











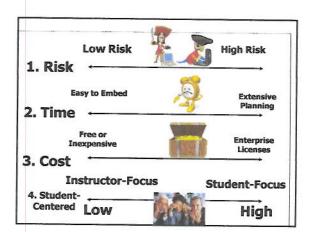


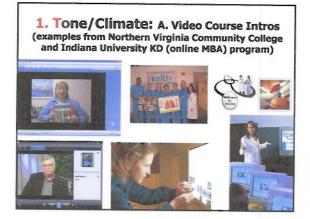


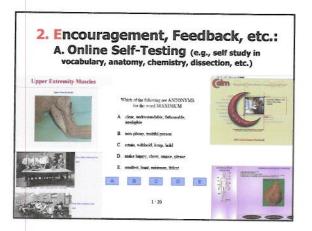


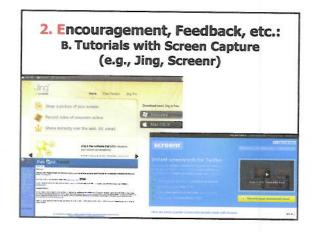
The TEC-VARIETY Model for Online Motivation and Retention

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











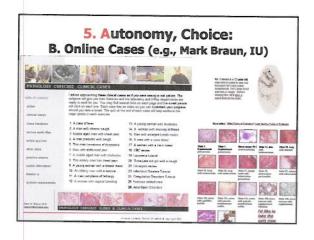


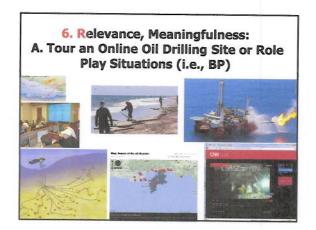


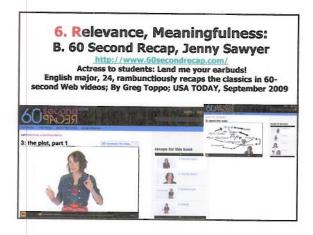






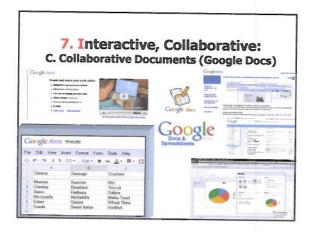


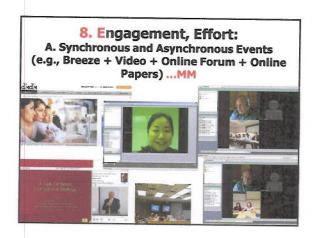


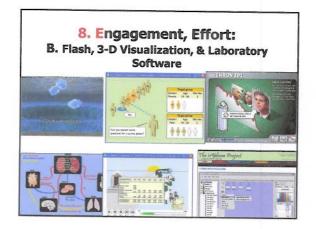














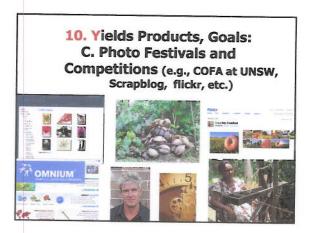












TEC-VARIETY Model for Online Motivation and Retention

- Tone/Climate
- Encouragement, Feedback
- Curiosity
- Variety
- Autonomy
- Relevance
- Interactive
- Engagement
- Tension Yields Products

you get so far?

Poll #2: How many ideas did

- 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.









99 seconds: What have you learned so far?

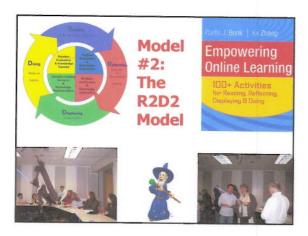
 Solid and Fuzzy in groups of two to four

