

Engage, Number One: This is the Next Generation

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Learning is Changing!



Learning is More Video-Based Online Learning Polyglots

Adventures of a Teenage Polyglot



Timothy posts videos of himself speaking several languages on YouTube.

Learning is More Ubiquitous Learn Anytime, Always On/Mobile

"Everything I need to do today, I can do on my phone," says Robert Johnson (Louisville, KY)...He often grades papers and communicates with students from a cafe near his home.



Learning is More Self-Directed iPod Learning from MIT OCW (e.g., Wendy Ermold, University of Washington)



Motivation and Engagement



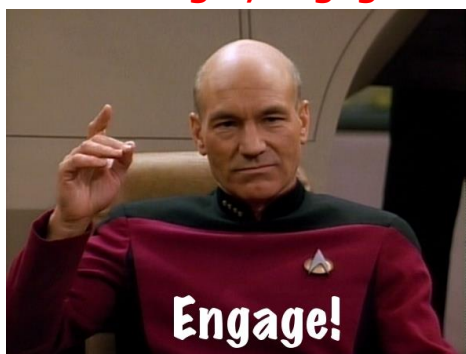
How do we engage online?



What did Jean-Luc Picard say?



That's right, Engage!



Poll #1: Million Dollar Question: 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.



Part I: 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

Need Some Motivation? Introducing the free "TEC-VARIETY" Framework...

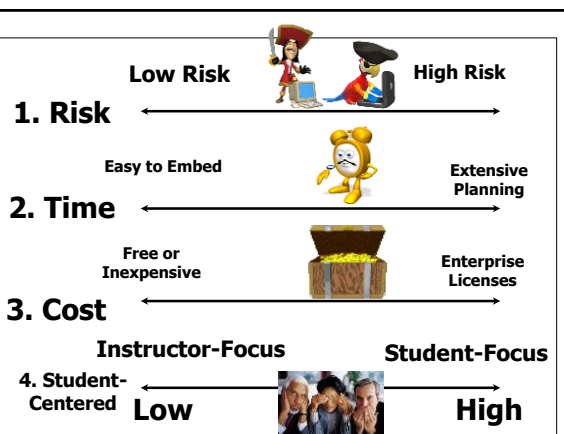
<http://tec-variety.com/>
<http://tec-variety.com/TEC-VARIETY-Chinese.pdf>



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 Book & Elaine Khoo IU

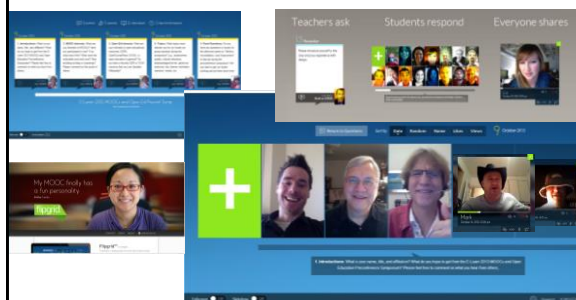


Examples of TEC-VARIETY



1. Tone/Climate: A. Threaded Video Discussions, e.g., Flipgrid

<http://flipgrid.com/#429f88c5>



1. Tone/Climate: B. Instructor Course Introductions (Theatre 10 Intro Video, October 7, 2014, Elizabeth Dale, West Valley College)

<https://www.youtube.com/watch?v=Wzbzc3QiiA>



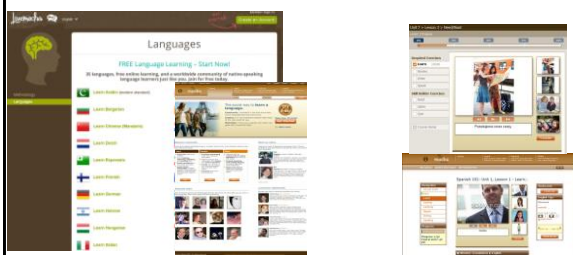
1. Tone/Climate:
C. Share links to Favorite Songs
 (e.g., Royalty-Free Music
<http://incompetech.com/music/royalty-free/>;
<http://freeplaymusic.com/>)



