

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)

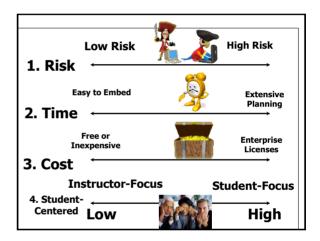
See: Deci, E. L., & Ryan, R. M. (1985). *Intrinsic motivation and self-determination in human behavior*. NY: Plenum Press.

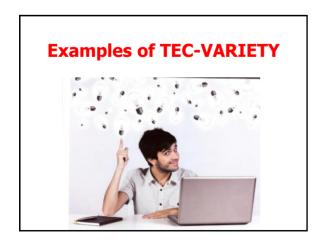


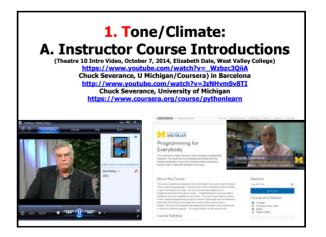
Framework: TEC-VARIETY for Online Motivation and Retention

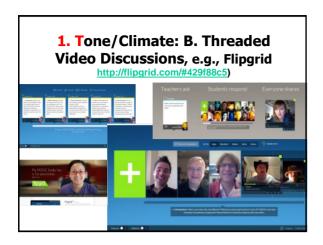
- 1. Tone/Climate: Psych Safety, Comfort, Belonging
- 2. Encouragement, Feedback: Responsive, Supports
- 3. Curiosity: Fun, Fantasy, Control
- 4. Variety: Novelty, Intrigue, Unknowns
- 5. Autonomy: Choice: Flexibility, Opportunities
- 6. Relevance: Meaningful, Authentic, Interesting
- 7. Interactive: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





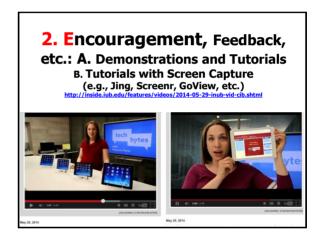




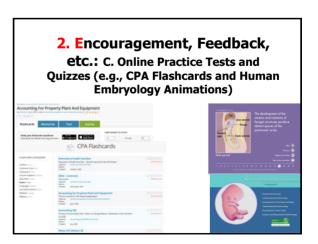


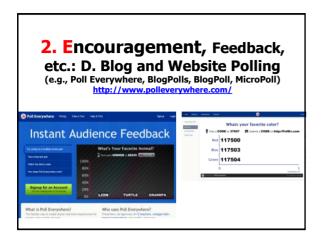


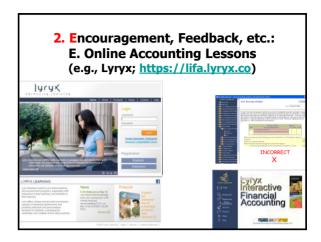


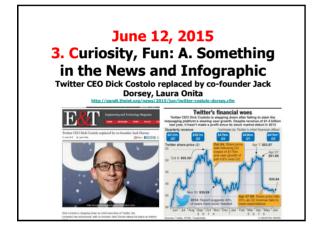




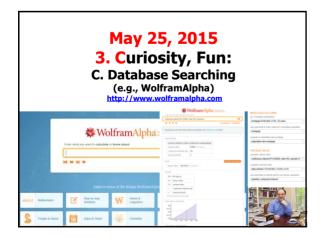










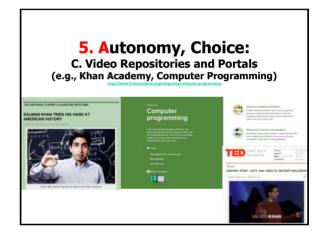






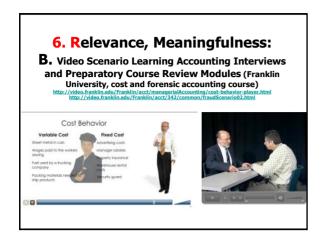


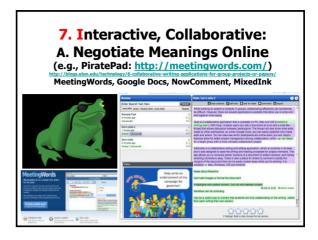




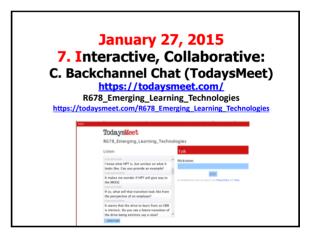








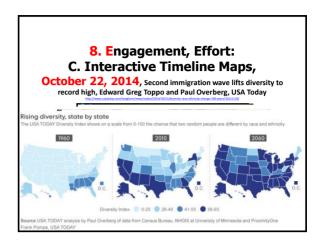








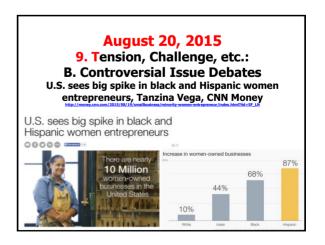








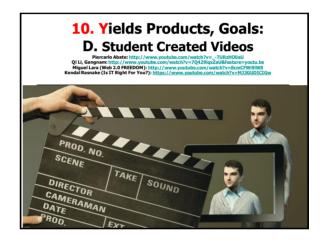
















Masterclass Part II Where Are You R2D2?:

