Adding Some TEC-VARIETY for Online Motivation and Retention

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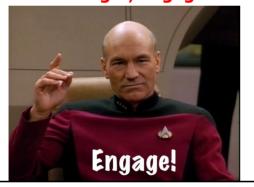


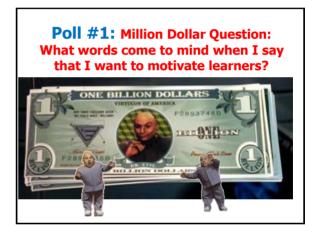




What did Jean-Luc Picard say?

That's right, Engage!

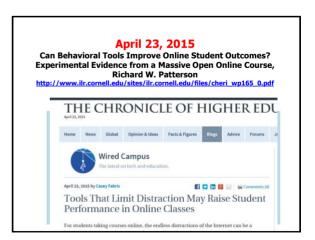




Motivation Research Highlights (Jere Brophy, Michigan State University)

- 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.





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)

See: Deci, E. L., & Ryan, R. M. (1985). *Intrinsic motivation and self-determination in human behavior*. NY: Plenum Press.





April 20, 2015 250 MOOCs and Counting: One Man's

Educational Journey, Chronicle of Higher Education http://chronicle.com/article/250-MOOCsCounting-0ne/229397/cid=at
If the MOOC movement has faded, nobody told Jima Ngei. Mr. Ngei, who lives in Port Harcourt, Nigeria, has completed and passed 250.



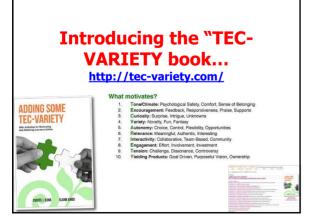
Jima Ngei: "I had this unrelenting fear that this miracle of free access might evaporate soon."

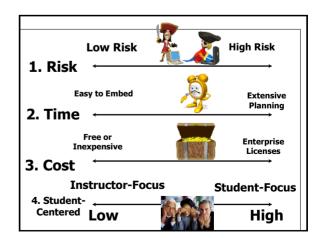
Framework: TEC-VARIETY for Online Motivation and Retention

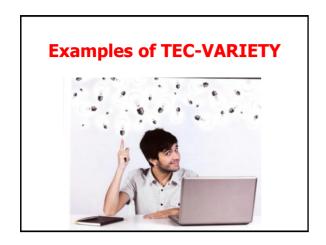
- 1. Tone/Climate: Psych Safety, Comfort, Belonging
- 2. Encouragement, Feedback: Responsive, Supports
- 3. Curiosity: Fun, Fantasy, Control

...

- 4. Variety: Novelty, Intrique, 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





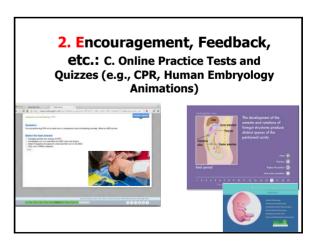






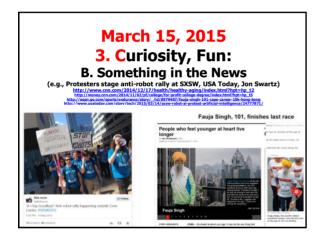




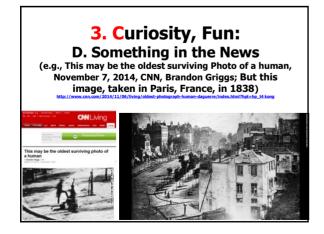
















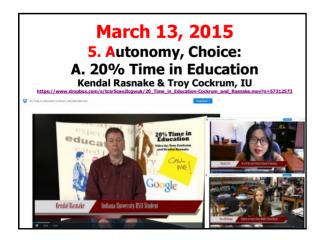
Poll #2: Which of these ideas might you use?

- A. Threaded video discussions (e.g., Flipgrid)
- B. Video introductions (instructor or student)
- C. Demonstrations and tutorials (Jing, Screenr, etc.)
- D. Voice/Audio feedback (Vocaroo)
- E. Online practice tests
- F. Something in the news
- G. Tracking life of scientist

