

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)

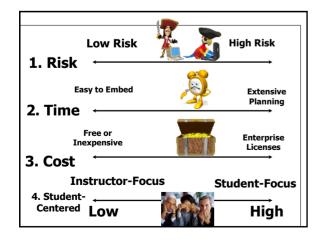
See: Deci, E. L., & Ryan, R. M. (1985). *Intrinsic motivation and self-determination in human behavior*. NY: Plenum Press.

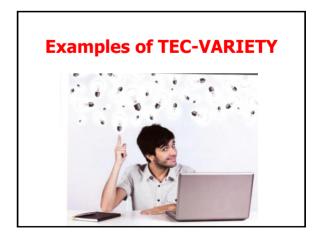


Framework: TEC-VARIETY for Online Motivation and Retention

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

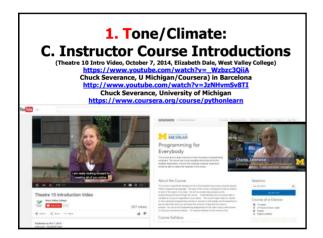
Introducing the free "TEC-VARIETY" Framework... http://tec-variety.com/ http://tec-variety.com/ TEC-VARIETY-Chinese.pdf 在线学习动机与激励: TEC-VARIETY 模型 一 激励和留住在线学习者的 100 个活动 作者: Curtis J Book & Elaine Khoo II





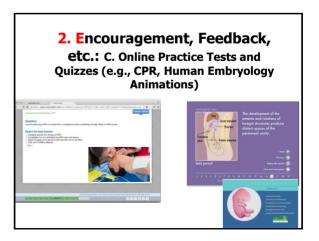


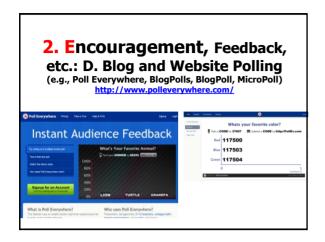




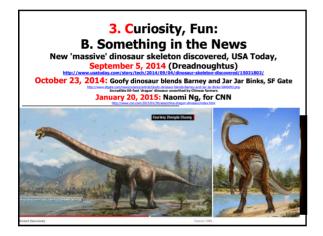
















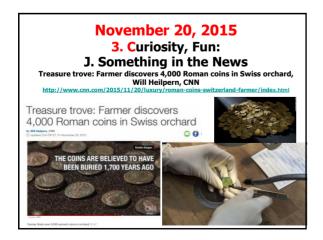


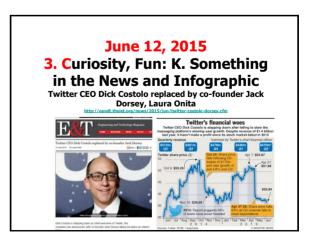














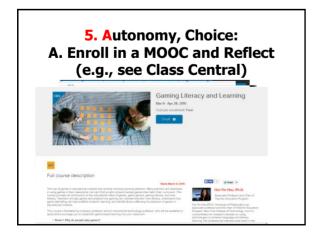
Poll #2: Which of these ideas might you use?

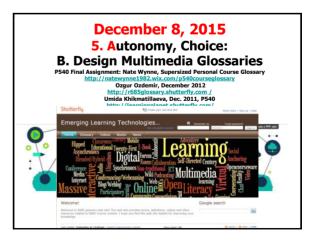
- A. Threaded video discussions (e.g., Flipgrid)
- B. Video introductions (instructor or student)
- C. Demonstrations and tutorials (Jing, Screenr, etc.)
- D. Voice/Audio feedback (Vocaroo)
- E. Online practice tests
- F. Something in the news
- G. Tracking life of scientist

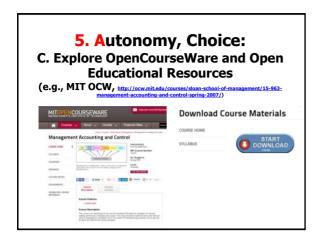








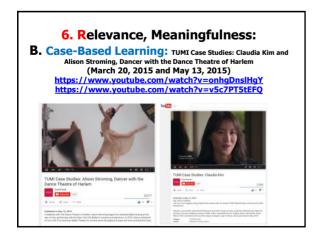


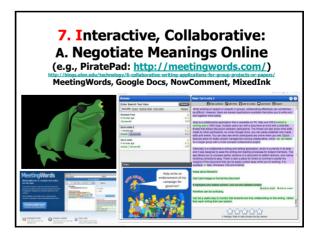


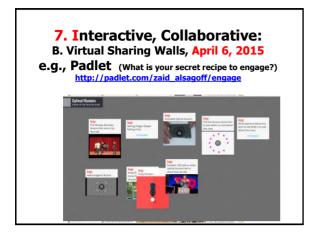






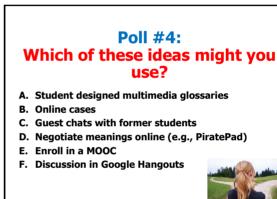








January 20, 2016 7. Interactive, Collaborative: D. Guest Chats (e.g., Zoom) R511 Chat with Dr. Mike Molenda