Addressing Diverse Learner Needs with the Read, Reflect, Display, and Do Model

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









Instructor as Curator







Instructor as Concierge

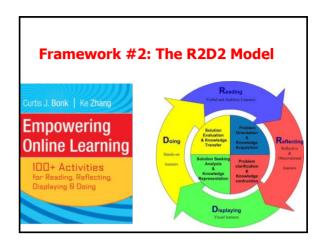


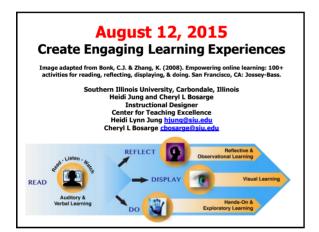


Addressing Learning Styles













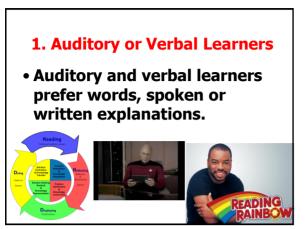
The R2D2 Method

- 1. Read (Auditory and Verbal Learners)
- 2. Reflect (Reflective Learners)
- 3. Display (Visual Learners)
- 4. Do (Tactile, Kinesthetic, Exploratory Learners)





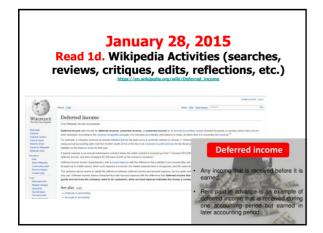


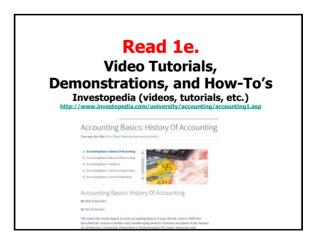




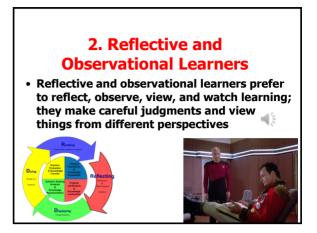






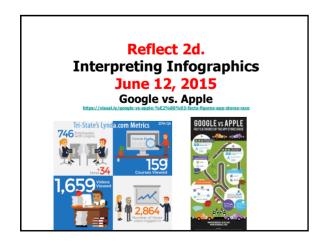










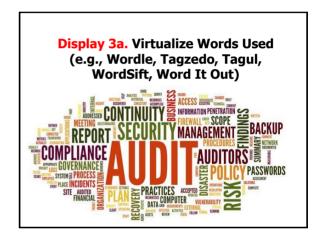


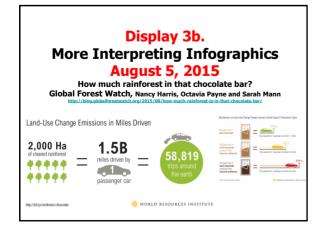


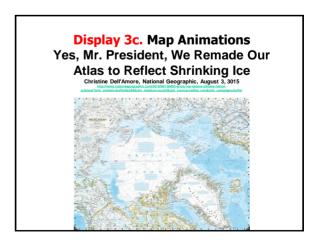


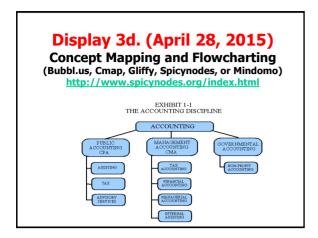












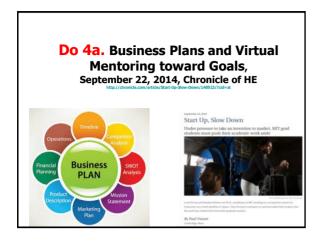






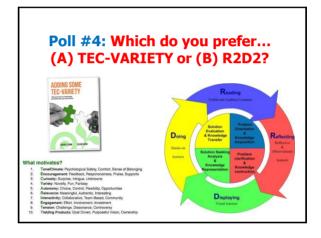












Poll #5: How many ideas did you get from this talk?

- 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.



