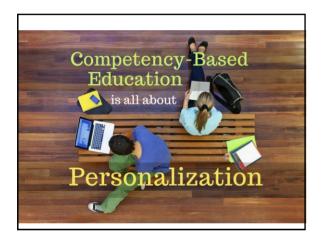


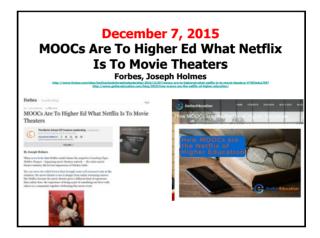


nnovation	Disrupted Market
Automobiles	Rail roads
CDs, DVDs	Tapes
Downloadable Digital Media	CDs, DVDs
Digital Photography	Film Photography
Mini Computers	Mainframe Computers
Personal Computers	Mini Computers
lat Panel TVs	CRT TVs
Robotic Factories	Assembly Line factories
et Planes	Propeller Planes

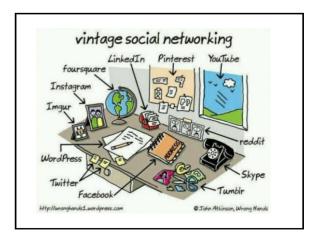


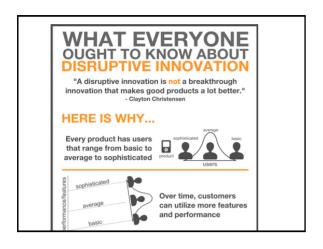


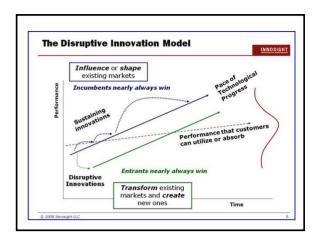




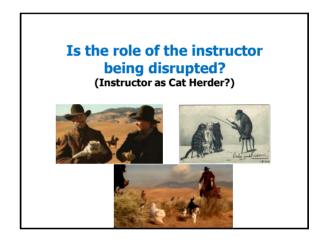
















1. Instructor as Counselor





2. Instructor as Consultant



Instructor as Conductor



4. Instructor as Course Ambassador



5. Instructor as Curator



6. Instructor as Concierge

















Poll #1: Million Dollar Ouestion: 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.
- 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.



Drive: The Surprising Truth About What Motivates Us

Daniel Pink (2009)

Motivation 3.0



Mindset:

The New Psychology of Success Carol Dweck (2006)

http://mindsetonline.com/index.html http://mindsetonline.com/testyourmindset/step1.php





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)

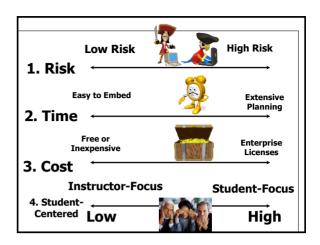
See: Deci, E. L., & Ryan, R. M. (1985). Intrinsic motivation and self-determination in human behavior. NY: Plenum Press.

