













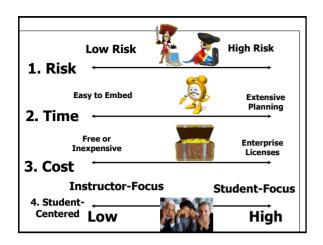






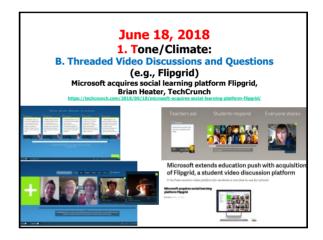


Motivation Research Highlights (Jere Brophy, Michigan State University) 1. Supportive, appropriate challenge, meaningful, moderation/optimal. 2. Teach goal setting and self-reinforcement. 3. Offer rewards for good/improved performance. 4. Novelty, variety, choice, adaptable to interests. 5. Game-like, 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.























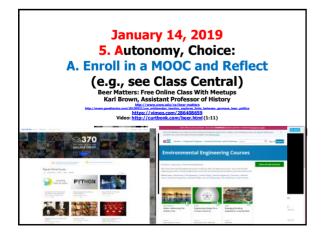


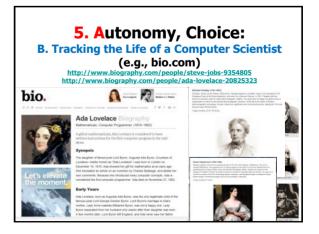


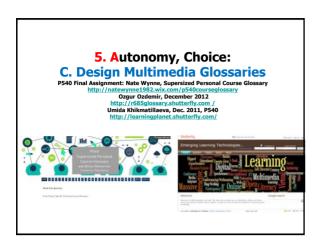












Poll #4:

Any light bulbs going off in your head so far...?

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



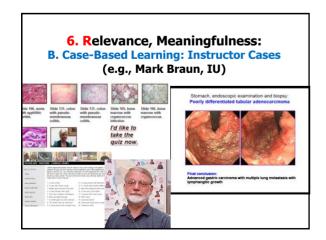


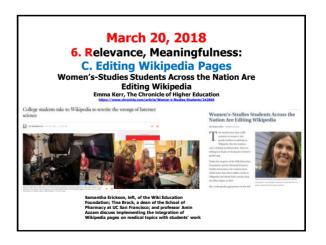
Poll #5: Which of these ideas might you use?

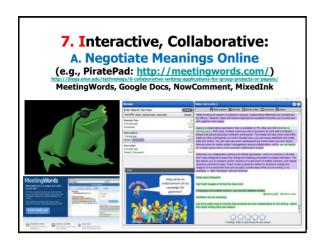
- A. Threaded video discussions (e.g., Flipgrid)
- B. Enroll in a MOOC
- C. Demonstrations and tutorials (Jing, Screenr, etc.)
- D. Voice/Audio feedback (Vocaroo)
- E. Designing multimedia glossaries
- F. Something in the News
- **G. Summary and Comparison Maps**
- H. Immediate Science



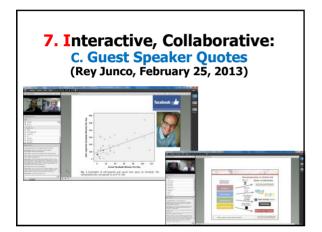












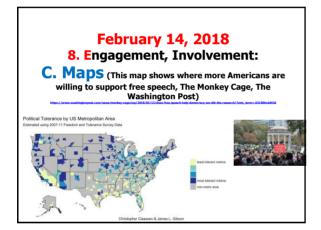


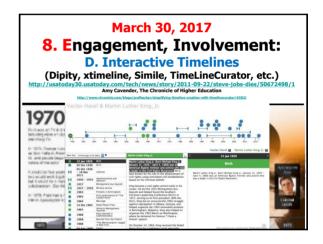


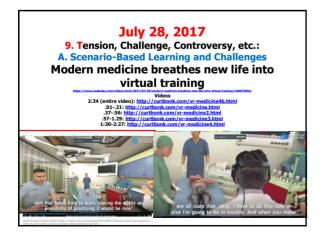










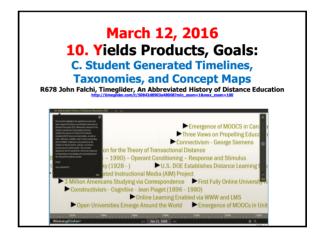


















Poll #5: Which of these ideas might you use?

