

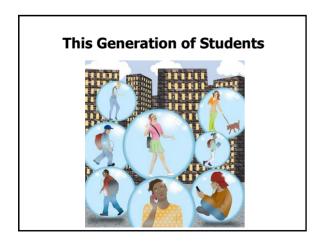
Motivation Research Highlights (Jere Brophy, Michigan State University)

- 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.



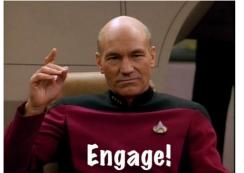












Intrinsic Motivation

- "...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.



Poll #1: Million Dollar Question: What words come to mind when I say that I want to motivate learners?



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



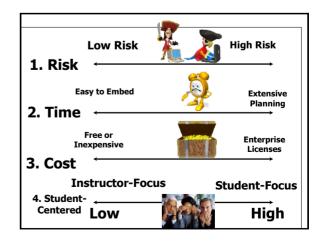
http://tec-variety.com/ http://tec-variety.com/TEC-VARIETY-Chinese.pdf

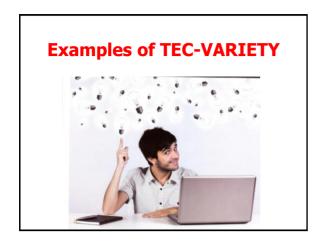


在线学习动机与激励: TEC-VARIETY 模型

--激励和留住在线学习者的 100 个活动

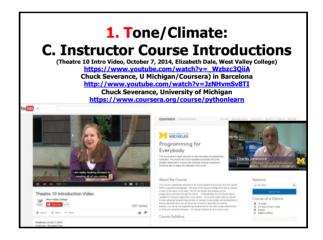
作者: Curtis J Bonk & Elaine Khoo IU

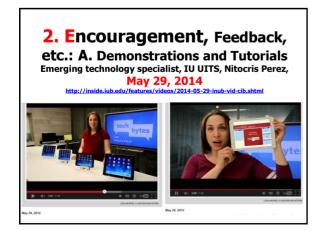
















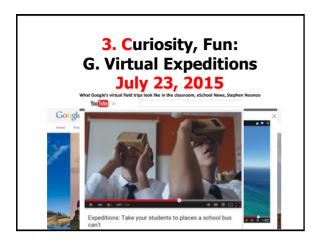








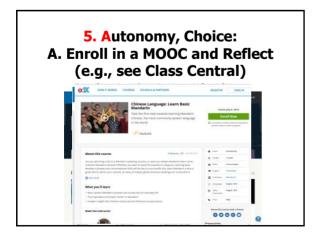


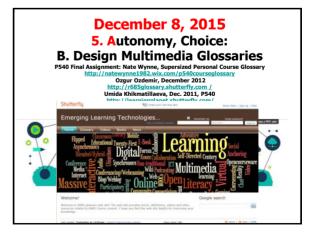










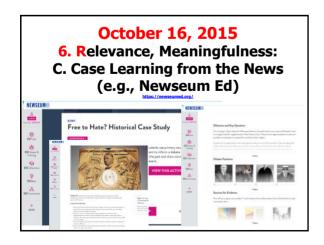


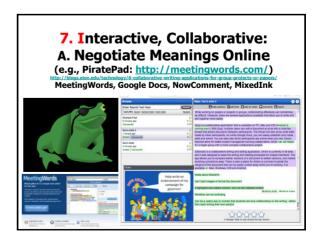


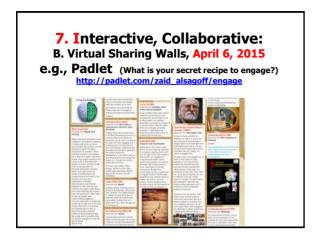


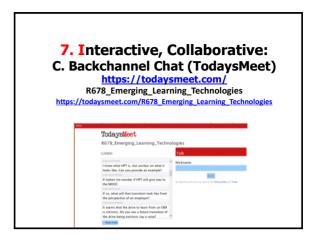


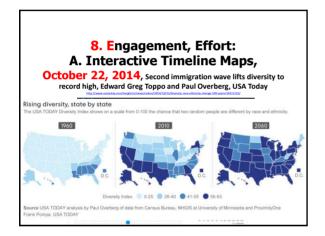








