Masterclass #1 Engage Number One: Models for Motivating and Retaining Online Learners (TEC-VARIETY AND R2D2)

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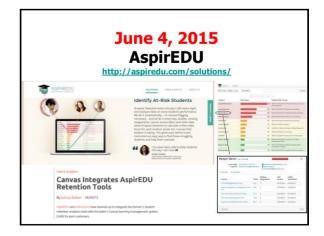
(Circa Confucius 551–479 BCE)

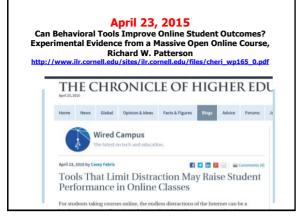
















What did Jean-Luc Picard say?







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)

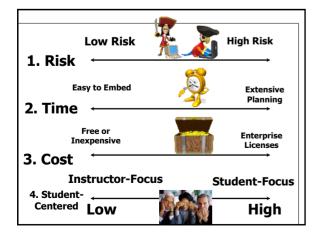
See: Deci, E. L., & Ryan, R. M. (1985). Intrinsic motivation and self-determination in human behavior. NY: Plenum Press.

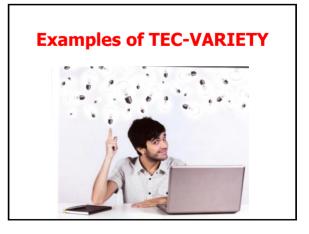


Framework: TEC-VARIETY for **Online Motivation and Retention**

- 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 7.
- 8. Engagement: Effort, Involvement, Excitement
- 9. Tension: Challenge, Dissonance, Controversy
- Yields Products: Goal Driven, Products, Success, 10 Ownership





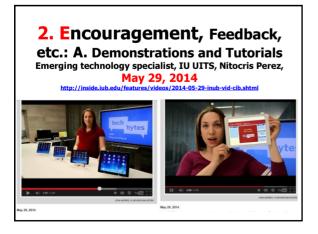












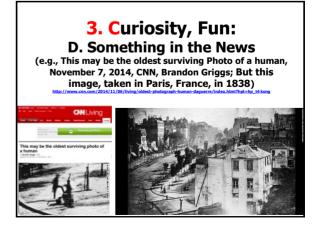


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Poll #2: Which of these ideas might you use?

- A. Threaded video discussions (e.g., Flipgrid)
- B. Video introductions (instructor or student)
- C. Demonstrations and tutorials (Jing, Screenr, etc.)

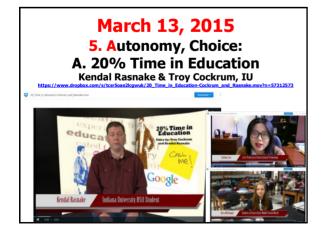
INTERNET HIGH-FIVE PLACE HAND HERE

- D. Voice/Audio feedback (Vocaroo)
- E. Online practice tests
- F. Something in the news







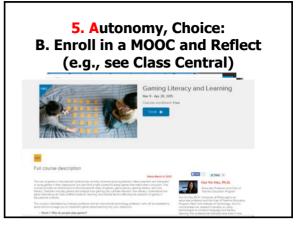




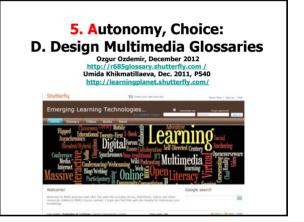
August 8, 2015

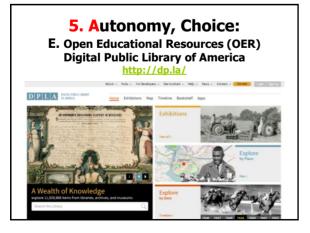
Pure Genius: Building a Culture of Innovation and Taking 20% Time to the Next Level Don Wettrick, <u>dwettrick@gmail.com</u> http://theinnovationteacher.com/don-wettrick/#./XC/mU873Bis http://www.amzon.com/UPure-Genius-Bilding-Culture-Innovation/dv/0988217627









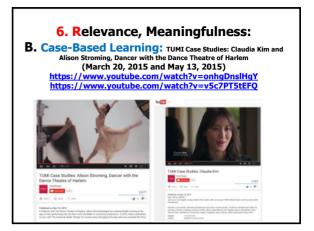


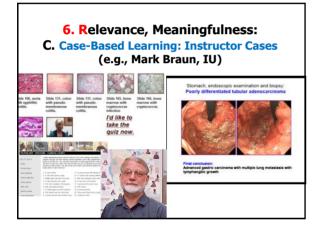
Poll #3: Any light bulbs going off in your head so far...?