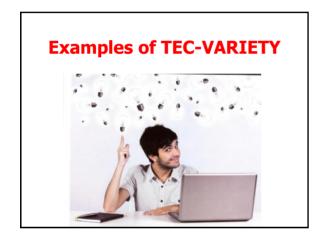


Framework: TEC-VARIETY for Online Motivation and Retention

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







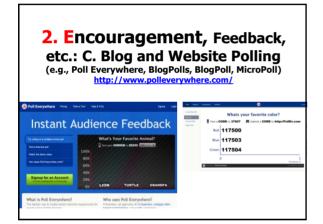




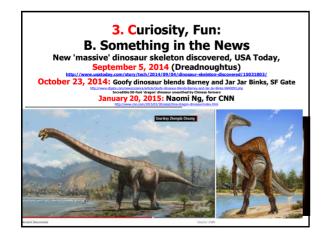




























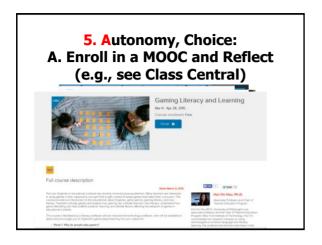


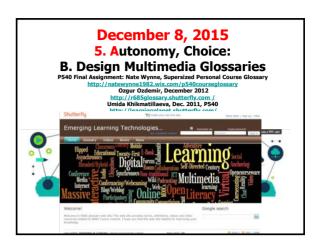






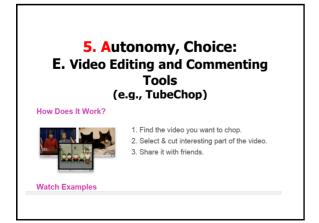






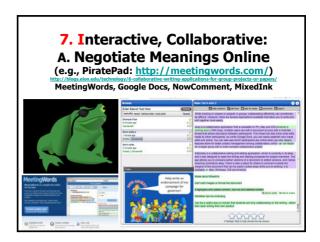


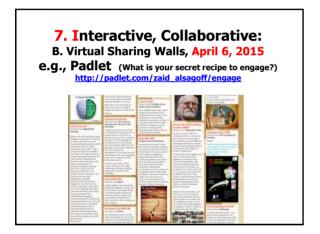










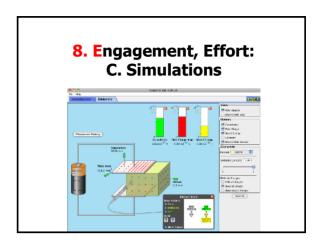


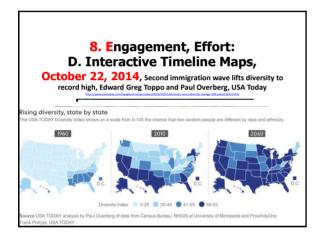






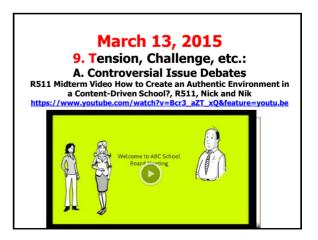


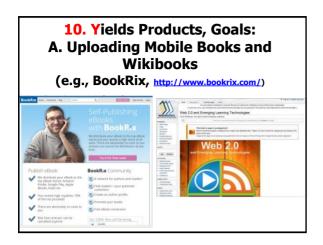
























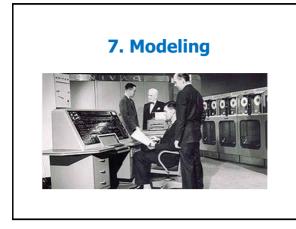






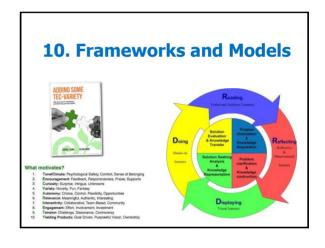


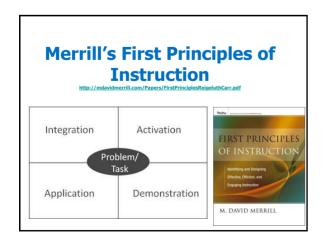


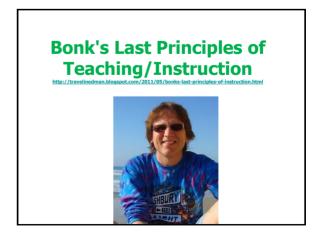


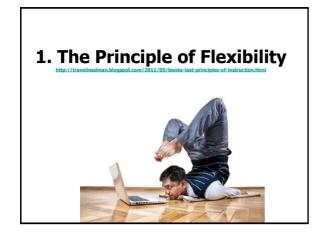