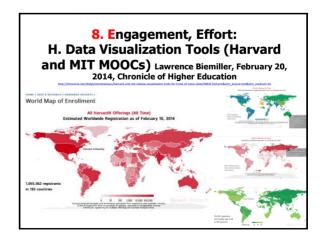




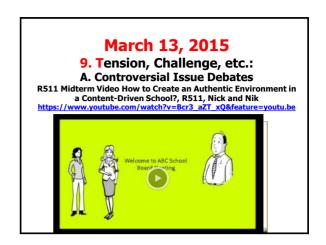


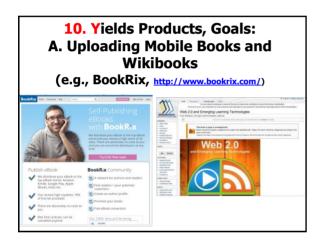




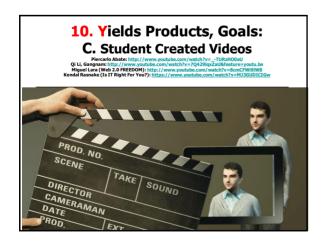














Commitments:Stop and Share:

Which principle(s) of TEC-VARIETY will you use?

Tone/Climate

Encouragement, Feedback

Curiosity

Variety
Autonomy
Relevance
Interactive
Engagement
Tension
Yields Products





Part 2: IT as a Pedagogical Tool: E-Learning to Cultivate Student Engagement The Read, Reflect, Display, Do (R2D2) Model

Curtis J. Bonk, Professor, Indiana University

cjbonk@indiana.edu http://mypage.iu.edu/~cjbonk/



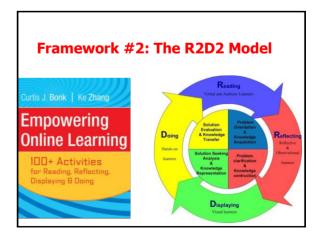


Addressing Learning Styles



Question: How can technology address diverse learner needs?











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**

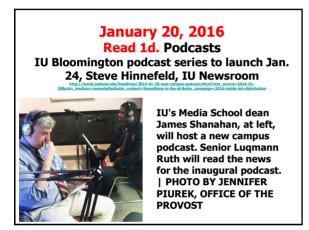
(e.g., Meograph: http://www.meograph.com/)



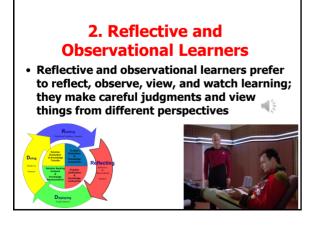


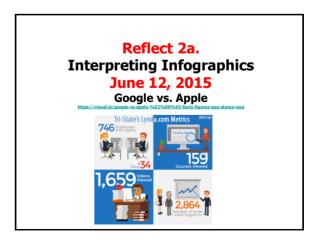






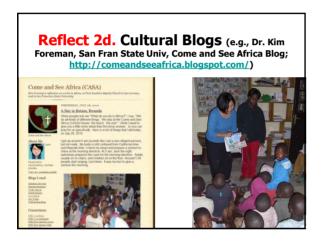








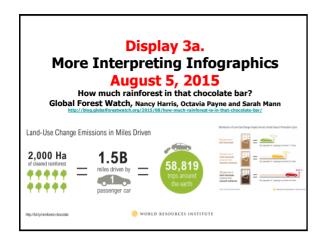








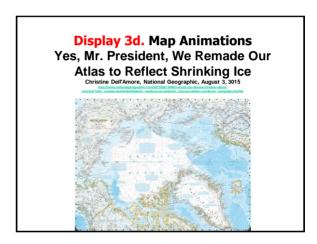


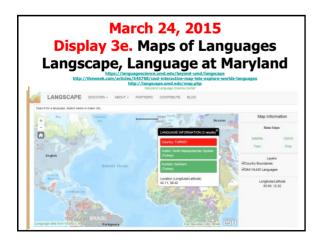




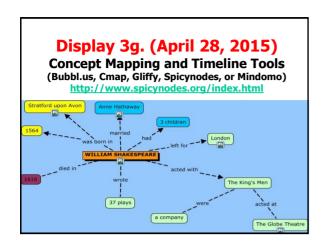
Display 3c. Virtualize Words Used
(e.g., Wordle, Tagzedo, Tagul,
WordSift, Word It Out)

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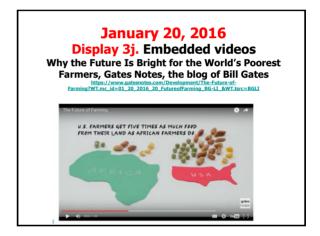










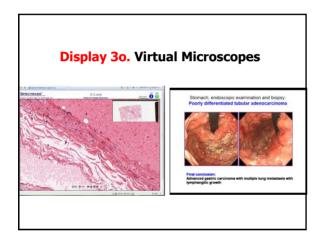




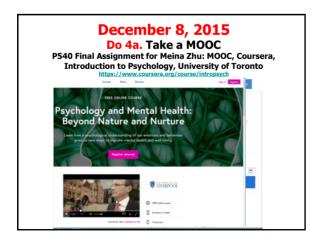


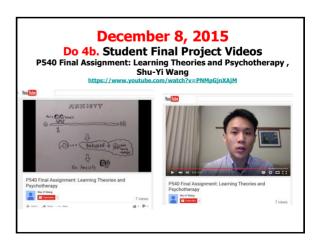




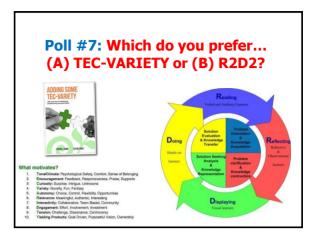












Poll #8: How many ideas did you get from this talk?

- 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.







