

What was it that he said?



Poll #1: Million Dollar Question: What words come to mind when I say that I want to motivate learners?



June 15, 2014

Starbucks offers workers 2 years of free college, CNN Money, Gregory Wallace (from Arizona State online programs)

Starbucks offers workers 2 years of free



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

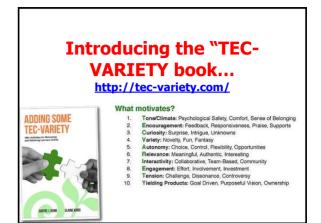
(i.e., it emerges from needs, inner strivings, and personal curiosity for growth)

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

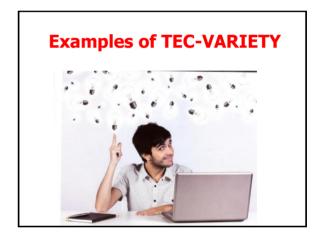


Framework: TEC-VARIETY for Online Motivation and Retention

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







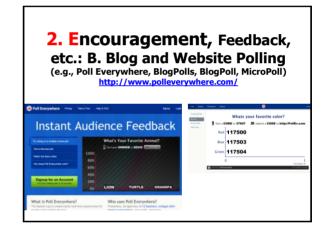




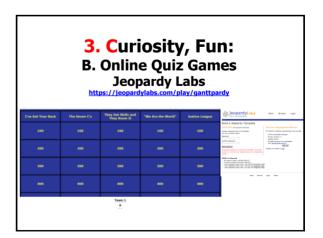












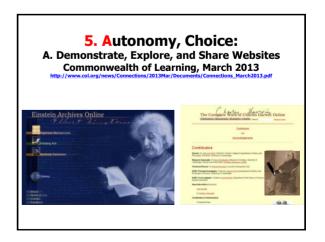


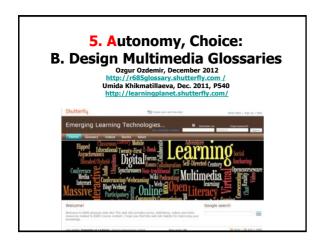


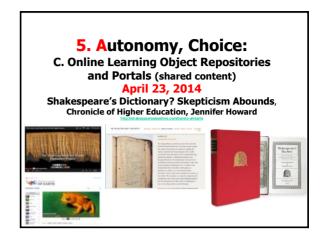












Audience Poll #2:

Which of the first 5 motivational principles will you use the most?

- A. Tone/Climate
- **B. Encouragement/Feedback**
- C. Curiosity/Fun
- D. Variety/Novelty
- E. Autonomy/Choice/Flexibility



Audience Poll #3:

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

- A. Yes definitely
- B. Maybe
- C. No







6. Relevance, Meaningfulness:

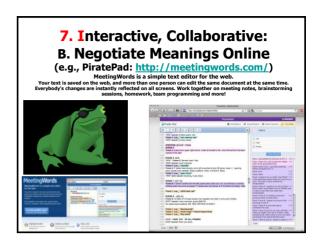
A. Video Scenario Learning Accounting Interviews and Preparatory Course Review Modules (Franklin University, cost and forensic accounting course) http://wdo.rnaklin.adu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnaklin/scu/rnakl

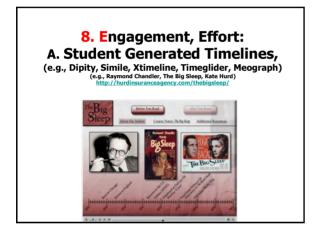




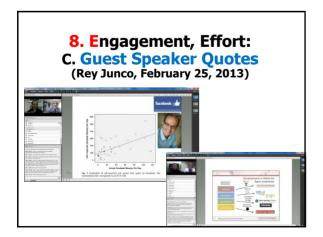
6. Relevance, Meaningfulness: B. Case-Based Learning: Instructor Cases (e.g., Mark Braun, IU) State 18, data ship peaches and peaches and









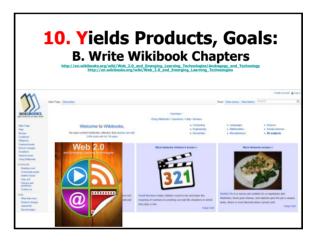






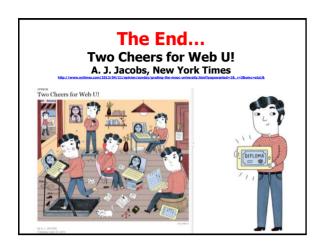












Audience Poll #4: Which of the last 5 motivation

Which of the last 5 motivational principles will you use the most?

- A. Relevance/Meaningfulness
- **B.** Engagement/Effort
- C. Interactive/Collab/Community
- D. Tension/Challenge/Dissonance
- E. Yielding Products/Goals



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









Where Are You R2D2?:

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

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



Addressing Learning Styles

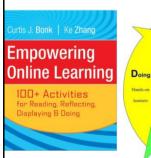


Question: How can technology address diverse learner needs?





