











## **Needed:** New Models of Motivation and Engagement



### Poll #2: What did Jean-Luc Picard say?



#### **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.



#### **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.
- 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.



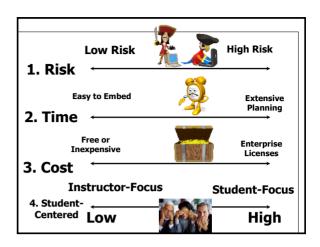
**Poll #3:** Million Dollar Question: What words come to mind when I say that I want to motivate learners?

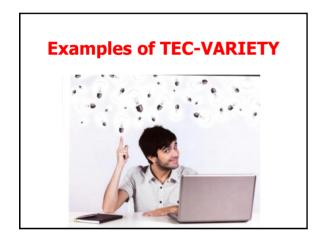


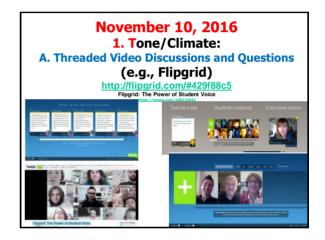
### Framework #1: TEC-VARIETY for Online Motivation and Retention

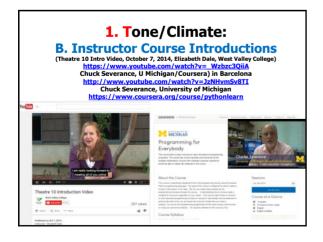
- 1. Tone/Climate: Psych Safety, Comfort, Belonging
- 2. Encouragement, Feedback: Responsive, Supports
- 3. Curiosity: Fun, Fantasy, Control
- 4. Variety: Novelty, Intrique, Unknowns
- 5. Autonomy: Choice: Flexibility, Opportunities
- 6. Relevance: Meaningful, Authentic, Interesting
- Interactive: Collaborative,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











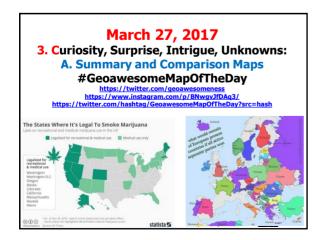


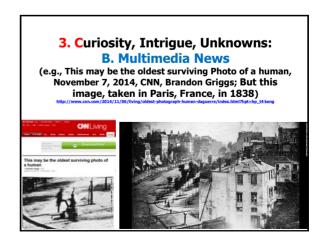






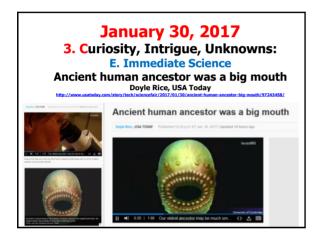


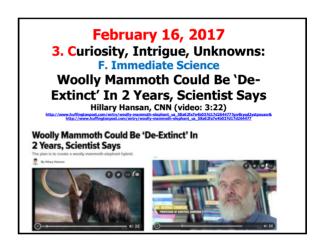


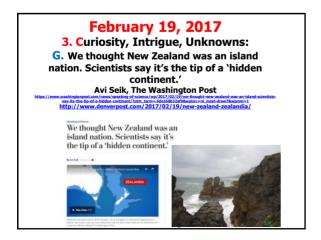














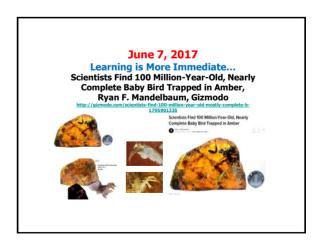












# Poll #4: Which of these ideas might you use?

- 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. Crowdsourced Science
- F. Something in the News
- **G. Summary and Comparison Maps**
- **H. Immediate Science**



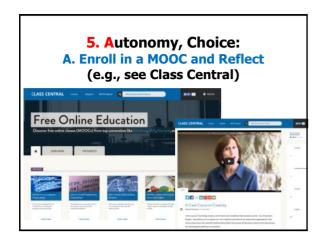




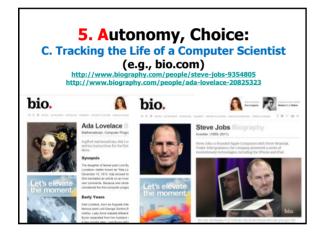








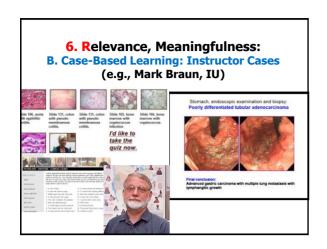


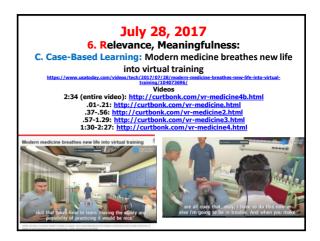




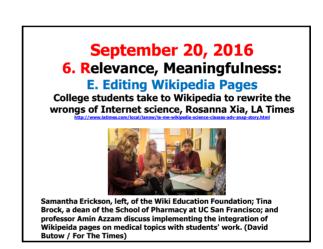




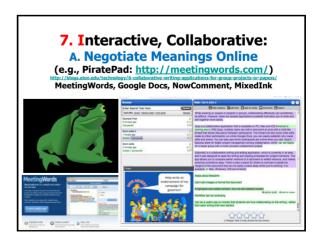




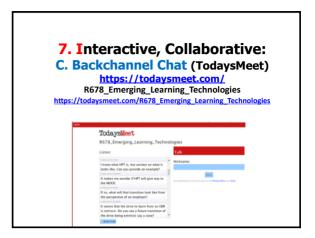


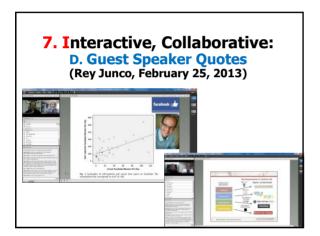






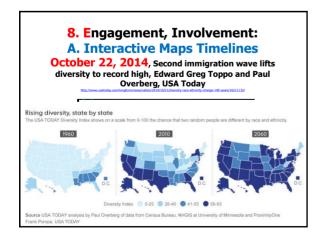






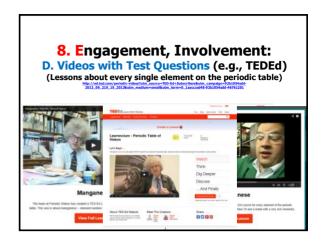
Poll #6:
Which of these ideas might you use?

A. Student designed multimedia glossaries
B. Edit Wikipedia pages
C. Guest chats with former students
D. Negotiate meanings online (e.g., PiratePad)
E. Enroll in a MOOC
F. Discussion in Zoom
G. Guest speaker quotes

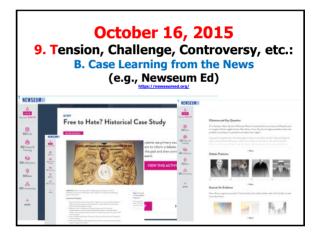








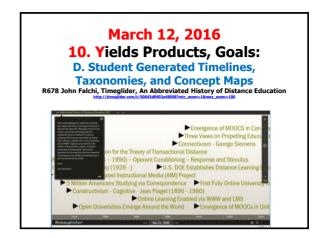












## Poll #7: Which of these ideas might you use?

- A. Interactive map timelines
- B. Facebook course page (or Pinterest)
- C. Issue challenges, role plays, and debates
- D. Student designed course recap videos
- E. Student infographics
- F. Interactive timeline tools
- G. Videos with test questions