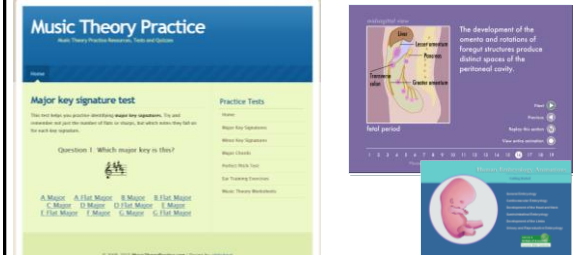
2. Encouragement, Feedback, etc.:
A. Demonstrations and Tutorials
 Emerging technology specialist, IU UITS, Nitocris Perez,
May 29, 2014
<http://inside.iub.edu/features/videos/2014-05-29-inub-vid-cib.shtml>



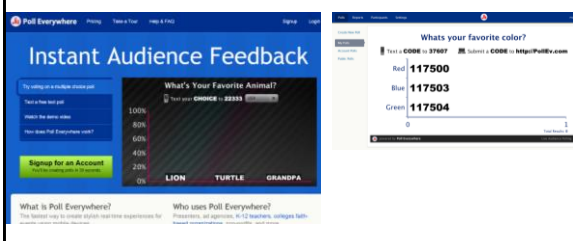
2. Encouragement, Feedback, etc.:
B. Language Lessons Online
 (e.g., Livemocha; now part of Rosetta Stone)
<http://livemocha.com/>



2. Encouragement, Feedback, etc.:
C. Online Practice Tests and Quizzes (e.g., Music Theory, Human Embryology Animations)



2. Encouragement, Feedback, etc.:
D. Blog and Website Polling
 (e.g., Poll Everywhere, BlogPolls, BlogPoll, MicroPoll)
<http://www.pollerywhere.com/>



October 4, 2014
2. Encouragement, Feedback, etc.:
E. Social Media: e.g., Class Facebook Group (Dr. Bonk's creative fun time group (R546))
<https://www.facebook.com/groups/830496290323899/>



3. Curiosity, Fun:

A. History for Music Lovers

The French Revolution ("Bad Romance" by Lady Gaga)
Trojan War ("Tainted Love" by Soft Cell)
Charlemagne ("Call Me" by Blondie)
The Vikings ("Personal Jesus" by Depeche Mode)
<http://www.youtube.com/user/historyteachers>



May 26, 2015

3. Curiosity, Fun:

B. Something in the News

'Star Wars' saga to screen in China in its entirety for first time, CNN
<http://www.cnn.com/2015/05/26/entertainment/star-wars-china-the-feat/index.html>



3. Curiosity, Fun:

C. Something in the News

(e.g., This may be the oldest surviving Photo of a human, November 7, 2014, CNN, Brandon Griggs; But this image, taken in Paris, France, in 1838)

http://www.cnn.com/2014/11/06/living/oldest-photograph-human-daguerr/index.html?hpt=hp_44_kong



3. Curiosity, Fun:

D. Tracking the Life of a Musician (bio.com)

<http://www.biography.com/people/bob-marley-9399524>



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.)
- D. Voice/Audio feedback (Vocaroo)
- E. Online practice tests
- F. Something in the news
- G. Tracking life of scientist



4. Variety, Novelty, Fun:

A. Teach from Vietnam to the World

BBC News Asia, August 14, 2013

Even though he is now very elderly Vinh Bao (age 96) still teaches music, using his computer to coach pupils across the globe.
<http://www.bbc.com/news/world-asia-23497559>



4. Variety, Novelty, Fun, Fantasy: B. Random Lists (Random.org—clocks, coins, playing cards, dice, integers, passwords, jazz scales, lists, sequences, etc.)

The screenshot shows the Random.org website. On the left, the 'Coin Flipper' tool is active, showing two coins (one heads, one tails) and a timestamp of 2011-08-13 01:43 UTC. On the right, the 'Dice Roller' tool is active, showing a die with a 6 and a timestamp of 2011-08-13 01:43 UTC. Both tools have 'Roll Again' and 'Go Back' buttons.

5. Autonomy, Choice: A. Enroll in a MOOC and Reflect (e.g., see Class Central)

The screenshot shows the Class Central website. A course titled 'Vocal Recording Technology' is highlighted. The course description mentions 'Explore approaches and emerging technologies in vocal production, recording, and mixing.' The course is listed for Spring 2015. The website has a navigation bar with links like 'HOME', 'COURSES', 'SCHOOLS & PARTNERS', 'REGISTER', and 'SIGN IN'.

