**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)


**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.

**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
   ...
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: A. Share Visuals (e.g., Panoramio, http://www.panoramio.com/)

1. Tone/Climate: B. Video Course Intros

http://www.youtube.com/watch?v=jWOUyqSnKLo
2. Encouragement, Feedback, etc.: A. Create Screencasts
(Jing, GoView, Screener, slide from Zaid Ali Alsagoff [zaid.alsagoff@gmail.com])

2. Encouragement, Feedback, etc.: B. Voice Feedback
Vocaroo: http://vocaroo.com/
http://vocaroo.com/i/s0HLTzEwwtVN (ICU)

3. Curiosity, Fun:
A. Something in the News
(e.g., Fauja Singh, 101, finishes last race, February 24, 2013)

3. Curiosity, Fun:
B. Create Cartoons, Movies, and Animations (e.g., Go Animate, xtranormal, PowToon, etc.)

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

4. Variety, Novelty, Fun:
A. Random Lists (Random.org—clocks, coins, playing cards, dice, integers, passwords, jazz scales, lists, sequences, etc.)
5. Autonomy, Choice:
A. Web Exploration Assignments

6. Relevance, Meaningfulness:
A. Video Scenario Learning
(Franklin University, cost and forensic accounting course)
http://video.franklin.edu/Franklin/acct/managerialAccounting/cost-behavior-player.html
http://video.franklin.edu/Franklin/acct/342/common/fraudScenario02.html
http://www.youtube.com/watch?v=cJmosLSUgQ8&list=TLzymmALKW1TI

6. Relevance, Meaningfulness:
B. Design Multimedia Glossaries
Ozgur Ozdemir, December 2012
http://r685glossary.shutterfly.com/
Umida Khikmatillaeva, Dec. 2011, P540
http://learningplanet.shutterfly.com/

7. Interactive, Collaborative:
A. Collaboration and Discussion in Google Hangouts
(January 29 and February 25, 2013)

7. Interactive, Collaborative:
B. Negotiate Meanings Online
(e.g., PiratePad: http://meetingwords.com/)
MeetingWords is a simple text editor for the web. Your text is saved on the web, and more than one person can edit the same document at the same time. Everybody’s changes are instantly reflected on all screens. Work together on meeting notes, brainstorming sessions, homework, team programming and more!

8. Engagement, Effort:
http://www.guardian.co.uk/world/interactive/2011/sep/12/middle-east-protest-interactive-timeline
8. Engagement, Effort:
B. Timelines with Oral Histories, Slavery and the Making of America Time and Place, PBS
http://www.pbs.org/wnet/slavery/timeline/1837.html

8. Engagement, Effort:
also: Visualizing Emancipation

9. Tension, Challenge, etc.:
A. Game Show Final Project, April 25, 2011, Kim Seeber
Website: http://mypage.iu.edu/~kseeber/web2.0technology.swf

10. Yields Products, Goals:
A. Final Product Video Summaries
Piercarlo Abate: http://www.youtube.com/watch?v=_TURzHO0aU
Qi Li, Gangnam: http://www.youtube.com/watch?v=7Q429lqxZaU&feature=youtu.be
Miguel Lara (Web 2.0 FREEDOM): http://www.youtube.com/watch?v=8cmCFWi9lW8

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

What did Jean-Luc Picard say?
How can technology address diverse learner needs?

Framework #2: The R2D2 Model

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.

Read 1a. Collect and Listen to Interactive Stories
(e.g., Meograph: http://www.meograph.com/)

Read 1b. Listen to Open Access Podcast Shows (and write papers)
Read 1c. Grammar Checkers (e.g., Grammarly, Ginger, GrammarCheck, PaperRater, and SpellCheckPlus) http://www.grammarly.com/

2. Reflective and Observational Learners
- Reflective and observational learners prefer to reflect, observe, view, and watch learning; they make careful judgments and view things from different perspectives

Reflect 2a. Big Issue Reflections (Big Questions Online (BQO)), January 8, 2013 (e.g., Do We Have Souls?)
http://www.bigquestionsonline.com/content/do-we-have-souls

Reflect 2b. Reflect on Virtual Timelines (Dipity, xtimeline, Simile, etc.)
http://www.usatoday.com/story/life/movies/2013/04/10/harrison-ford-jackie-robinson/2001783/

Reflect 2c. Cultural Blogs (e.g., Dr. Kim Foreman, San Fran State University, Come and See Africa Blog; http://comeandseeafrica.blogspot.com/)

3. Visual Learners
- Visual learners prefer diagrams, flowcharts, timelines, pictures, films, and demonstrations.
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.

Do 4a. Student Class Documentaries

Umida’s R546 Documentary Project
http://www.youtube.com/watch?v=EMLTzqCV_5A

Do 4b. Singing YouTube Summaries

Daniel Halluska, PS40, Fall 2011
http://www.youtube.com/watch?v=tOL7lrGsqnw
Poll #6: Any light bulbs going off in your head now...?
A. Yes definitely
B. Maybe
C. No

Who is Motivated Now?
Website: www.Extreme-Learning.com
Slides at: TrainingShare.com
Book: http://worldisopen.com/
Dr. Curt Bonk – CJBonk@Indiana.edu