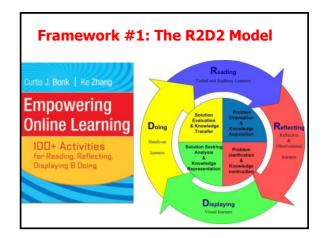


How can technology address diverse learner needs?





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. Collect and Listen to Interactive Stories

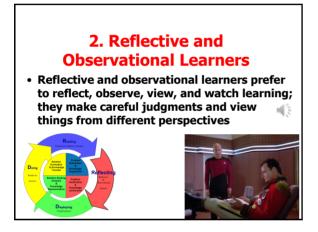
(e.g., Meograph: http://www.meograph.com/)



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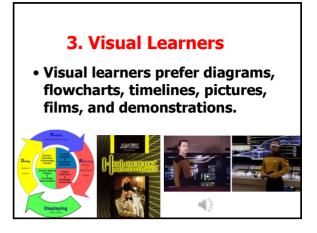




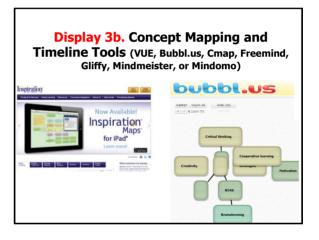


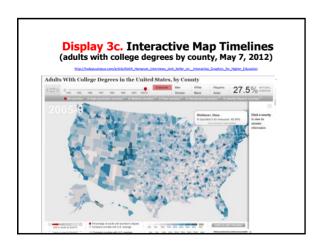














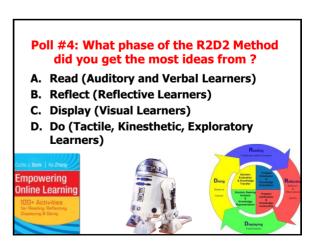


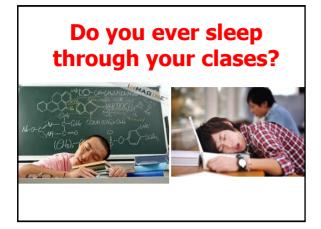












February 5, 2013 Bioelectricity: A Quantitative Approach, Duke University's First MOOC THE CONVERSATION 2,000 4,000 6,000 8,000 10,000 12,000 14,00





"...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.

Intrinsic Motivation

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.

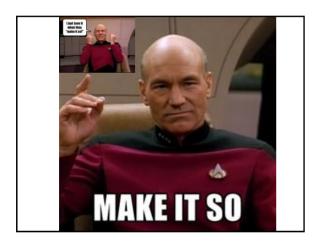


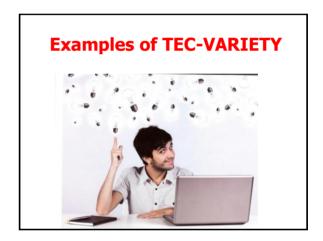




Framework #2: TEC-VARIETY for Online Motivation and Retention

- 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
- Interactive: Collaborative, Team-Based, Community
- 8. Engagement: Effort, Involvement, Excitement
- 9. Tension: Challenge, Dissonance, Controversy
- 10. Yields Products: Goal Driven, Products, Success, Ownership

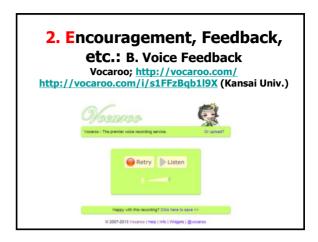








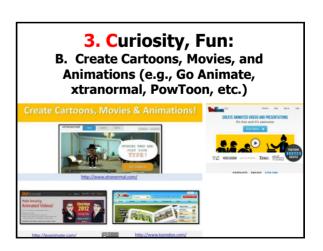


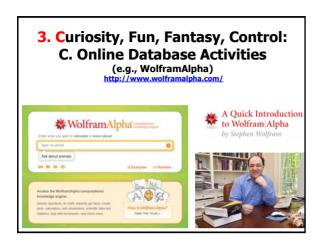


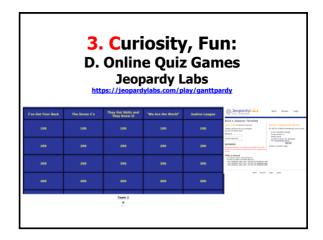


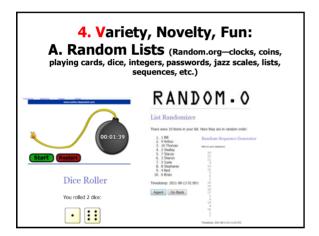


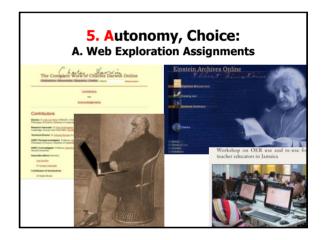






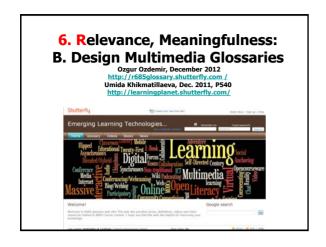




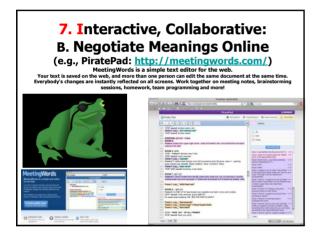


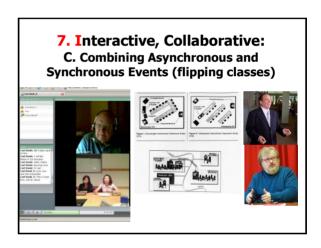
Poll #5: Which of the first 5 motivational principles will you use the most? A. Tone/Climate B. Encouragement/Feedback C. Curiosity/Fun D. Variety/Novelty E. Autonomy/Choice/Flexibility





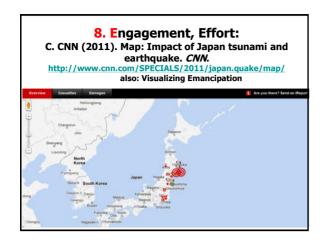






















Commitments: Stop and Share:

Which principle(s) of TEC-VARIETY will you use?

Tone/Climate

Encouragement, Feedback

Curiosity

Variety
Autonomy
Relevance
Interactive
Engagement
Tension
Yields Products



Where to next? ENGAGE!

Poll #7: Do you feel "MOTIVATED" to try any of this out? A. Yes, R2D2 B. Yes, TEC-VARIETY C. Yes, both D. Neither

Poll #8: How many new ideas did you get so far? 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.