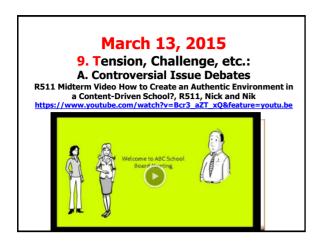


















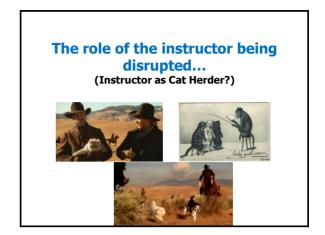




Ok, how do you now view the instructor in the Open World of Education?







From Instructor as Credit Manager...to...



1. Instructor as Counselor





2. Instructor as Conductor



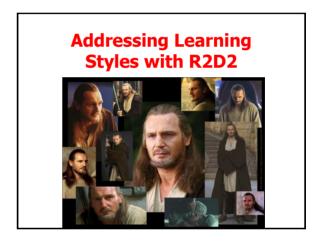
3. Instructor as Course Ambassador



















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/)



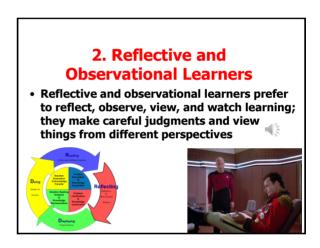


Read 1b. Exploring the Life of a Prominent People (Wikipedia) http://en.wikipedia.org/wiki/Yannevar_Bush JULY 1945 As We May Think VANNEVAR BUSH | JUL 1 1945, 12:00 PM ET This is a subject to be a subject to be possed before a busy of the possed be



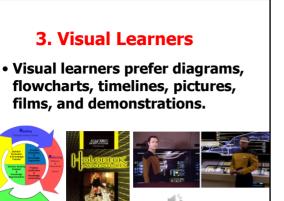








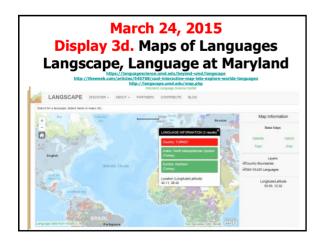




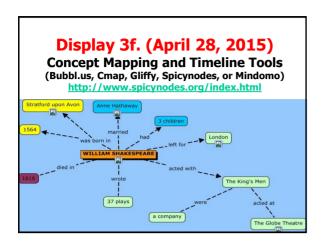










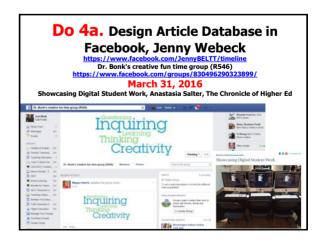




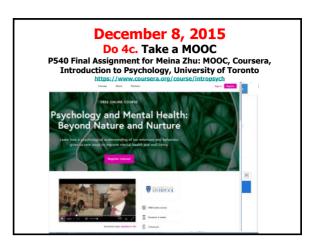






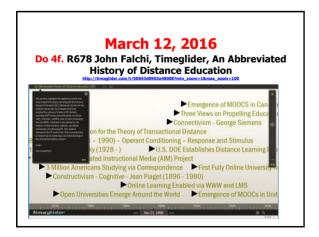


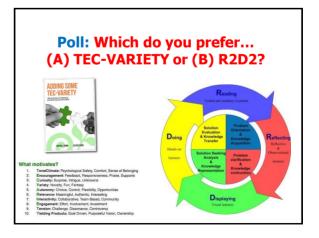




















Poll: How many ideas did you get from this talk?

- 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.