5. Autonomy, Choice: B. Attend Webinar (pick weeks and reflect) HowU Live Workshops <https://www.howdesignuniversity.com/pages/live-workshops?id=HOW>

The screenshot shows the 'HOWU LIVE Workshops' website. It features a grid of workshop cards with titles like 'Web Design 101 for Beginners', 'How to Create Great Infographics', and 'How to Design Your Creative Portfolio'. Each card includes a date and a brief description. The website has a clean, modern design with a blue and white color scheme.

5. Autonomy, Choice: C. Design Multimedia Glossaries

Ozgur Ozdemir, December 2012
<http://r685glossary.shutterstock.com/>
Umida Khikmatilaeva, Dec. 2011, P540
<http://learningplanet.shutterstock.com/>

The screenshot shows a Shutterstock website featuring a multimedia glossary titled 'Emerging Learning Technologies'. The glossary is a word cloud with various terms related to learning technologies, such as 'Digital', 'Multimedia', 'Open', 'Learning', and 'Technology'. The website has a dark background with colorful text.

5. Autonomy, Choice: D. Design Article Database in Pinterest, Jenny Webeck <https://www.pinterest.com/jennifertwebeck/emerging-learning-technologies/>

The screenshot shows a Pinterest board titled 'Emerging Trends and Issues in Instructional Technology' by Jenny Webeck. The board features a variety of pins related to educational technology, including articles, infographics, and images. The pins are arranged in a grid, and the board has a clean, organized layout.

5. Autonomy, Choice: E. Design Article Database in Facebook, Jenny Webeck <https://www.facebook.com/JennyBELTT/timeline>

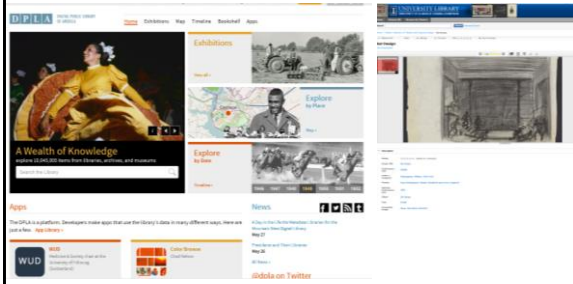
The screenshot shows a Facebook timeline for Jenny Webeck. A post titled 'Emerging Learning Technologies' is visible, featuring a word cloud similar to the one in the previous block. The post includes a description of the project and a link to the Shutterstock website. The Facebook interface shows the user's profile, posts, and comments.

5. Autonomy, Choice:

F. Open Educational Resources (OER)

Digital Public Library of America

<http://dp.la/>



Poll #3:

Any light bulbs going off in your head so far...?

A. Yes definitely***

B. Yes maybe!

C. Not yet (but hopefully soon...)



6. Relevance, Meaningfulness:

A. Guest Chats (e.g., Emily Hixon, January 20, 2015)

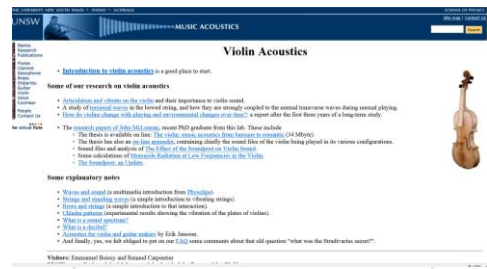
<https://connect.iu.edu/p259wpiabg9/>



6. Relevance, Meaningfulness:

B. Musical Acoustics

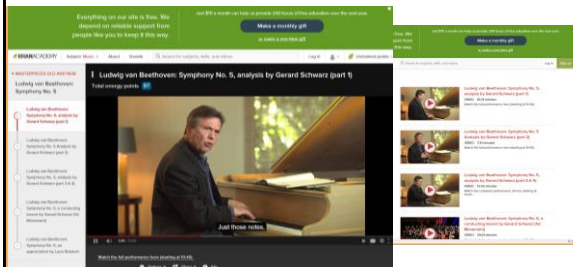
<http://newt.phys.unsw.edu.au/jw/violindex.html>



6. Relevance, Meaningfulness:

C. Video Repositories and Portals
(e.g., Khan Academy, Music Masterpieces)

<https://www.khanacademy.org/humanities/music/musical-masterpieces/a/old-new-ludwig-van-beethoven-music/a/ludwig-van-beethoven-part-1>

