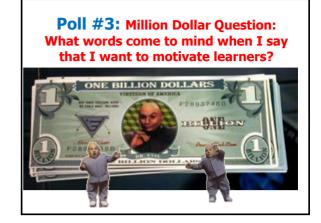


## "...innate propensity to engage one's interests and exercise one's capabilities, and, in doing so, to seek out and master optimal challenges (i.e., it emerges from needs, inner strivings, and personal curiosity for growth) See: Deci, E. L., & Ryan, R. M. (1985). Intrinsic motivation and self-determination 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.
- 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.

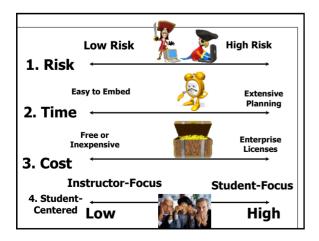


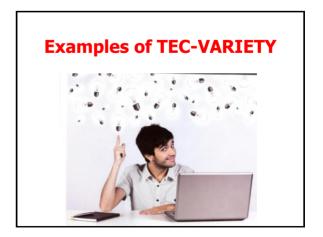


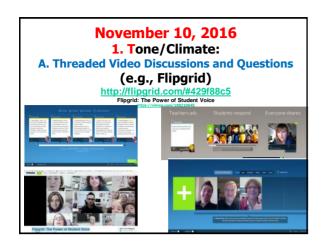
### Framework #1: TEC-VARIETY for Online Motivation and Retention

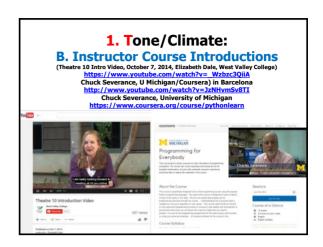
- 1. Tone/Climate: Psych Safety, Comfort, Belonging
- 2. Encouragement, Feedback: Responsive, Supports
- 3. Curiosity: Fun, Fantasy, Control
- 4. Variety: Novelty, Intrigue, Unknowns
- 5. Autonomy: Choice: Flexibility, Opportunities
- 6. Relevance: Meaningful, Authentic, Interesting
- 7. Interactive: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

## 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 一激励和留住在线学习者的 100 个活动 作者: Curtis J Book & Elaine Khoo IU







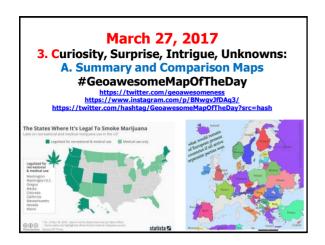


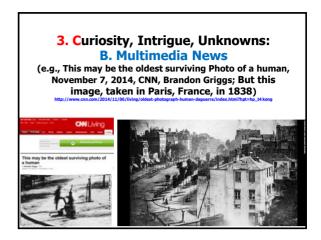




















## Poll #4: Which of these ideas might you use?

- 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













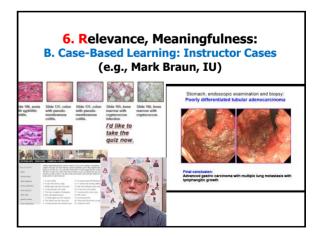


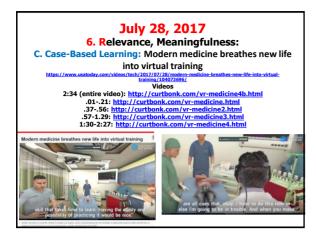




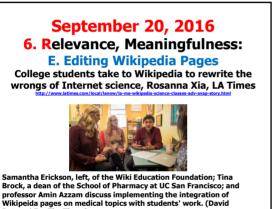




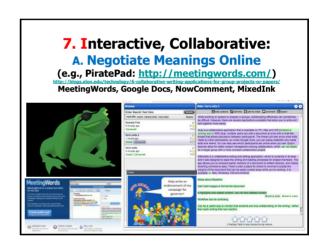


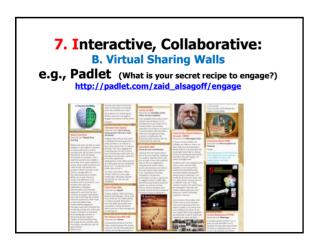


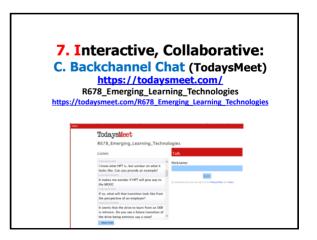


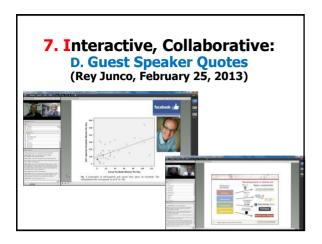


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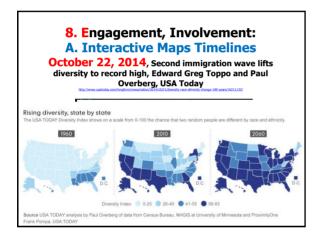


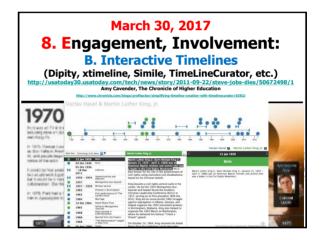


## Poll #6: Which of these ideas might you use?

- 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

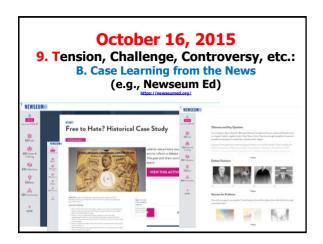








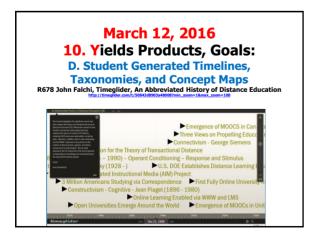












# Poll #7: Which of these ideas might you use? A. Interactive map timelines B. Facebook course page (or Pinterest) C. Issue challenges, role plays, and debates D. Student designed course recap videos E. Student infographics F. Interactive timeline tools G. Videos with test questions

### **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** 

### What motivates?

- notivates?

