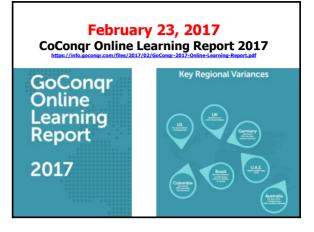
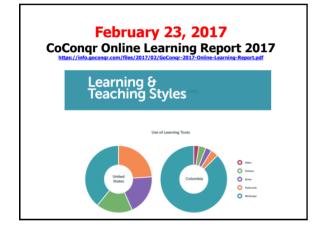
Masterclass Part 1: Adding Some TEC-VARIETY for Online Motivation and Retention

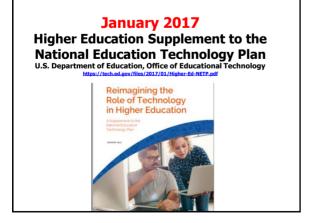
Curtis J. Bonk, Professor, Indiana University cjbonk@indiana.edu http://mypage.iu.edu/~cjbonk/

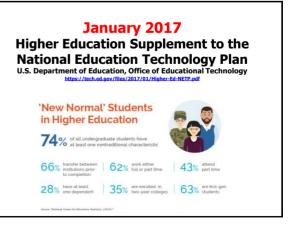












January 2017

Higher Education Supplement to the National Education Technology Plan U.S. Department of Education, Office of Educational Technology https://tech.edu.ou/files/201/01/fileberEd-HTTP.pdf

Design Principles for a Student-Centered Higher Education Ecosytem	Student-Centered Higher Ed Ecosystem	
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Poll #1: How many of you cannot keep up with educational technology reports and are frustrated?







Needed: New Models of Motivation and Engagement



Poll #2: Do you know what happens to sleeping students?

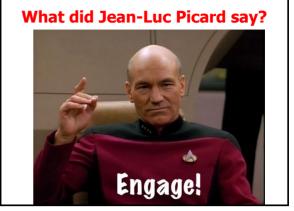


September 11, 2016

Welcome, Freshmen, Look at Me When I Talk to You

Jonathan Zimmerman, The Chronicle of Higher Education





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)

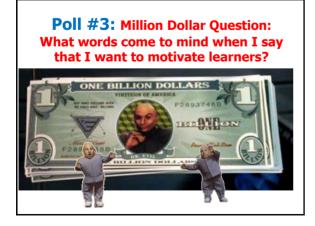
> See: Deci, E. L., & Ryan, R. M. (1985). Intrinsic motivation and self-determination in human behavior. NY: Plenum Press.



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.
- Novelty, variety, choice, adaptable to interests.
 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.

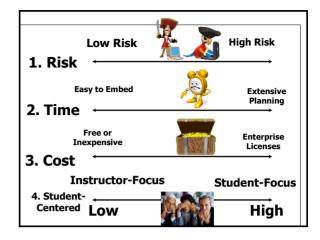


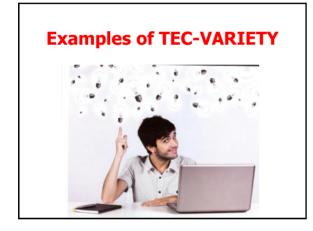


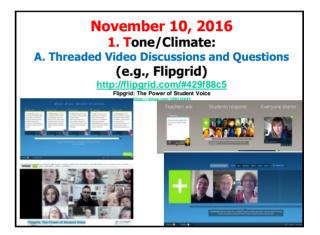
Framework #1: TEC-VARIETY for **Online Motivation and Retention**

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

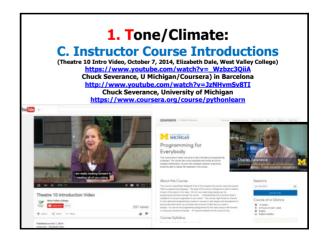








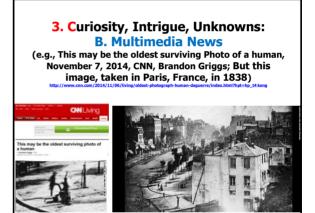


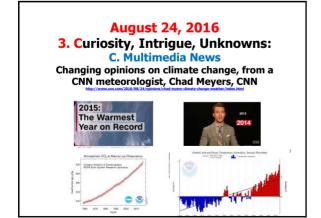


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February 16, 2017 3. Curiosity, Intrigue, Unknowns: K. Immediate Science Woolly Mammoth Could Be 'De-Extinct' In 2 Years, Scientist Says Hillary Hansan, CNN (video: 3:22) Millary Hansan, CNN (video: 3:22) With the second seco









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.)

