

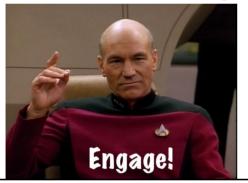




Needed: New Models of Motivation and Engagement



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)

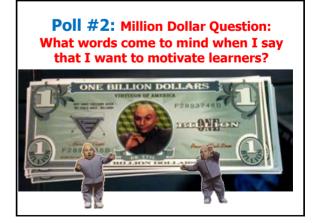
See: Deci, E. L., & Ryan, R. M. (1985). *Intrinsic motivation* and self-determination in human behavior. NY: Plenum Press.



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.

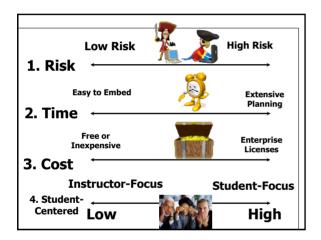


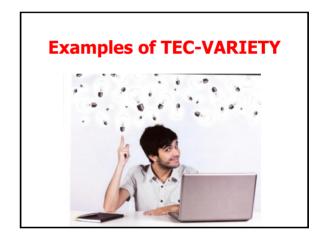


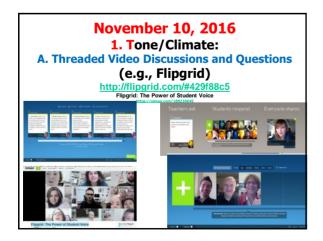
Framework: TEC-VARIETY for Online Motivation and Retention

- 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





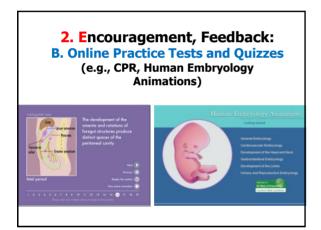


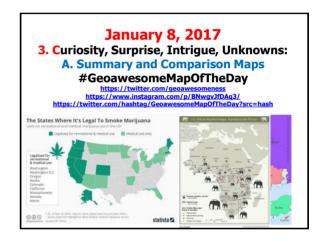


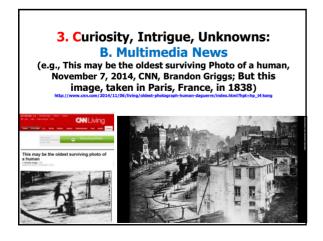












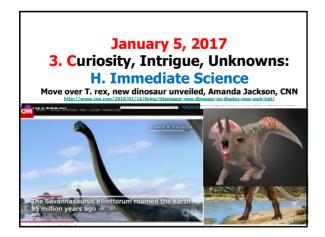














Poll #3: Which of these ideas might you use?

- 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. Summary and Comparison Maps**
- H. Immediate Science