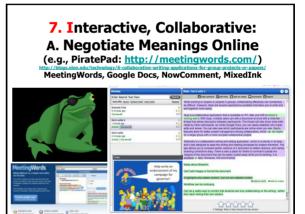
- A. Yes definitely***
- B. Yes maybe!
- C. Not yet (but hopefully soon...)

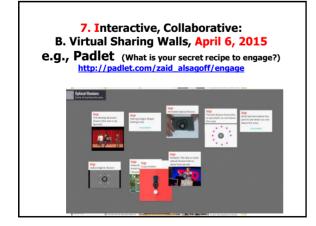














Poll #4: Which of these ideas might you use?

- A. Student designed multimedia glossaries
- B. Online cases
- C. 20 percent time learning
- D. Guest chats with former students
- E. Negotiate meanings online (e.g., PiratePad)
- F. Enroll in a MOOC
- G. Discussion in Google Hangouts





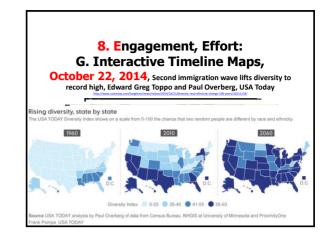


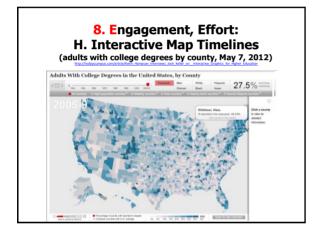






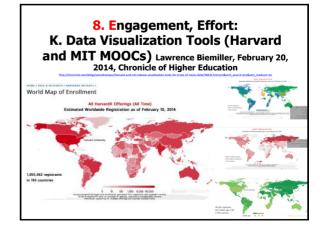










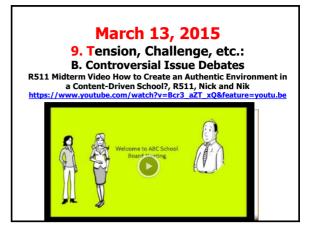


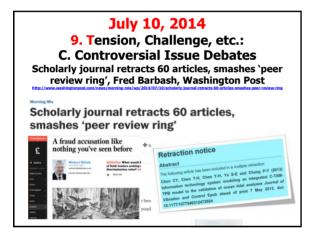
March 15, 2015

9. Tension, Challenge, etc.: A. Controversial Issue Debates SXSW: Tackling the growing gender gap in technology Mike Snider, USA Today





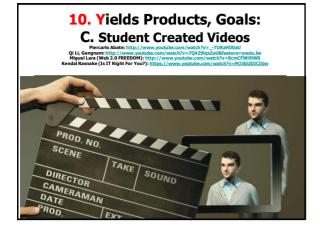












Poll #5: Which of these ideas might you use?

- A. Guest speaker quotes
- B. Data visualization tools
- C. Issue challenges, role plays, and debates
- D. Student designed video productions
- E. Student designed e-books
- F. Map trends
- G. Interactive timeline tools



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**





Or Find the lieu...

Take a guick 15 minute break...

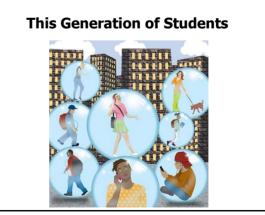


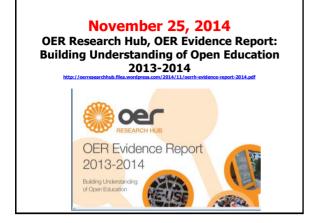


What motivates? Tone/Climate: Psyc cal Safety Comfort

- mate: Psychological Safety, Co igement: Feedback, Responsiv y: Surprise, Intrigue, Unknowns Novelty, Fun, Fantasy











