### Best Practices for Online Learning: R2D2 the TEC-VARIETY

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# 21 Things That Became Obsolete This Decade December 11, 2009, Silicon Alley Insider











## 15 Gadgets that Changed Everything This Decade

December 9, 2009, Jay Yarow, Silicon Alley Insider





#### **Technology for Learning Expands**

College tech 'catching up' with students Kathleen Gray & Robin Erb, USA TODAY, Oct. 6, 2009



Senior Emily Smak, 20, tries out the treadmill workstation in one of the study lounges in the new Education and Human Services Building at Central Michigan University. There is a new iMac computer attached to it so students can get a little exercise while doing homework or other things on the computer.

#### Mobile Learning and Blended Learning Exploding

College tech 'catching up' with students Kathleen Gray & Robin Erb, USA TODAY, Oct 6, 2009

- At Abilene Christian (University)...about 2,800 students and 70% of the 250 professors use the Apple technology for instructional purposes.
  - Art students use app to draft sketch and send it to the teacher and other students for advice before starting the real art pieces.
  - A drama teacher takes video of the lead dancer in a production and sends that along to other students for rehearsal.





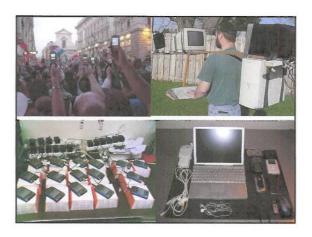




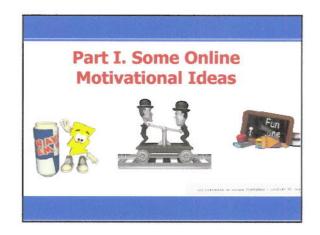
















### **Intrinsic Motivation**

"...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.



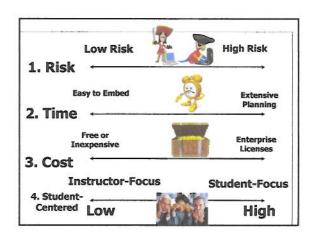
I even reflected on this for a moment...and then something magical happened...





#### Magic #1: TEC-VARIETY Model 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
- Yields Products: Goal Driven, Products, Success, Ownership





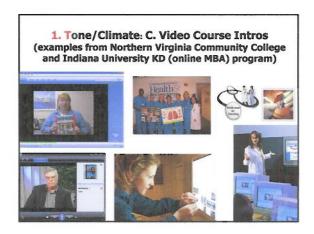
#### A. Public Commitments:

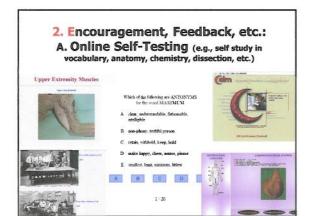
Have students share how they will fit the coursework into their busy schedules

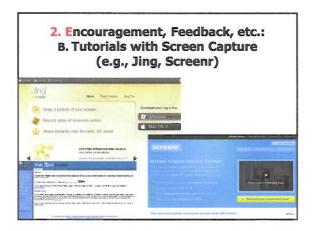
#### **B. Favorite Websites**

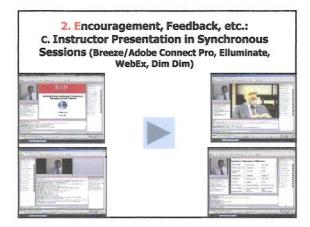
- Everyone posts 1-2 of their favorite Websites and explain why.
- 2. Peers comment on or rate them.





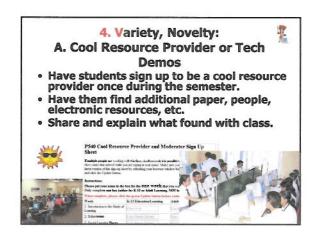




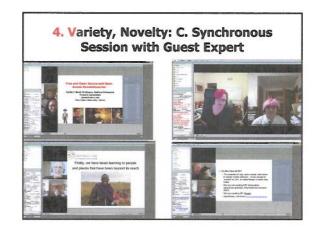


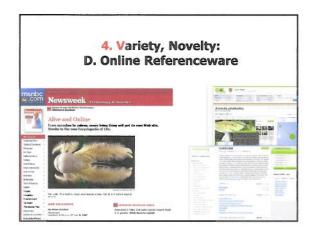


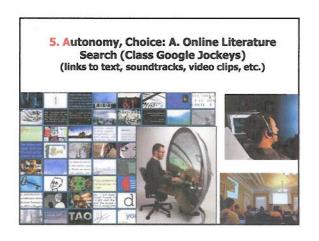


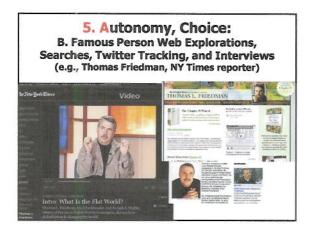


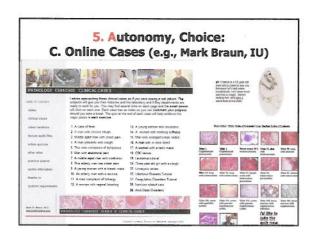


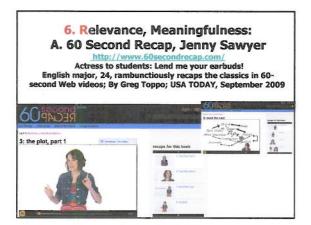


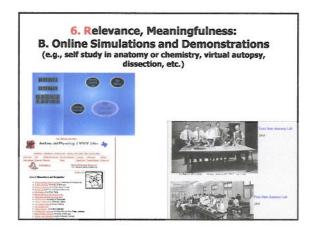


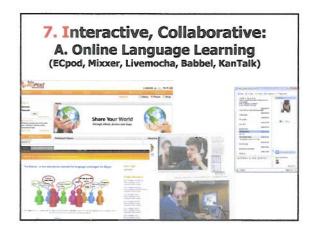


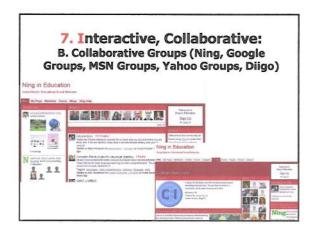


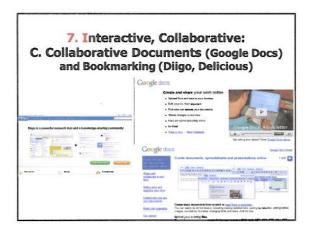




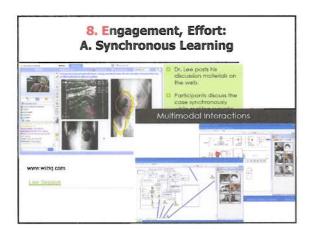


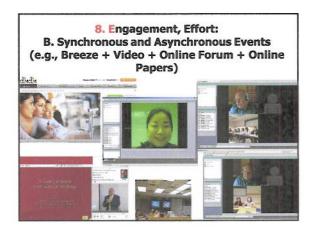
























- 2. Just 1.
- 3. 2, yes, 2...just 2!
- 4. Do I hear 3? 3!!!!
- 5. 4-5.
- 6. 5-10.
- 7. More than 10.





# 99 seconds: What have you learned so far? Solid and Fuzzy in groups of two to four

