

## There's so much happening that...



# January 7, 2017 Overworked? Join the club. Here's how to handle It. Laura Petrecca, USA Today http://www.usatoday.com/story/money/2017/01/07/overworked-americans/96235044/ Overworked? Join the club. Here's h IS YOUR WORKLOAD EXCESSIVE? Percentage of employees, comparing 2016 to 2011, who don't think so: 50% 40% 33% 36% 31% 24% 40% 33% 30% 40% 33% 34% CHINA

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



#### 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.
- 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.





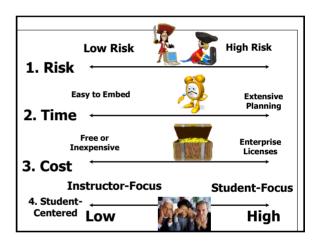
**Poll #3:** Million Dollar Question: What words come to mind when I say that I want to motivate learners?

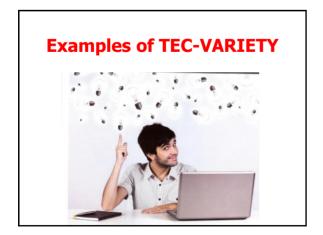


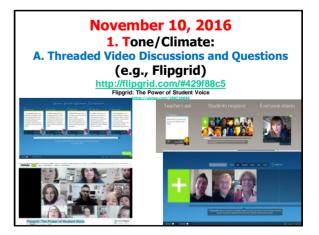
## Framework #1: TEC-VARIETY for Online Motivation and Retention

- 1. Tone/Climate: Psych Safety, Comfort, Belonging
- 2. Encouragement, Feedback: Responsive, Supports
- 3. Curiosity: Fun, Fantasy, Control
- 4. Variety: Novelty, Intrigue, 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





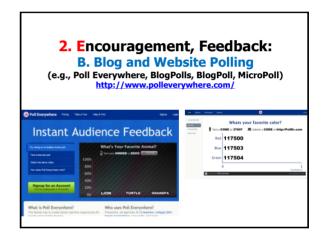


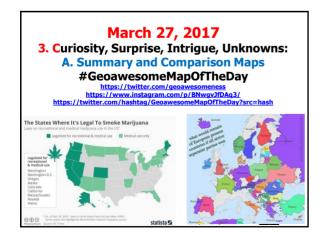


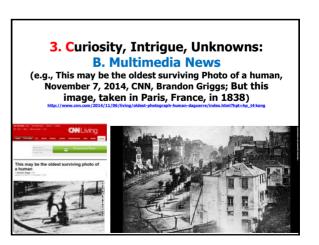


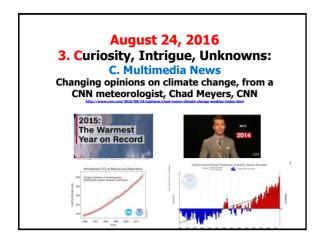


















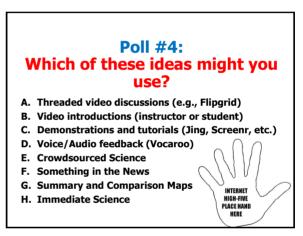










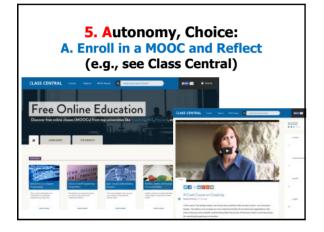




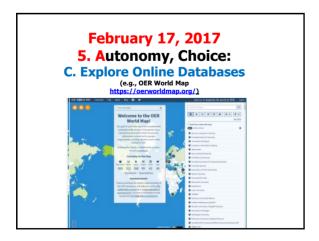




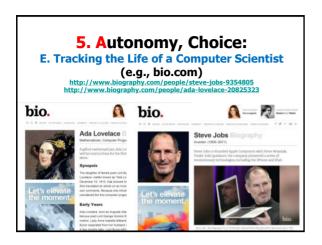


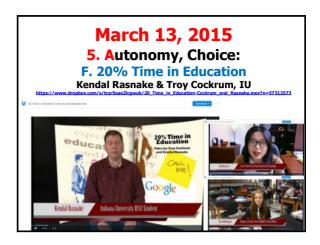








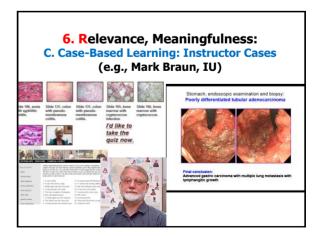












#### **September 20, 2016**

#### 6. Relevance, Meaningfulness:

**D. Editing Wikipedia Pages** 

College students take to Wikipedia to rewrite the wrongs of Internet science, Rosanna Xia, LA Times