1. Instructor as Credit Manager













7. Instructor as Curator

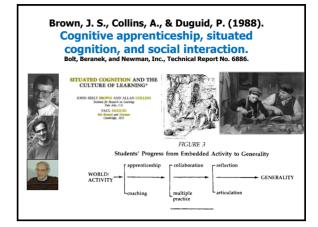




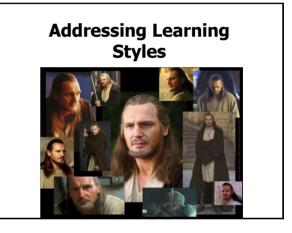
9. Instructor as Camping Trip Guide



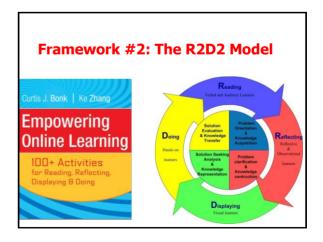
















The R2D2 Method

- 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.















 Reflective and observational learners prefer to reflect, observe, view, and watch learning; they make careful judgments and view things from different perspectives







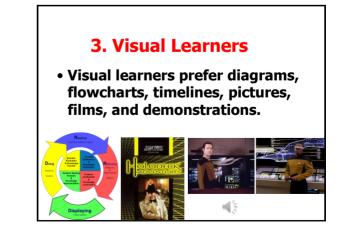




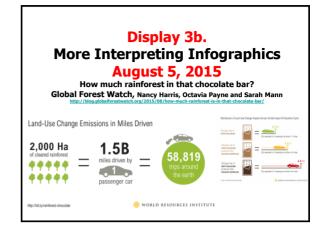


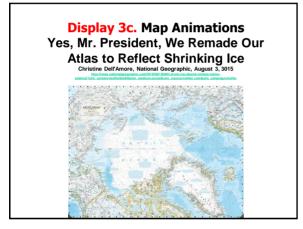


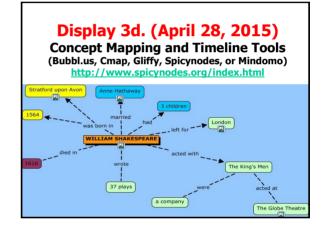








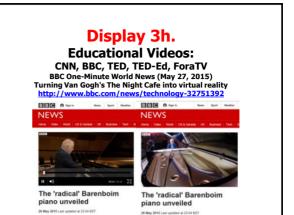




















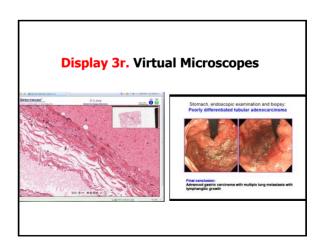








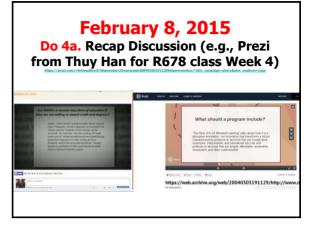




4. Tactile/Kinesthetic Learners

 Tactile/kinesthetic senses can be engaged in the learning process are role play, dramatization, cooperative games, simulations, creative movement and dance, multi-sensory activities, manipulatives and hands-on projects.



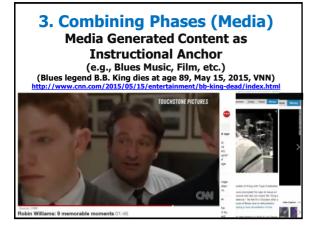


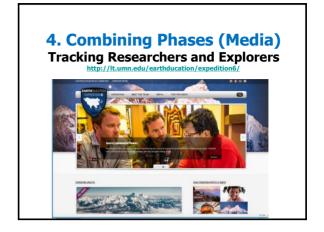




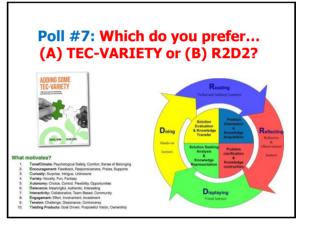












Poll #8: How many ideas did you get from this talk?

- 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.





February 20, 2013

Star Trek-like holodeck may be closer to reality than you think Matt Hartley, Financial Post, Canada

Star Trek-like holodeck may be closer to reality than you think



Poll #10: Any Questions? Try TEC-VARIETY...Try R2D2 Slides at: TrainingShare.com

Papers: PublicationShare.com Free Book: http://tec-variety.com/ http://tec-variety.com/TEC-VARIETY-Chinese.pdf Dr. Curt Bonk – CJBonk@Indiana.edu