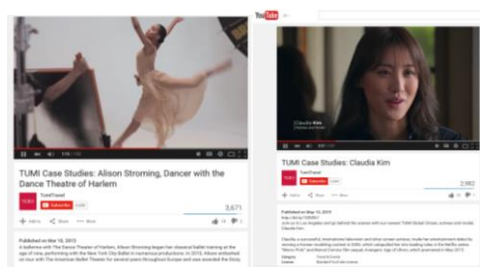


6. Relevance, Meaningfulness:

D. Case-Based Learning: TUMI Case Studies: Claudia Kim and Alison Stroming, *Dancer with the Dance Theatre of Harlem* (March 20, 2015 and May 13, 2015)

<https://www.youtube.com/watch?v=onhgDnsIHgY>

<https://www.youtube.com/watch?v=v5c7PT5tEFQ>



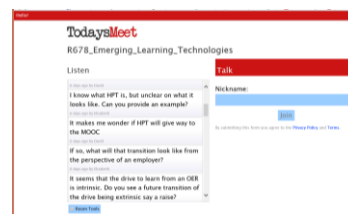
7. Interactive, Collaborative: A. Negotiate Meanings Online

(e.g., PiratePad: <http://meetingwords.com/>)
<http://blogs.elon.edu/technology/6-collaborative-writing-applications-for-group-projects-or-papers/>
MeetingWords, Google Docs, NowComment, MixedInk



January 27, 2015 7. Interactive, Collaborative: B. Backchannel Chat (TodaysMeet)

<https://todaysmeet.com/>
R678_Emerging_Learning_Technologies
https://todaysmeet.com/R678_Emerging_Learning_Technologies



7. Interactive, Collaborative: C. Multiple Guest Experts

Sara de Freitas and Jim Hensman, U of Coventry, UK
(<https://connect.uo.edu/p2m1x9568x/>)
Jay Cross, Berkeley (<https://connect.uo.edu/plsytosoroh/>)



7. Interactive, Collaborative: D. Collaboration and Discussion in Google Hangouts, Jabber, Skype, etc (January 29 and February 25, 2013)

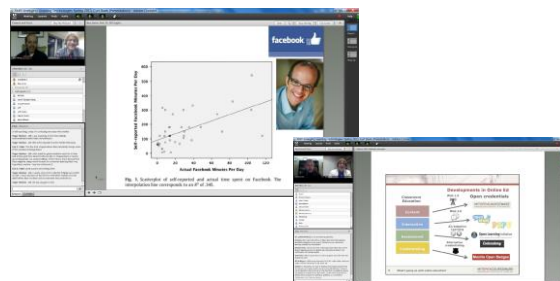


Poll #4: Which of these ideas might you use?

- A. Student designed multimedia glossaries
- B. Article database in Pinterest
- C. Guest chats with former students
- D. Negotiate meanings online (e.g., PiratePad)
- E. Backchannel chat (TodaysMeet)
- F. Class Facebook group
- G. Discussion in Google Hangouts

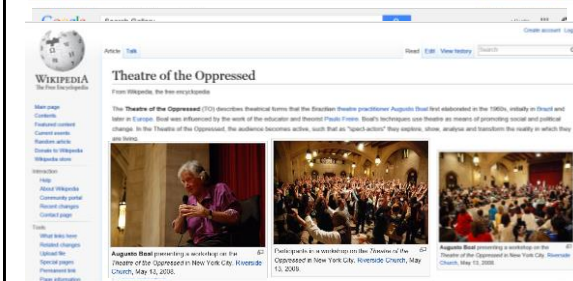


8. Engagement, Effort: A. Guest Speaker Quotes (Rey Junco, February 25, 2013)



8. Engagement, Effort: B. Google Map Gallery (Theater of the Oppressed)

<http://maps.google.com/gallery/>



March 30, 2015 8. Engagement, Effort:

C. Virtual reality learning (Virtual reality is coming to sex, sports and Facebook, Marco della Cava, USA Today)

<http://www.usatoday.com/story/tech/2015/03/22/virtual-reality-coming-to-sex-sports-and-facebook/25470882/>

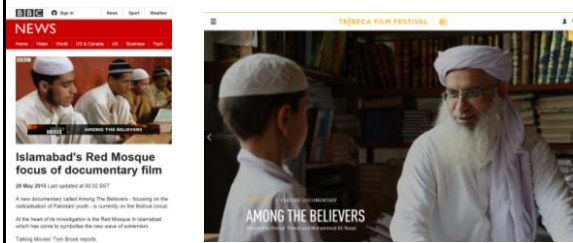


NextVR crewmembers set up their virtual reality cameras at an NBA game, allowing viewers of the live event to see the game from a variety of positions in the arena.