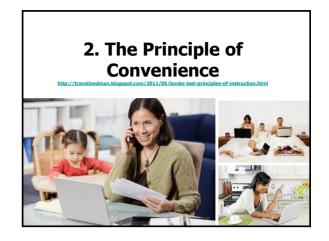


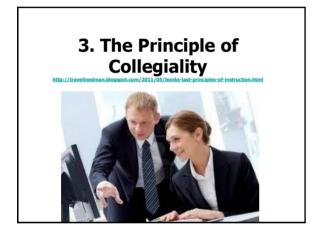


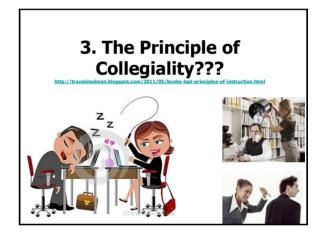




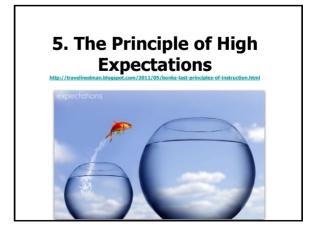


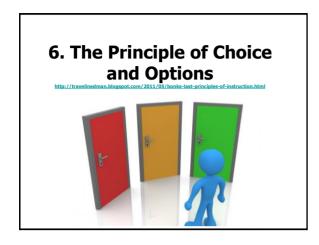


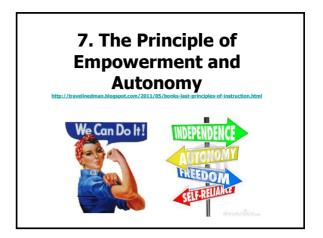


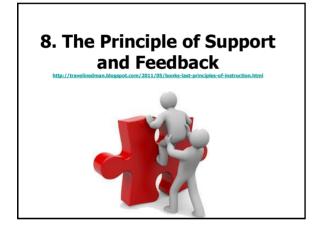


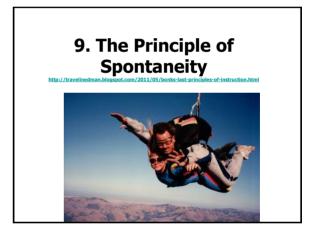


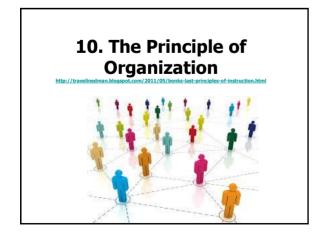


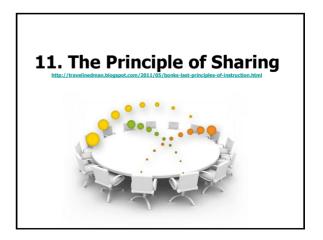


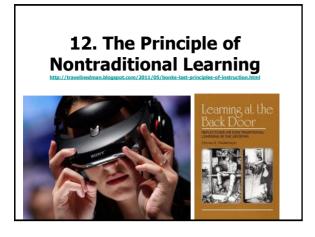




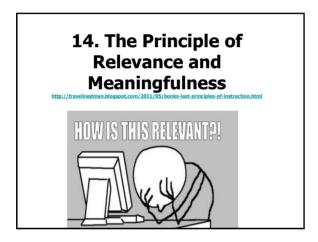


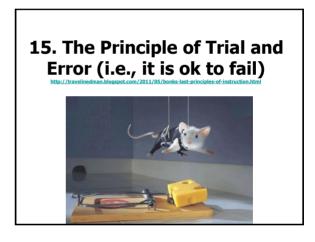


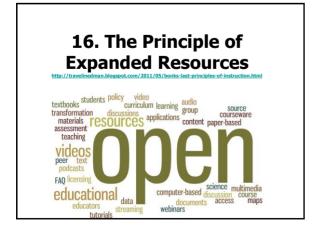


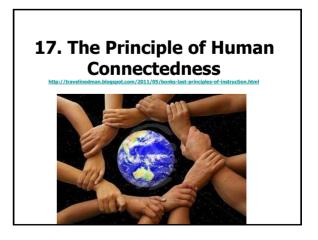


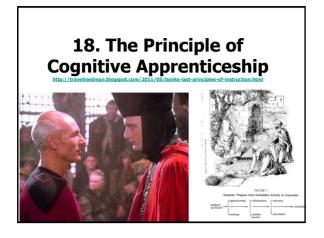


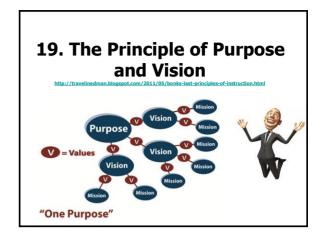




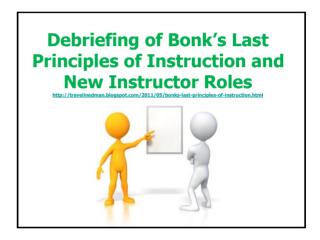












Poll #3: How many ideas did you get from this talk?

- 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.



