

Masterclass Day 1: Hyper-Engaging Instructional Strategies for Education 3.0: Critical, Creative, Collaborative

Dates: July 9 and 10th, Time: 9am – 12noon
Curt Bonk, Indiana University

Abstract: The pervasive boredom of rote learning seen in Education 1.0 yielded to a more learner-centered age of Education 2.0 a few decades ago. With the COVID-19 pandemic, instructors around the world are confronted with many unique educational possibilities, challenges, and dilemmas. Fortunately, this is the age of Education 3.0 where learning is more informal, resource-rich, and self-directed and where learner creation of products is the new norm, often with the use of digital media. In this talk, Curt Bonk will detail 20 new roles of instructors during Education 3.0 that all start with the letter “C.” Education 3.0 instructors and experts whom we meet and interact are most effective as curators, counselors, consultants, concierges, and cultivators of our learning. Naturally, such new roles require a set of guiding principles. As such, Professor Bonk will detail a set of 20 “last” principles of instruction including the Principle of Flexibility, the Principle of Meaningful Learning, the Principle of Choice and Options, the Principle of Spontaneity, and the Principle of High Expectations.

In the second half talk, Dr. Bonk provides more than 50 ways to liven up your lectures and get your students involved and engaged in learning. These strategies will relate to creativity, critical thinking, cooperative and collaborative learning, and motivation. Importantly, each strategy will be laid out in a step-by-step approach. In addition, Dr. Bonk will discuss these in terms of the degree of risk, time, and cost and he will offer his advice for getting started with these tools and techniques. Attend this talk and become hyper-engaged yourself!

Objectives:

1. Build-up one’s toolbox of instructional strategies for critical and creative thinking as well as collaborative learning and motivation.
2. Discover the LAST principles of instruction and how implement them with the Learning Activation System Template.
3. Determine the roles and metaphors of the Education 3.0 instructor that exemplify one’s own teaching philosophy or approach.
4. Understand how to create effective learning environments in the Age of Education 3.0.

Presenter Bio:



Dr. Curt Bonk is Professor of Instructional Systems Technology at Indiana University where he teaches psychology and technology courses. From 2012 to 2018, Bonk has been annually named by *Education Next* and listed in *Education Week* among the top contributors to the public debate about education from more than 20,000 university-based academics. In 2020, Curt was awarded the IU President’s Award for Excellence in Teaching and Learning Technology. He has given more 1,700 talks and published a dozen books, including his groundbreaking 2020 volume with Routledge, *MOOCs and Open Education in the Global South* as well as *The World Is Open*, *Empowering Online Learning*, *The Handbook of Blended Learning*, *Electronic Collaborators*, *Adding Some TEC-VARIETY* (free as an eBook <http://tec-variety.com/>). His research focuses on emerging learning technologies, online and blended learning, MOOCs and open education, and the global impacts from collaborative technology. He can be contacted at cjbonk@indiana.edu and his homepage is <http://curtbonk.com/>.

Masterclass Day 2: Ultra-Engaging Online and Blended learning: Introducing the TEC-VARIETY and R2D2 Models

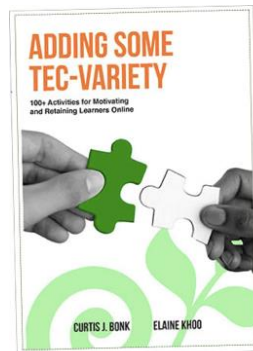
Dates: July 9 and 10th, Time: 9am – 12noon

Curt Bonk, Indiana University

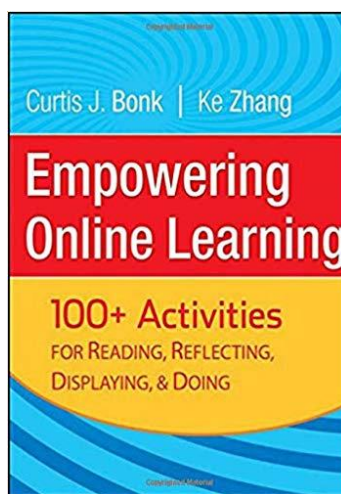
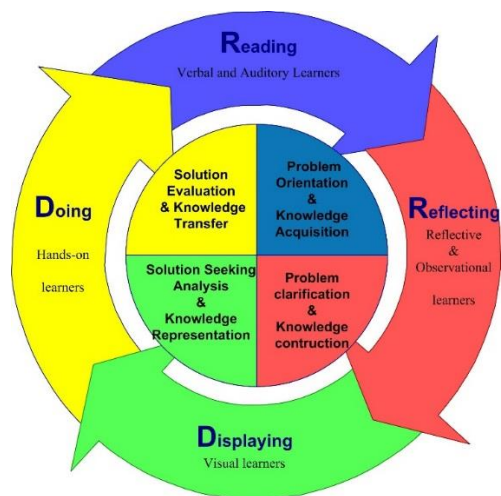
Abstract: In the midst of COVID-19 pandemic, everyone is talking about the need to motivate and engage students. In response, instructors throughout the world are seeking to integrate online technology in effective and creative ways. In this session, Professor Curt Bonk will detail one of his designs for engaging online learning. He believes that learners simply want more variety, or more specifically, they want ‘TEC-VARIETY’. Fortunately, his “*Adding Some TEC-VARIETY: 100+ Activities for Motivating and Retaining Learners Online*” book is free to download in both English and Chinese at: <http://tec-variety.com/>. To simplify Web-based learning possibilities, each letter of the TEC-VARIETY model stands for a well-known motivational principle, including:

What motivates?

1. **Tone/Climate:** Psychological Safety, Comfort, Sense of Belonging
2. **Encouragement:** Feedback, Responsiveness, Praise, Supports
3. **Curiosity:** Surprise, Intrigue, Unknowns
4. **Variety:** Novelty, Fun, Fantasy
5. **Autonomy:** Choice, Control, Flexibility, Opportunities
6. **Relevance:** Meaningful, Authentic, Interesting
7. **Interactivity:** Collaborative, Team-Based, Community
8. **Engagement:** Effort, Involvement, Investment
9. **Tension:** Challenge, Dissonance, Controversy
10. **Yielding Products:** Goal Driven, Purposeful Vision, Ownership



In addition, he will discuss his model called Read, Reflect, Display, and Do (R2D2) from his book, “*Empowering Online Learning: 100 Activities for Reading, Reflecting, Displaying, and Doing*.” This model for online and blended learning can address different student learning strategies or preferences. When combined, R2D2 and TEC-VARIETY can enhance, elevate, and even transform the quality of technology-enhanced FTF classrooms as well as fully online and blended courses to meet diverse learner needs around the planet.



Objectives:

1. Learn 10 fully documented and theoretically driven motivational principles that foster interactivity and engagement online.
2. Have confidence to address diverse learners online.
3. Find out how to inspire your online learners with an assembly of meaningful and purposeful learning activities. Simply put, bored and unengaged online learners will be a thing of the past.
4. Discover a realistic path toward meaningful and engaging online learning.
5. Grasp how to implement two simple and flexible frameworks—TEC-VARIETY and R2D2—for motivating and engaging online learners that work.
6. Learn about research backed and proven interactive online ideas and activities.