  ToneClimate: Psychological Salety, Comfort, S.
  Encouragement: Feedback, Responsiveness, I.
  Curiosity: Surprise, Intrigue, Unknowns
  Variety: Novelly, Fun. Fartasy
  Autonomy: Choice, Comto, Reckellity, Opport,
  Relevance: Meaningful Authentic, Interesting
  Interactivity: Collaborative, Team-Based, Com
  Therapellity: Collaborativ

### **Masterclass Part 2:**

**Best Practices for Online and Blended learning: Introducing the R2D2 Model** 

> **Curt Bonk, Professor, Indiana University** cjbonk@indiana.edu http://mypage.iu.edu/~cjbonk





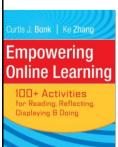
### **Addressing Learning Styles with R2D2**



### **Question: How can technology** address diverse learner needs?



### Model #2: The R2D2 Model: Read, Reflect, Display, Do...





### 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.







### **January 20, 2016** Read 1a. Podcasts

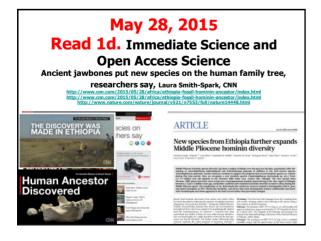
IU Bloomington podcast series to launch Jan. 24, Steve Hinnefeld, IU Newsroom



IU's Media School dean James Shanahan, at left, will host a new campus podcast. Senior Lugmann Ruth will read the news for the inaugural podcast. | PHOTO BY JENNIFER PIUREK, OFFICE OF THE **PROVOST** 







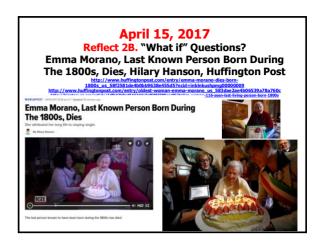
### 2. Reflective and **Observational Learners**

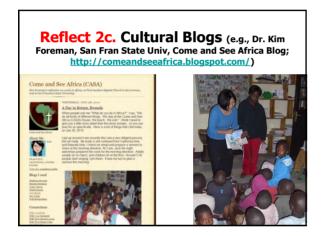
 Reflective and observational learners prefer to reflect, observe, view, and watch learning; they make careful judgments and view things from different perspectives





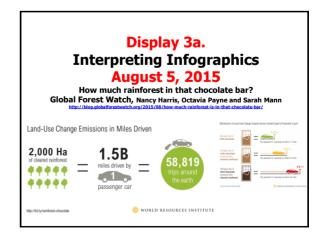




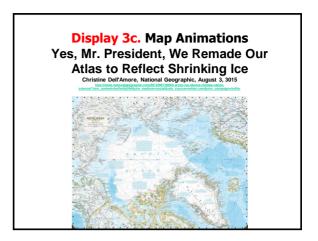


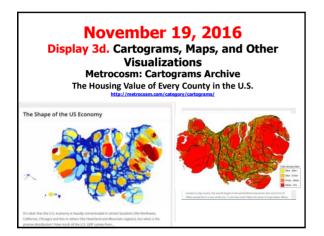


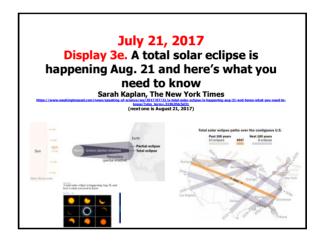






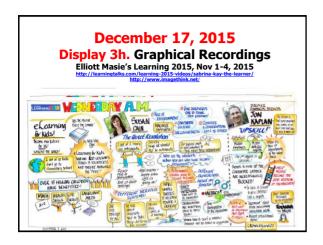


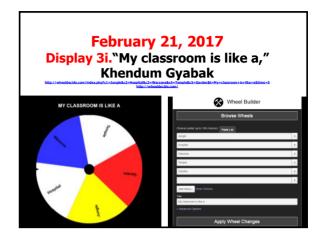


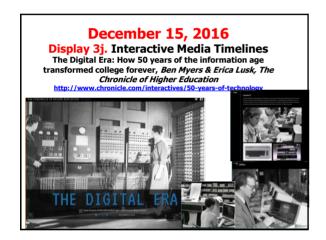








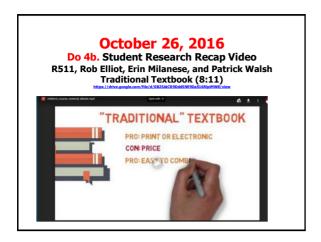




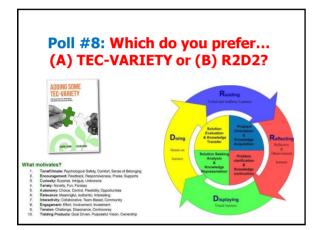


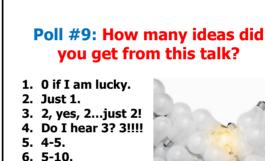












7. More than 10.





