Masterclass Part II: Adding Some TEC-VARIETY:

Ten Principles for Jumbo Motivation

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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



Mooresville's Shining Example (It's Not Just About the Laptops)

By ALAN SCHWARZ, New York Times. February 12, 2012



BREAK TIME Matthew Ward regroups during class, where each student has a school-issued laptop.

Jumbo Motivation is Needed!











Ok, Million Dollar Question: What words come to mind when I say that I want to motivate learners?



Motivation Research Highlights (Jere Brophy, Michigan State University)

- Supportive, appropriate challenge, meaningful, moderation/optimal.
 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.





I even reflected on this for a moment...and then something magical happened...





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

Examples of TEC-VARIETY



1. Tone/Climate: Social Ice Breakers

A. 8 nouns (adjectives, verbs)

- List of nouns: (e.g., pirate, computer, traveler, roadrunner, wind, bookworm, musician, mentor, etc.)
 http://www.momswhothink.com/reading/list-of-nouns.html
- List of adjectives: (e.g., lazy, powerful, shy, bored, exotic, cooperative, sloppy, rebel, etc.)
- http://www.momswhothink.com/reading/list-of-adjectives.html
 List of verbs: (e.g., coordinate, entertain, amuse,
- List of verbs: (e.g., coordinate, entertain, amuse push, unite, beg, dream, publicize, etc.)
 - http://www.momswhothink.com/reading/list-of-verbs.html



1. Tone/Climate: B. Video Course Intros

(examples from Northern Virginia Community College and Indiana University KD (online MBA) program)
Yun Yun Chow, Open U Malaysia, Making Art Lessons Come Alive with Web 2.0 http://www.youtube.com/watch?v=B09rgJD1GX0







2. Encouragement, Feedback, etc.: A. Poll Everywhere

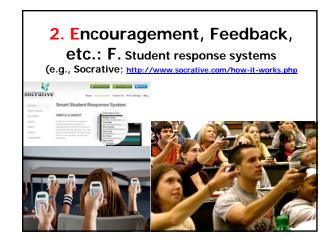
http://www.polleverywhere.com/



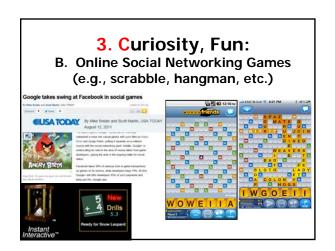




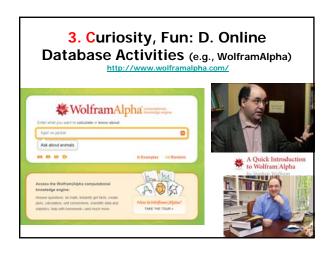










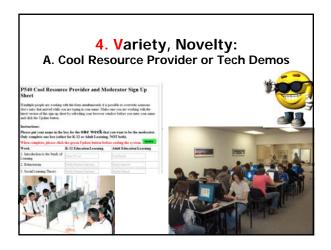






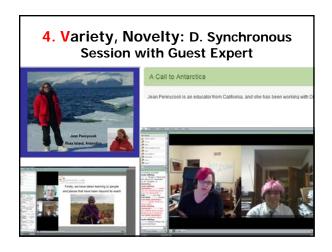






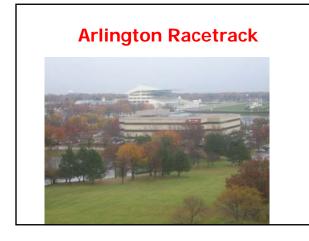




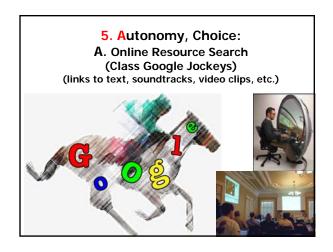


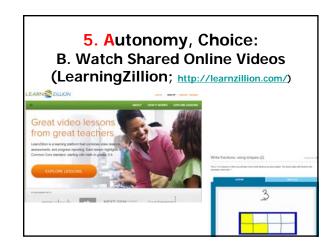


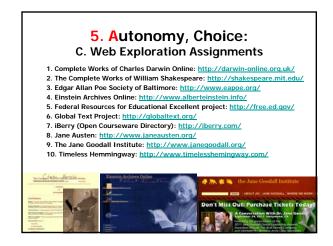














Poll #10:

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













7. Interactive, Collaborative: A. Working In Virtual Teams (e.g., Collanos, Ning, SharePoint, Google Docs)





7. Interactive, Collaborative: **B.** Collaborative Video Annotations and Discussions (Craig Howard, IU)





7. Interactive, Collaborative:

C. Touch, Highlight, and Take Notes on the Tablet Computer (e.g., Apple starts selling interactive iPad textbooks, Yahoo! News, Peter Svensson, Assoc Press, Sat, Jan 21, 2012)

Ning



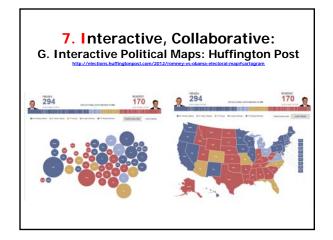




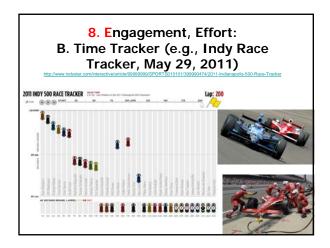










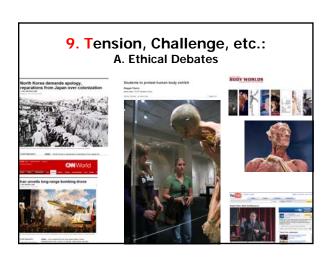




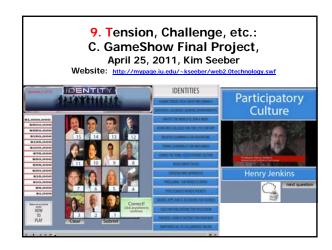


















Poll #11:
Which of the last 5 motivational principles will you use the most?

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**



Poll #12: Which framework do you like better? A. TEC-VARIETY **B. R2D2**



Poll #13:

Do you feel "MOTIVATED" to try any of this out?

A. Yes, both

B. Yes, R2D2

C. Yes, TEC-VARIETY

D. Neither



Poll #14:

How many ideas did you get from Part II?

1. 0 if I am lucky.

2. 1 or 2.

3. 3-5.

4. 6-10.

5. More than 10.





Stop and Share:

Three Words from Today's Session!



Any Questions?

Try TEC-VARIETY too...

Try the R2D2 Model!

Slides at: TrainingShare.com Papers: PublicationShare.com

Book: http://worldisopen.com/ Email: curt@worldisopen.com