Framework: The R2D2 Model





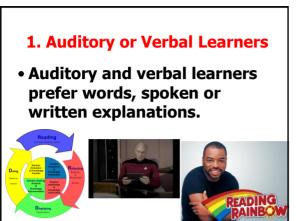
The R2D2 Method

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





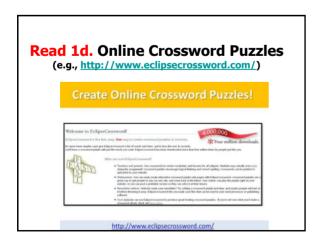
















2. Reflective and Observational Learners

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



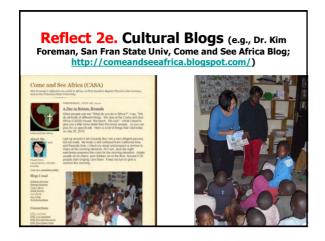




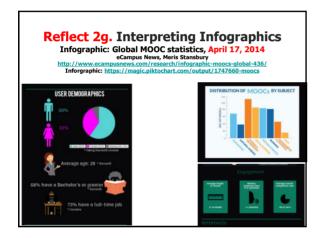


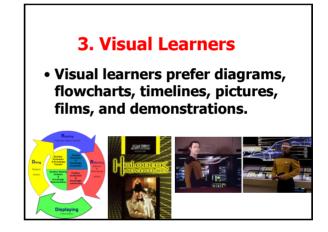




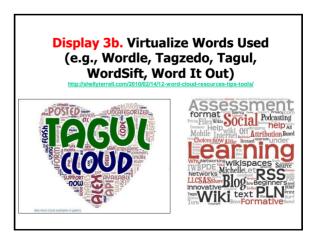


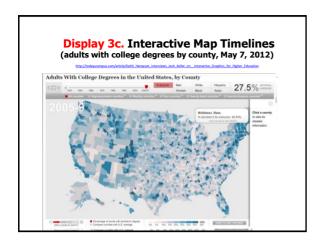




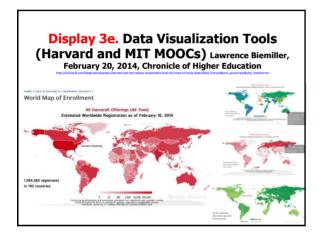


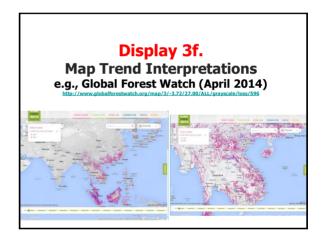


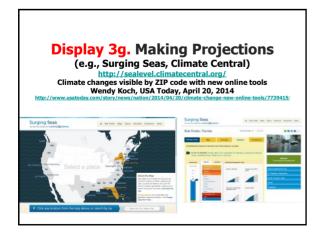




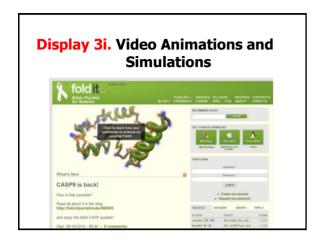


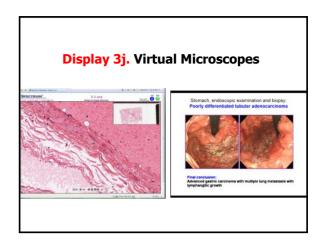






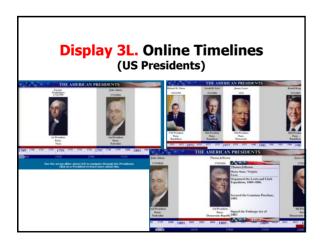












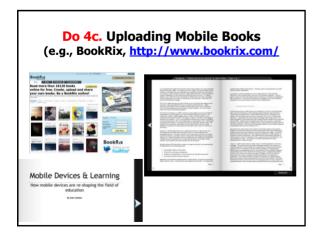










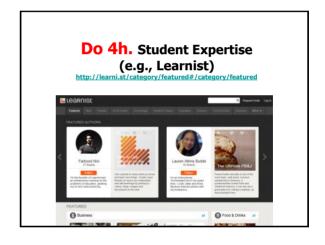














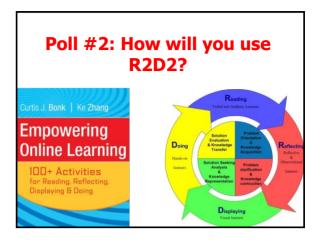


Poll #1: What phase of the R2D2 Method do you like best?

- A. Read (Auditory and Verbal Learners)
- **B.** Reflect (Reflective Learners)
- C. Display (Visual Learners)
- D. Do (Tactile, Kinesthetic, Exploratory Learners)







Poll #3: 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.