- A. Mindmaps of online discussions
- B. Edit Wikipedia pages
- C. Guest chats with experts and former students
- D. Negotiate meanings online (e.g., PiratePad)
- E. Online case analyses
- F. Facebook course page
- G. Guest speaker quotes
- H. Student website development











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

 Auditory and verbal learners prefer words, spoken or written explanations.











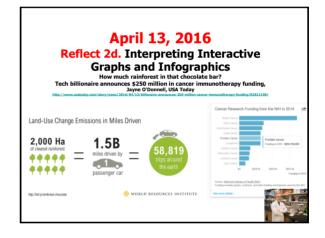
Read 1c. Twitter Fed Class Discussions (e.g., in data science) 8. Not defined 8. Not defined

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





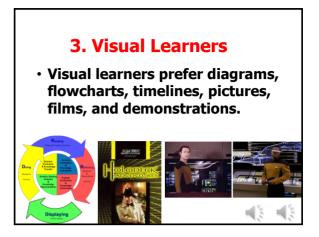




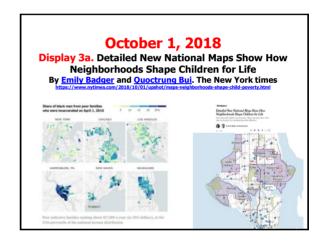


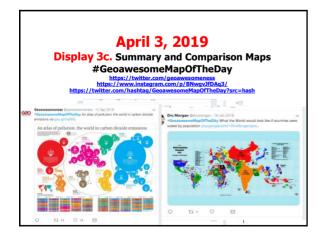


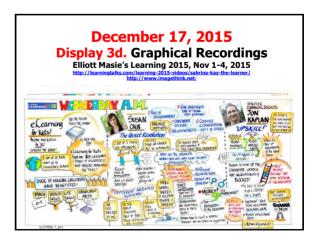


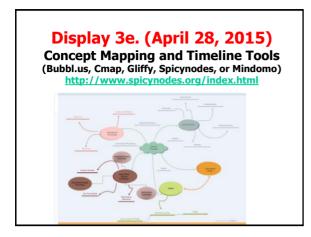


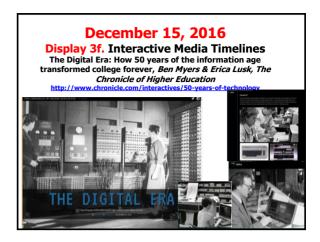




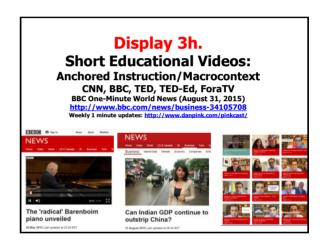






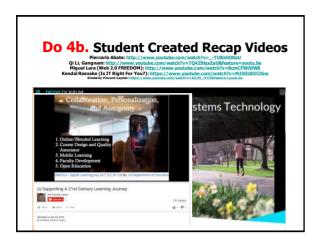














Poll #6: Which of these ideas might you use?

- A. Interactive map timelines
- B. Visualize words used
- C. Issue challenges, role plays, and debates
- D. Student designed course recap videos
- E. Student infographics
- F. Interactive timeline tools
- G. What-if reflections



Poll #7: How many ideas did you get from this talk?

- 1. 0 if I am lucky.
- 2. Just 1.
- 3. 2, yes, 2...just 2!
- 4. Do I hear 3? 3!!!!
- 5. 4-5.
- 6. 5-10.
- 7. More than 10.