INTERNET

HIGH-FIVE PLACE HAND

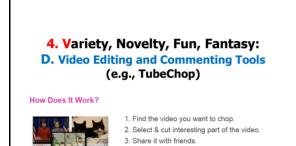
HERE

- D. Voice/Audio feedback (Vocaroo)
- E. Online practice tests
- F. Something in the news
- G. Summary and Comparison Maps
- H. Immediate Science

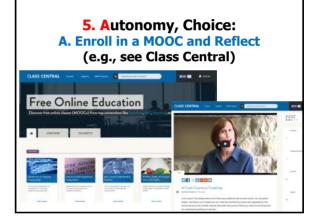




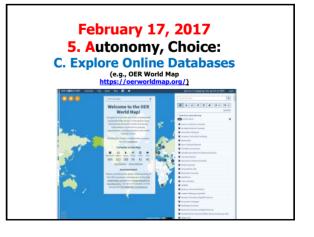




Watch Examples

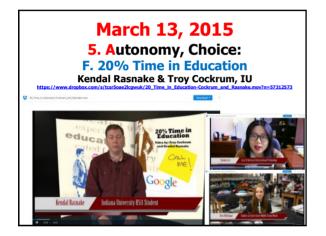










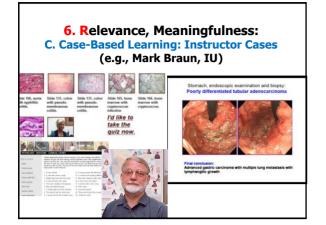


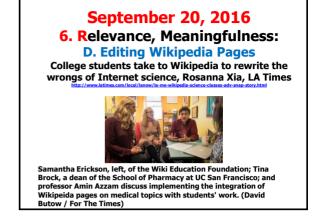




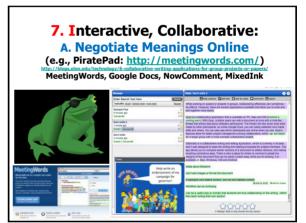


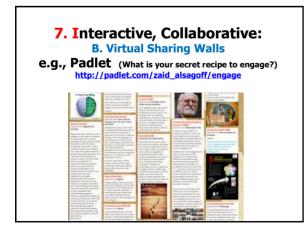


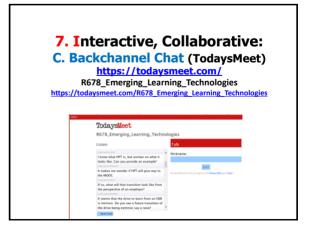














Poll #6: Which of these ideas might you use?

- 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

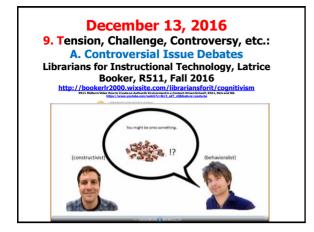


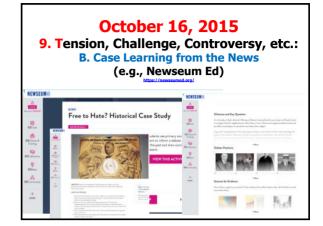












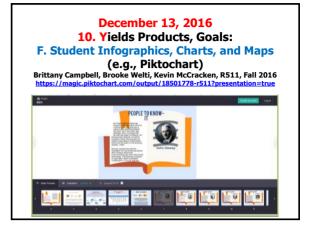








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Poll #7: Which of these ideas might you use?

