









What was it that he said?



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.



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)

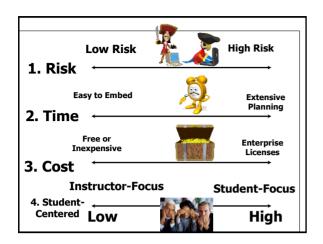
> See: Deci, E. L., & Ryan, R. M. (1985). Intrinsic motivation and self-determination in human behavior. NY: Plenum Press.

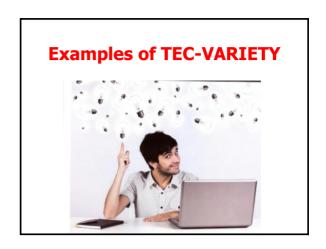


Framework: TEC-VARIETY for Online Motivation and Retention

- 1. Tone/Climate: Psych Safety, Comfort, Belonging
- 2. Encouragement, Feedback: Responsive, Supports
- 3. Curiosity: Fun, Fantasy, Control
- 4. Variety: Novelty, Intrique, Unknowns
- 5. Autonomy: Choice: Flexibility, Opportunities
- 6. 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

Introducing the "TEC-VARIETY book... http://tec-variety.com/ TEC-VARIETY 82

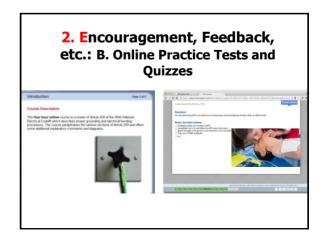


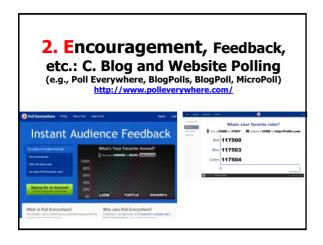












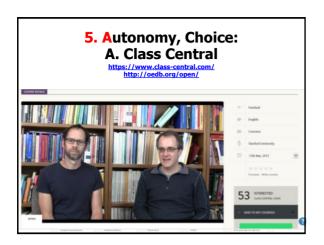




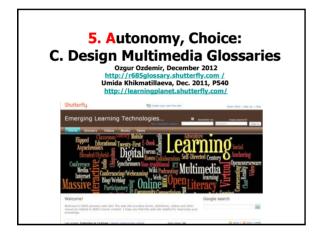




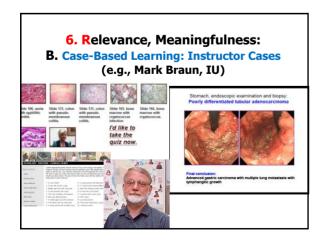


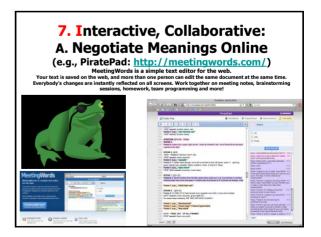




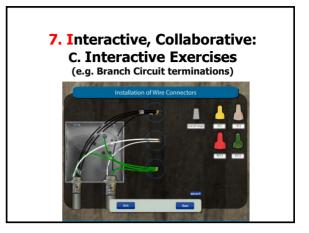


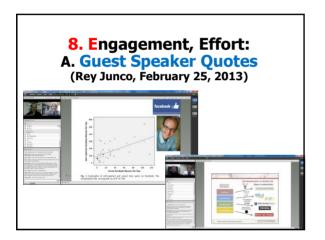




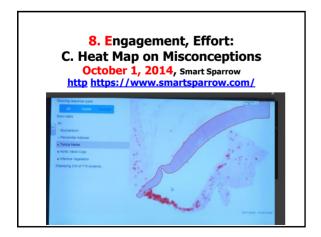