May 26, 2015 9. Tension, Challenge, etc.: A. Controversial Issue Debates: Documentaries on Islamic Extremism Tribeca Film Festival

<http://www.bbc.com/news/entertainment-arts-32901215>

<https://tribecafilm.com/filmguide/among-the-believers-2015>



May 26, 2015 9. Tension, Challenge, etc.: B. Controversial Issue Debates:

Auto-Tune (The invention that changed music forever, Jacopo Prisco and Andrew Stewart, CNN)

<http://www.cnn.com/2015/05/26/tech/auto-tune-invention-cnn/index.html>

<https://soundcloud.com/jacopo-prisco/mc-autotune-after>



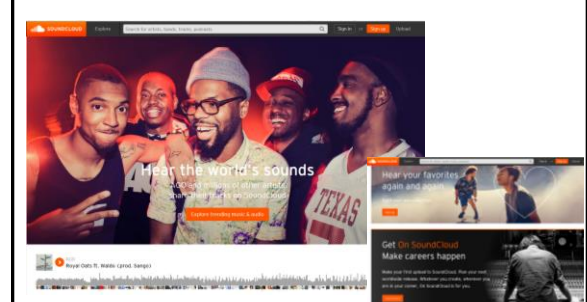
10. Yields Products, Goals: A. Student Created Videos

Piercarlo Abate: <http://www.youtube.com/watch?v=-TURzH00aU>
Qi Li, Gangnam: <http://www.youtube.com/watch?v=7Q429qzZu08&feature=youtu.be>
Miguel Lara (Web 2.0 FREEDOM!): <http://www.youtube.com/watch?v=8omCFW91W8>
Kendal Rasnake (Is It Right For You?): <http://www.youtube.com/watch?v=M3JGUD1C1Gw>



10. Yields Products, Goals: B. Student Created Songs

(upload to Soundcloud; <https://soundcloud.com/>)



10. Yields Products, Goals: C. Business Plans and Virtual Mentoring toward Goals, September 22, 2014, Chronicle of HE

<http://chronicle.com/article/Start-Up-Slow-Down/148923/?cid=at>



Poll #5:

Which of these ideas might you use?

- A. Guest speaker quotes
- B. Controversial issue debates
- C. Student designed video productions
- D. Student created songs
- E. Business plans



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



Recap and Reflect with Neighbor:

Explore Websites from this Session!

Or Find the lieu...

For 1-2 minutes...



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

Part II...

Where Are You R2D2?:

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

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This Generation of Students



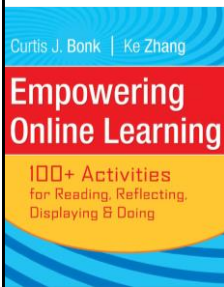
Addressing Learning Styles



Question: How can technology address diverse learner needs?



Framework #2: The R2D2 Model



The R2D2 Method

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



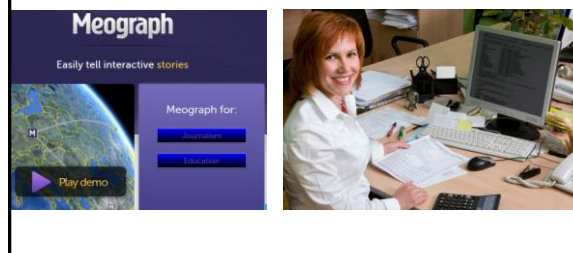
1. Auditory or Verbal Learners

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



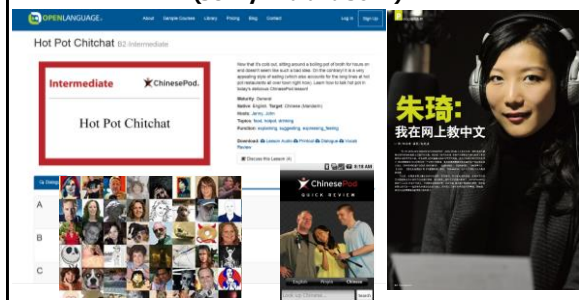
Read 1a. Collect and Listen to Interactive Stories