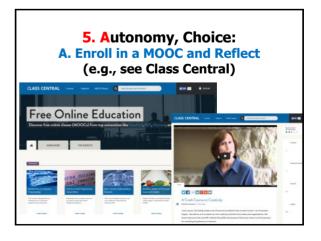






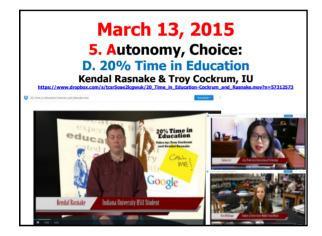








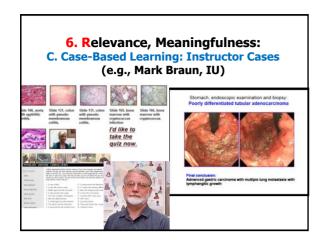


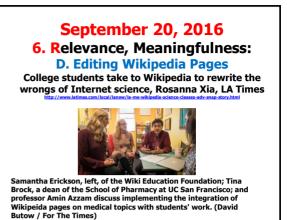


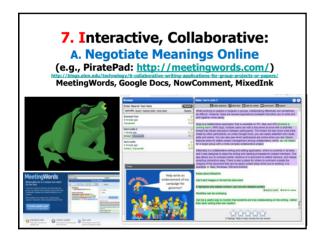


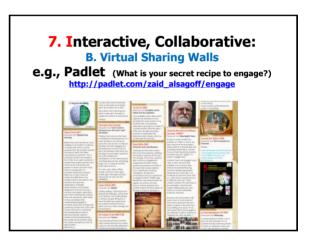


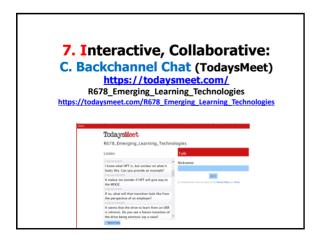


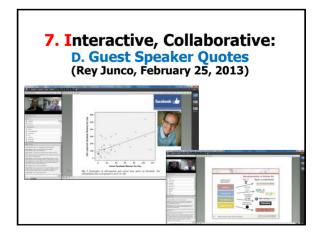








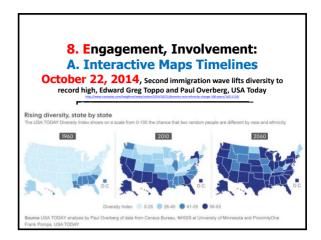




Poll #5: Which of these ideas might you use?

- A. Student designed multimedia glossaries
- **B.** Online case demonstrations
- 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 Google Hangouts
- H. Guest speaker quotes



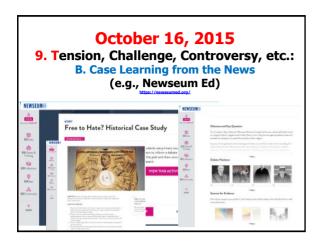










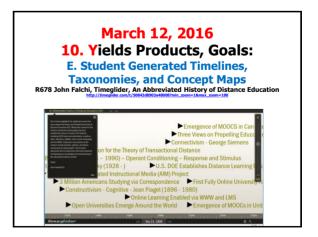














Poll #6: Which of these ideas might you use?

- 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, Unknowns Variety: Novelty, Fun, Fantasy
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 Autonomy: Choice, Control, Flexibility, O
- Relevance: Meaningful, Authentic, Interesting
- 7. Interactivity: Collaborative, Team-Based, Comm
- 9. Tension: Challenge, Dissonance, Controversy
- Yielding Products: Goal Driven, Purposeful Vision, Ownership

Model #2: The R2D2 Model: Read, Reflect, Display, Do... Curtis J. Bonk | Ke Zhang Empowering Online Learning 100+ Activities for Reading, Reflecting, Displaying 8 Doing Displaying 8 Doing

The R2D2 Method

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









Read 1a. Collect Oral Histories e.g., Joan Kang Shin, George Mason University, has her students write "This I believe" Statements. (EFL teachers around the world interview elders in their community for a rich database of oral histories and documentaries for social change) Oral History Society: http://www.ohs.org.uk/





April 13, 2016
Reflect 2b. Interpreting
Interactive Graphs
Tech billionaire announces \$250 million in cancer immunotherapy funding,
Jayne O'Donnell, USA Today

May 1 Journal announces | \$250 million in cancer immunotherapy funding,
Jayne O'Donnell, USA Today

May 1 Journal announces | \$250 million in cancer immunotherapy funding,
Jayne O'Donnell, USA Today

May 1 Journal announces | \$250 million in cancer immunotherapy funding, 12211198

Dr. Jedd D. Wolchok, Chief, Melanoma and
Immunotherapeutics Service at Memorial Sioan
Ketzering Cancer Center in Photo by John
OBoyle, Freelance ORG MRT: 30 134700

Solvey, Freelance ORG MRT: 30 134700

Solvey, Freelance ORG MRT: 10 134700

Display 3a. Virtualize Words Used
(e.g., Wordle, Tagzedo, Tagul,
WordSift, Word It Out)

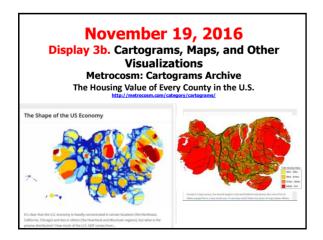
Mozart
Saint-Saens
Wagner
Stravinsky

Tchaikovsky

Tchaikovsky

Barber
Bizet

Bizet

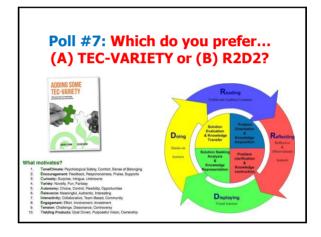












Poll #8: How many ideas did you get from this talk?

- 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.