- 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 What motivates? Tone/Climate: Psychological S Encouragement: Feedback, Re Variety ical Safety Co se of R Autonomy Curiosi Curiosity: Surprise, Intrigue, Unknowns Variety: Novelty, Fun, Fantasy cibility, Opportur Relevance Interactive Engagement Tension

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

Yields Products



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 Luqmann Ruth will read the news for the inaugural podcast. | PHOTO BY JENNIFER PIUREK, OFFICE OF THE PROVOST











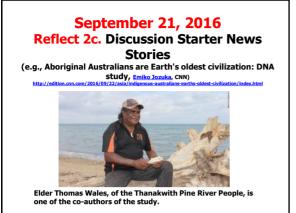
2. Reflective and Observational Learners

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

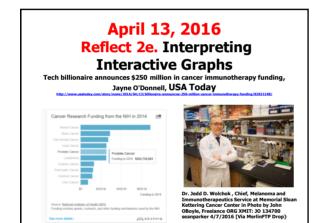








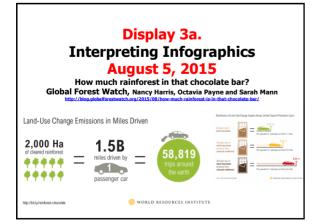




3. Visual Learners

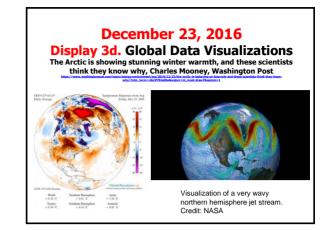
• Visual learners prefer diagrams, flowcharts, timelines, pictures, films, and demonstrations.

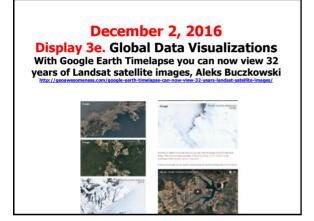


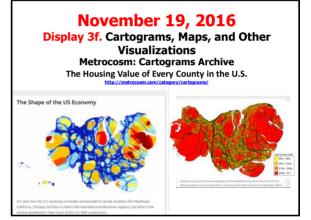




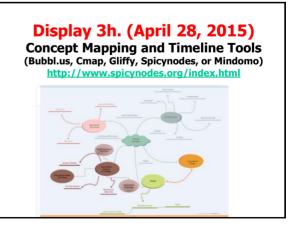
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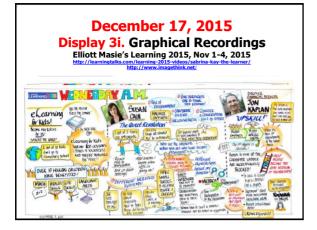


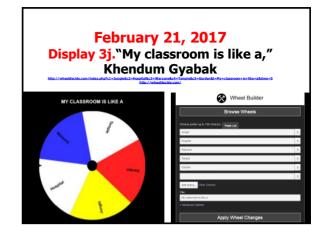


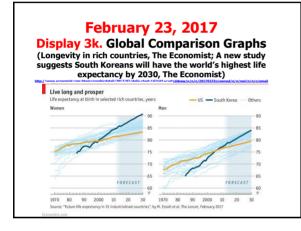






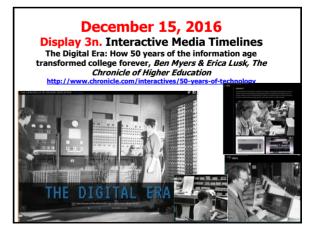












Display 3o. Short Educational Videos: CNN, BBC, TED, TED-Ed, ForaTV BBC Minute Manual Aller

BBC One-Minute World News (August 31, 2015) http://www.bbc.com/news/business-34105708

NIE\A





The 'radical' Barenboim piano unveiled

Can Indian GDP continue to outstrip China? 31 August 2015 Last updated at 08.44 BST



4. Tactile/Kinesthetic Learners

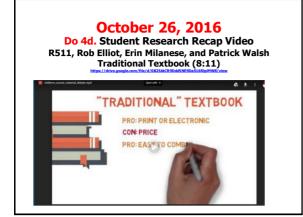
• Tactile/kinesthetic senses can be engaged in the learning process are role play, dramatization, cooperative games, simulations, creative movement and dance, multi-sensory activities, manipulatives and hands-on projects.



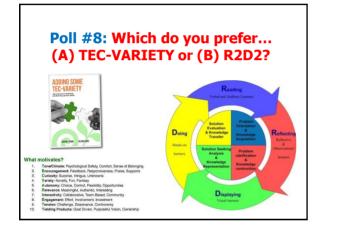












Poll #9: How many ideas did you get from this talk?

- 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.