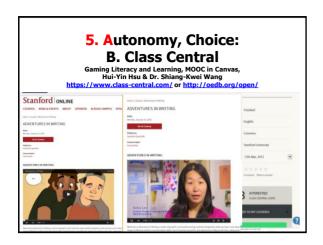


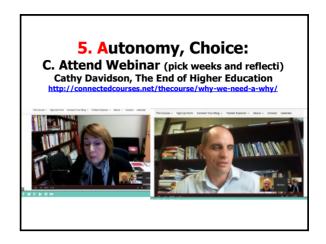


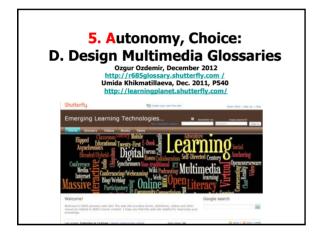


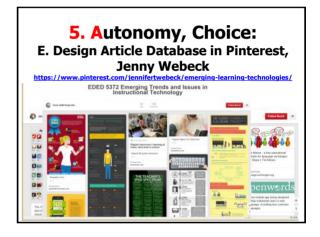








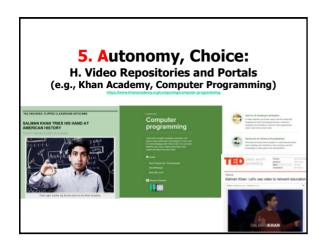




5. Autonomy, Choice:
F. Design Article Database in Facebook,
Jenny Webeck
https://www.facebook.com/JennyBELTT/timeline

Forefunding Source Sou



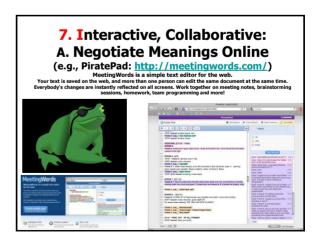


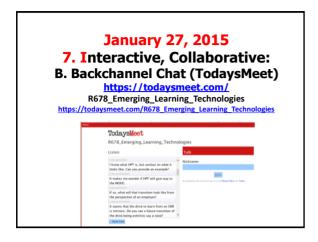


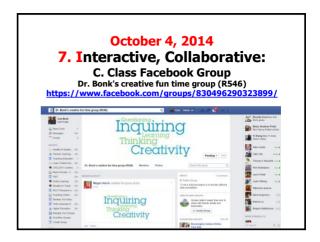














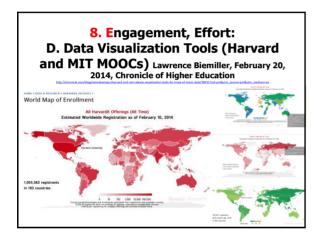


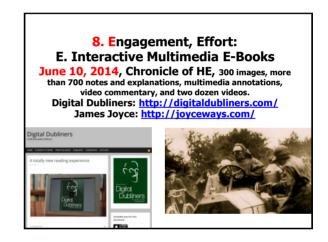
Poll #4: Which of these ideas might you use? A. Student designed multimedia glossaries B. Article database in Pinterest C. Guest chats with former students D. Negotiate meanings online (e.g., PiratePad) E. Backchannel chat (Todaysmeet) F. Class Facebook group G. Discussion in Google Hangouts



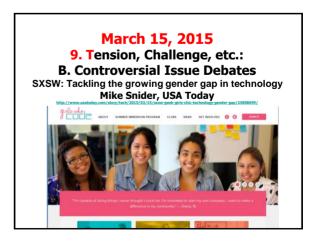










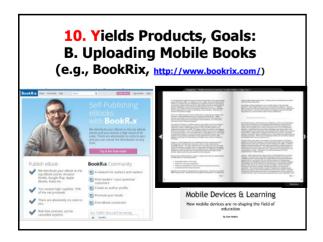


















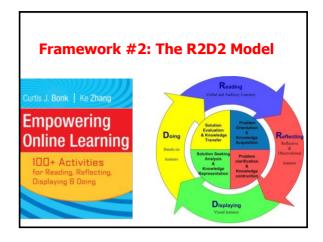












The R2D2 Method

- 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/)



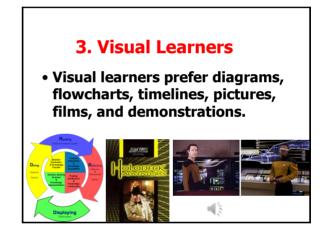




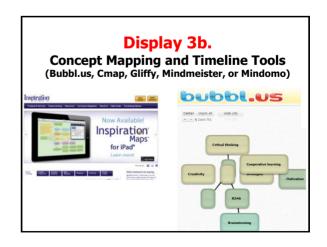




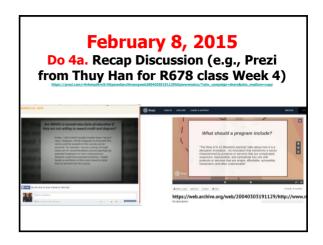




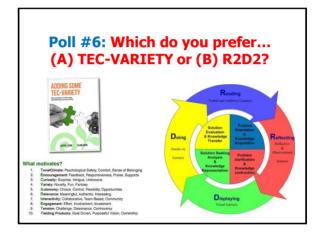












Poll #7: How many ideas did you get from this talk?

- 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.