(e.g., Meograph: <http://www.meograph.com/>)



Read 1b. Listen to Podcast Shows (e.g., OpenLanguage)

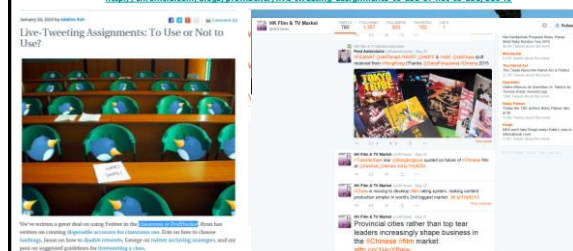
<http://openlanguage.com/lessons/278/learn-chinese/hot-pot-chitchat>
(Jenny Zhu and John)



June 1, 2015 Read 1c. Twitter Fed Class Discussions e.g., Women in Film and TV (NYWIFT) HK Film and TV Market

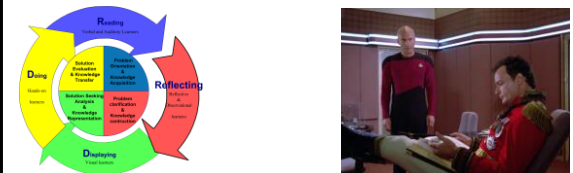
<https://twitter.com/nywift>
<https://twitter.com/hkfilmart>

<http://chronicle.com/blogs/profackr/live-tweeting-assignments-to-use-or-not-to-use/58949>



2. Reflective and Observational Learners

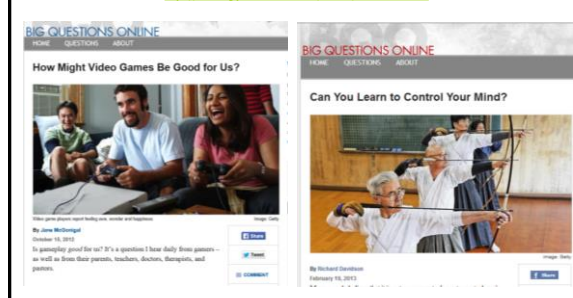
- Reflective and observational learners prefer to reflect, observe, view, and watch learning; they make careful judgments and view things from different perspectives



Reflect 2a. Big Issue Reflections

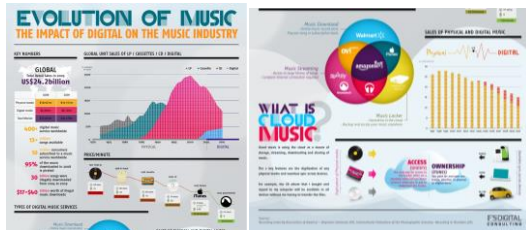
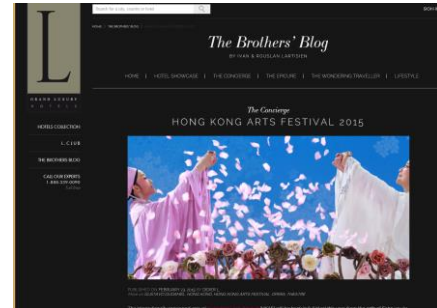
(Big Questions Online (BQO)), Feb 3, 2015
(e.g., Is curiosity essential for human flourishing?)

<https://www.bigquestionsonline.com/content/do-we-have-souls>



Reflect 2b.**Interpreting Infographics**

Evolution of Music (Impact of Digital on the Music Industry)

<http://www.techjournal.org/2012/12/the-impact-of-digital-on-the-music-industry-infographic/>**Reflect 2c. Cultural Blogs**
Hong Kong Arts Festival 2015<http://www.hongkongartsfestival.org/>**Poll #6:****Any light bulbs going off in your head so far...?**

