULC0jsgdA
Arlington Racetrack

Jockey’s are Important

5. Autonomy, Choice:
A. Online Resource Search
(Class Google Jockeys)
(links to text, soundtracks, video clips, etc.)

5. Autonomy, Choice:
B. Watch Shared Online Videos
(LearningZillion; http://learnzillion.com/)

5. Autonomy, Choice:
C. Web Exploration Assignments
1. Complete Works of Charles Darwin Online: http://darwin-online.org.uk/
4. Einstein Archives Online: http://www.alberteinstein.info/
7. iBerry (Open Courseware Directory): http://iberry.com/

Poll #9:
Any light bulbs going off in your head so far…?
A. Yes definitely
B. Maybe
C. No
Poll #10: Which of the first 5 motivational principles will you use the most?
A. Tone/Climate
B. Encouragement/Feedback
C. Curiosity/Fun
D. Variety/Novelty
E. Autonomy/Choice/Flexibility

6. Relevance, Meaningfulness: A. 60 Second Recap, Jenny Sawyer
http://www.60secondrecap.com
Actress to students: Lend me your earbuds! English major, 24, rambunctiously recaps the classics in 60-second Web videos; By Greg Toppo; USA TODAY, September 2009

6. Relevance, Meaningfulness: B. Tour an Online Oil Drilling Site or Role Play Situations (i.e., BP)
http://www.youtube.com/watch?v=ts4S8kAq7Ts

7. Interactive, Collaborative: A. Working In Virtual Teams (e.g., Collanos, Ning, SharePoint, Google Docs)

7. Interactive, Collaborative: B. Collaborative Video Annotations and Discussions (Craig Howard, IU)

7. Interactive, Collaborative: C. Touch, Highlight, and Take Notes on the Tablet Computer (e.g., Apple starts selling interactive iPad textbooks, Yahoo! News, Peter Svensson, Assoc Press, Sat, Jan 21, 2012)
http://www.viddler.com/explore/engadget/videos/3937/
7. Interactive, Collaborative:
D. Dr. Monica Rankin’s class, UT Dallas, Cuban Revolution (April/May 2011)
http://www.youtube.com/watch?v=ocQMF1kPo98

7. Interactive, Collaborative:
E. Online Language Learning
(Skype, MSN, ECpod, Mixxer, Livemocha, Babbel, KanTalk etc.)

7. Interactive, Collaborative:
F. SMILE: Stanford Mobile Inquiry-based Learning Environment (Tanzania)

7. Interactive, Collaborative:
G. Interactive Political Maps: Huffington Post
http://elections.huffingtonpost.com/2012/romney-vs-obama-electoral-map#cartogram

8. Engagement, Effort:
A. Flash, 3-D Visualization, & Laboratory Software
8. Engagement, Effort:
B. Time Tracker (e.g., Indy Race Tracker, May 29, 2011)

C. Virtual Timelines (HyperHistory)
http://simile.mit.edu/timeline/

http://www.guardian.co.uk/world/interactive/2011/mar/22/middle-east-protests-interactive-timeline

E. Virtual field trips (e.g., teach the history of immigration in America, eSchool News, March 21, 2012)

F. Interactive Simulations
http://phet.colorado.edu/en/simulation/energy-skate-park

9. Tension, Challenge, etc.:
A. Ethical Debates
9. Tension, Challenge, etc.:  
B. Photo Festivals and Competitions  
(e.g., COFA at UNSW, Scrapblog, flickr, etc.)
http://www.youtube.com/watch?v=im7GQM9fzhc

C. GameShow Final Project,  
April 25, 2011, Kim Seeber  
Website: https://mypage.iu.edu/~kseeber/web2.0technology.net

10. Yields Products, Goals:  
A. Student YouTube Products
   Miguel Lara (Web 2.0 FREEDOM): http://www.youtube.com/watch?v=8cmCFWi9lW8  
   Shuya Xu and Yue Ma (blog my online lrng): http://www.youtube.com/watch?v=im7GQM9fzhc  
   Cesur Dagli (Animal perspectives on course): http://www.youtube.com/watch?v=cDeTEIdO5lc

B. Teacher Created Video Products  
   Lorma International School, the Philippines  
   (Hannah Kimberly Obar, 1st Grade teacher, 2/24/2012)  
   http://www.youtube.com/watch?v=1C435Ut-GzA  
   http://www.youtube.com/watch?v=JZp1rEjgAak  
   http://www.youtube.com/watch?v=UHMuTfAc6Ec (1st grade kids)

10. Yields Products, Goals:  
C. Video Blogs

Poll #11:  
Which of the last 5 motivational principles will you use the most?  
A. Relevance/ Meaningfulness  
B. Engagement/ Effort  
C. Interactive/Collab/ Community  
D. Tension/ Challenge/ Dissonance  
E. Yielding Products/ Goals
Commitments: Stop and Share: Which principle(s) of TEC-VARIETY will you use?
- Tone/Climate
- Encouragement, Feedback
- Curiosity
- Variety
- Autonomy
- Relevance
- Interactive
- Engagement
- Tension
- Yields Products

Poll #12: Which framework do you like better?
A. TEC-VARIETY
B. R2D2

Poll #13: Do you feel “MOTIVATED” to try any of this out?
- A. Yes, both
- B. Yes, R2D2
- C. Yes, TEC-VARIETY
- D. Neither

Poll #14: How many ideas did you get from Part II?
1. 0 if I am lucky.
2. 1 or 2.
3. 3-5.
4. 6-10.

Stop and Share: Three Words from Today’s Session!

Any Questions?
Try TEC-VARIETY too...
Try the R2D2 Model!
Slides at: TrainingShare.com
Papers: PublicationShare.com
Book: http://worldisopen.com/
Email: curt@worldisopen.com