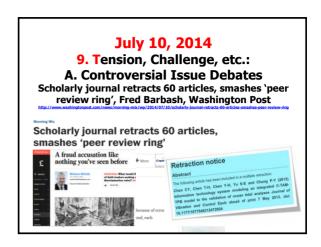
























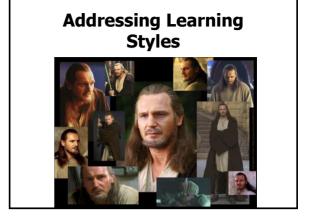




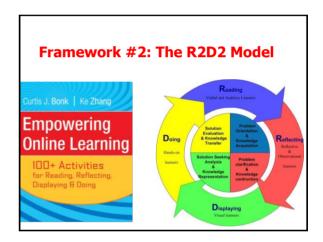












The R2D2 Method

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







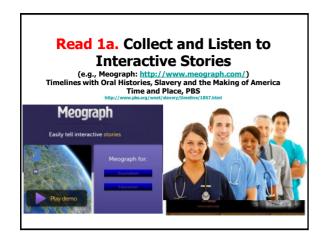
1. Auditory or Verbal Learners

 Auditory and verbal learners prefer words, spoken or written explanations.









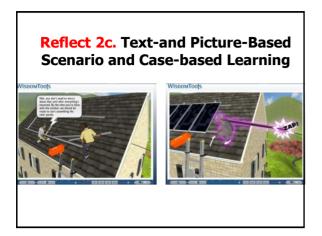






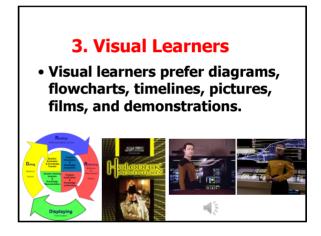


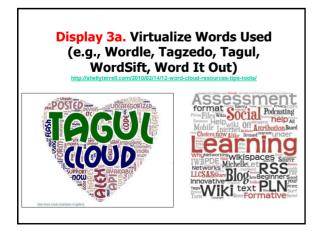


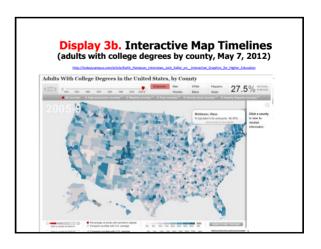


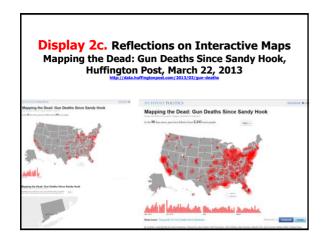


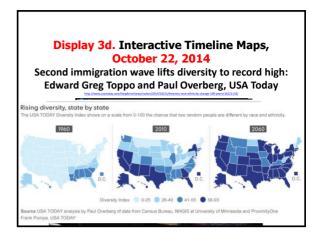




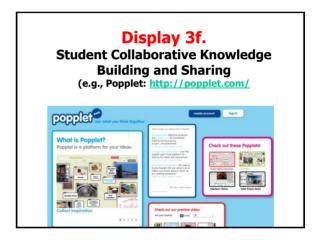


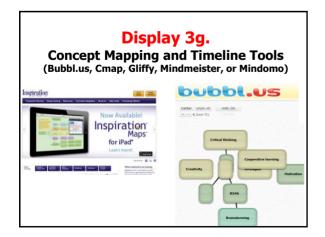






Display 3e. Big Data
Visualization Tools,
January 20, 2014, 6.00x Introduction to
Computer Science and Programming
MITx on EdX Course
http://papers.ssm.com/sol3/papers.cfm?abstract_id=2382322







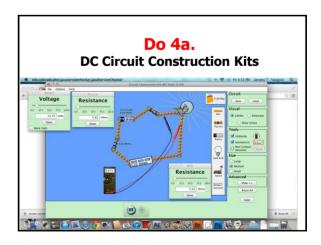








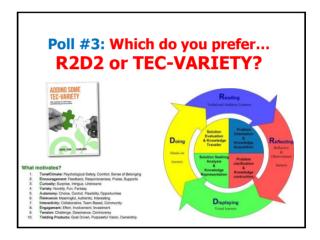












Poll #4: How many ideas did you get from this talk?

- 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.