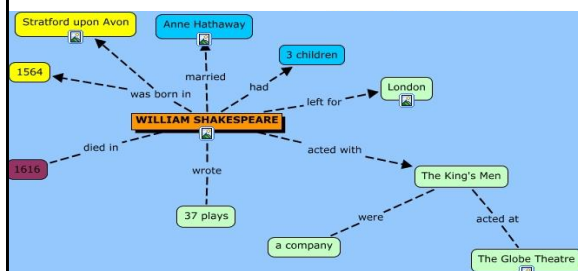
- A. Yes definitely
B. Maybe
C. No

**3. Visual Learners**

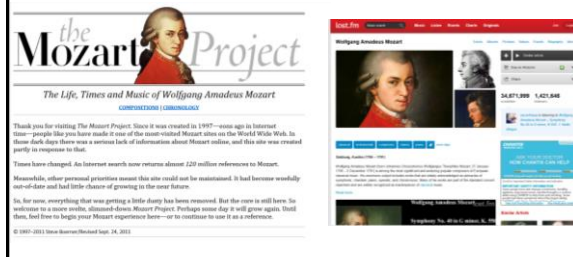
- Visual learners prefer diagrams, flowcharts, timelines, pictures, films, and demonstrations.

**Display 3a. Videos for clinical education**
(Verdi - La Traviata (1988) - Complete opera)<https://www.youtube.com/watch?v=49UZa0T0zZQ>**Display 3b. Virtualize Words Used**
(e.g., Wordle, Taggedo, Tagul, WordSift, Word It Out)<http://shellyterrell.com/2010/02/14/12-word-cloud-resources-tips-tools/>

Display 3c. (April 28, 2015) Concept Mapping and Timeline Tools (Bubbl.us, Cmap, Gliffy, Spicynodes, or Mindomo) <http://www.spicynodes.org/index.html>



Display 3d. Unique Open Educational Resources and Portals (e.g., Mozart: <http://www.mozartproject.org/>)



4. Tactile/Kinesthetic Learners

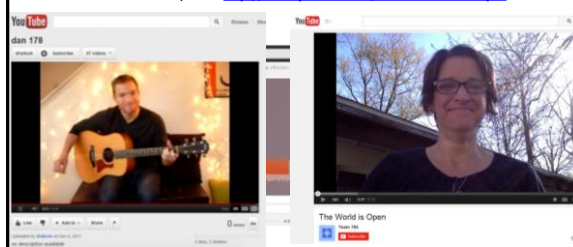
- Tactile/kinesthetic senses can be engaged in the learning process are role play, dramatization, cooperative games, simulations, creative movement and dance, multi-sensory activities, manipulatives and hands-on projects.



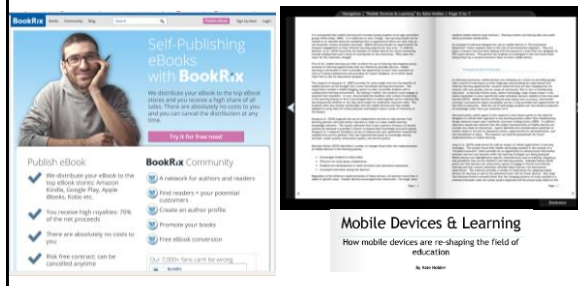
Do 4a. Student Music Recordings of Course Content

April 26, 2015

IST Groove Song, Jeffrey Jenkins, R511: <https://soundcloud.com/jeffjenkins25/ist-groove>
The World is Open, Jill Kaufman, R678: <https://www.youtube.com/watch?v=ZRGV0Mg5Vmw&feature=youtu.be>
Daniel Halluska, P540: <http://www.youtube.com/watch?v=10L7lrGsqnw>



Do 4b. Student Book Project (e.g., BookRix, <http://www.bookrix.com/>)



Do 4c. Student Created Mobile Apps

The App Builder: <http://www.theappbuilder.com/>
Mintian Guo: <http://myapp.is/r685final>



Poll #7: Which do you prefer... (A) TEC-VARIETY or (B) R2D2?



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. Tackling Problems: Goal Driven, Purposeful Vision, Ownership



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.



Where are we headed? Where is Education 3.0?



February 20, 2013 Star Trek-like holodeck may be closer to reality than you think

Matt Hartley, Financial Post, Canada

http://business.financialpost.com/2013/02/20/star-trek-like-holodeck-may-be-closer-to-reality-than-you-think/?_ga=5544-4584

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

MATT HARTLEY: I COULDN'T PUT IT
DOWN FROM STAR TREK: THE VOYAGER



MOOCs and Open Education Around the World

<http://routledge-ny.com/books/details/9781138807419/>

Any Questions or Comments? Try TEC-VARIETY...Try R2D2

Slides at: TrainingShare.com

Papers: PublicationShare.com



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