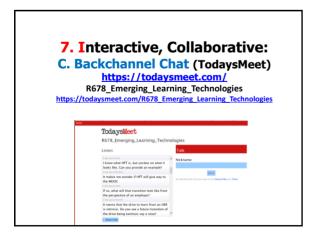


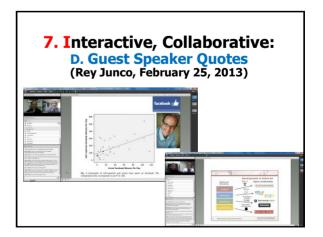
Samantha Erickson, left, of the Wiki Education Foundation; Tina Brock, a dean of the School of Pharmacy at UC San Francisco; and professor Amin Azzam discuss implementing the integration of Wikipeida pages on medical topics with students' work. (David Butow / For The Times)



## 7. Interactive, Collaborative: A. Negotiate Meanings Online (e.g., PiratePad: http://meetingwords.com/) http://bloss.elen.sdu/technology/6-tollaborative-withe-sapication-for-group-protect-or-pages/ MeetingWords, Google Docs, NowComment, MixedInk \*\*The State of the State of th







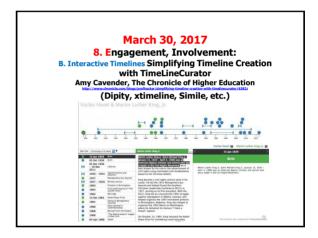
## Poll #6: Which of these ideas might you use?

- A. Student designed multimedia glossaries
- B. Edit Wikipedia pages
- 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 Zoom
- H. Guest speaker quotes

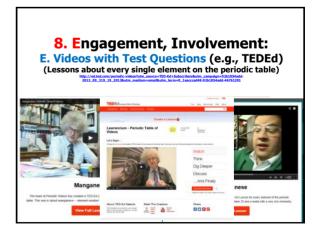




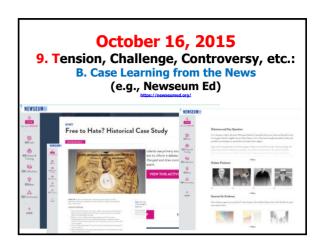






















## Poll #7: Which of these ideas might you use?

- 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 created websites
- F. Student infographics
- **G.** Interactive timeline tools
- H. 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

- Tone/Climate: Psychological Safety, Comfort, Sense of Belonging
   Encouragement: Feedback Responsiveness Praise Supports
- Curiosity: Surprise, Intrigue, Unknow
- Variety: Novelty, Fun, Fantasy
- Relevance: Meaningful, Authentic, Interesting
- Interactivity: Collaborative, Team-Based, Common
- Tension: Challenge, Dissonance, Controversy
- Yielding Products: Goal Driven, Purposeful Vision, Ownership

#### **Masterclass Part 2:**

Where are You R2D2?: Addressing Diverse Online Learner Needs with the Read, Reflect, Display, and Do Model

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



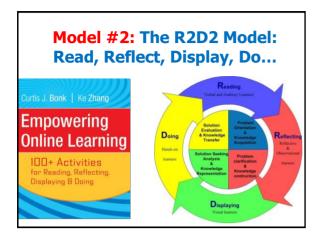


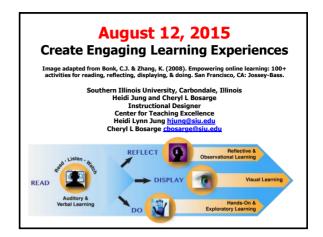
## Addressing Learning Styles with R2D2



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







#### 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 htt://juidc.infa.ach/harffing/2016-61-28-new-campus object attention\_purce-2016-61.



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











