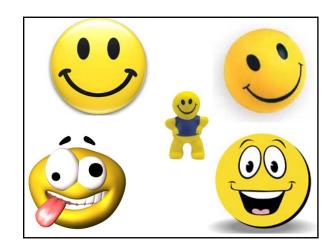


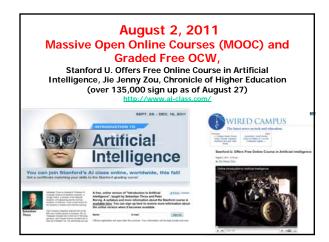
Curtis J. Bonk,
Professor, Indiana University
cjbonk@indiana.edu
http://mypage.iu.edu/~cjbonk/





















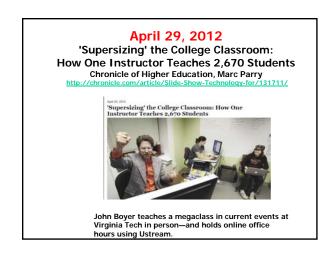






















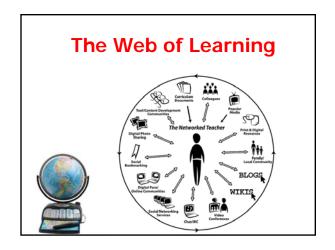














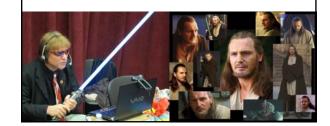




We are entering a jumping off point...



How can technology address diverse learner needs?



Framework #1: 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.







Read 1a. Learning Planet: Interactive Glossary Umida Khikmatillaeva, Dec. 2011, P540 http://learningplanet.shutterfly.com/



Read 1b. Wordle

A Pedagogy of Abundance or a Pedagogy to Support Human Beings? Participant Support on Massive Open Online Courses, IRRODL, Kop, Fournier, & Sui Fai Mak, November 2011 burning language of the April Confeder Support Confeder



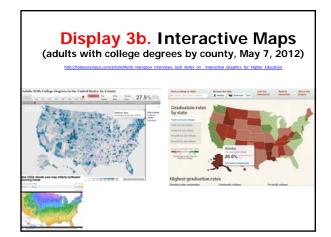
Instructional Ideas and Technology Tools for Online Success

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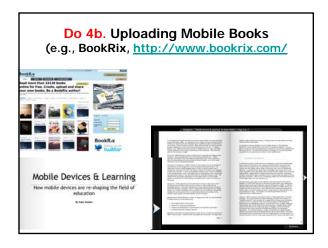
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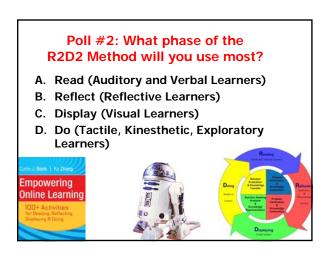
















Ok, Million Dollar Question:

How do you motivate online learners?
What Words come to mind?
(Please enter in chat window)





Framework #2: 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