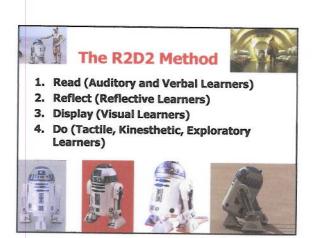


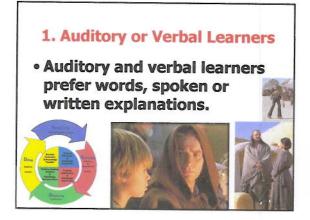


II. Addressing Diverse Learners





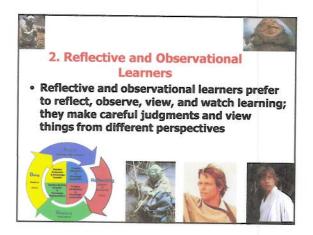






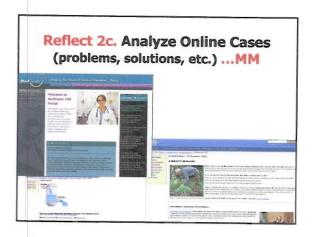




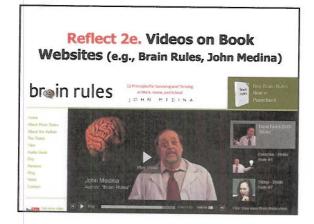






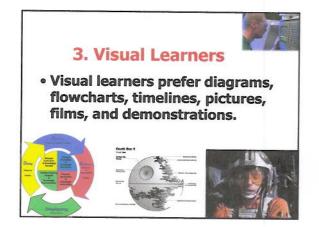


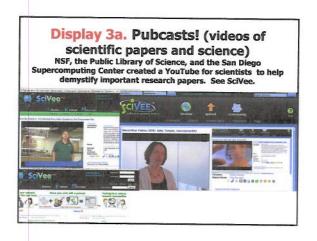


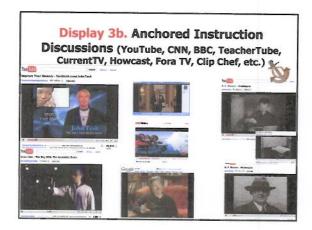


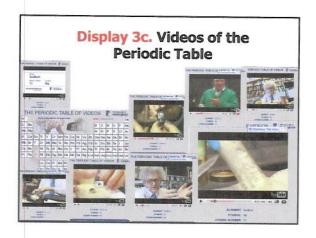


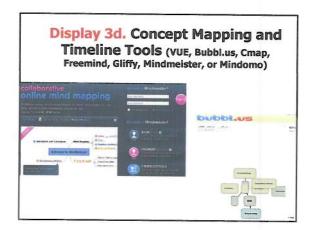


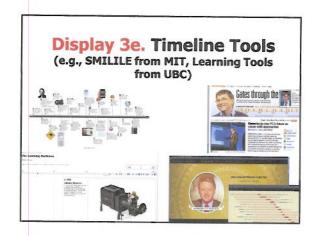




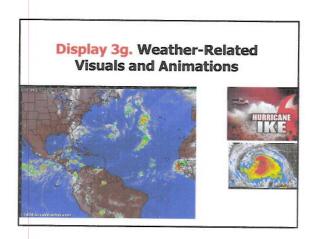


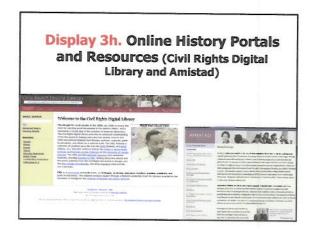






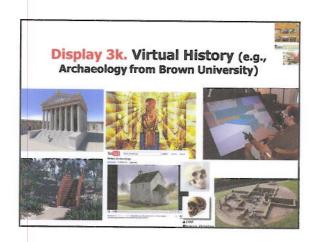


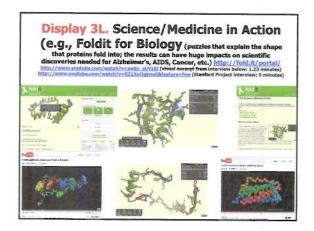




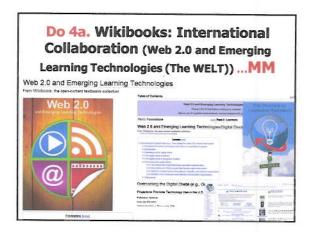


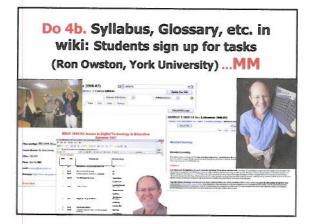




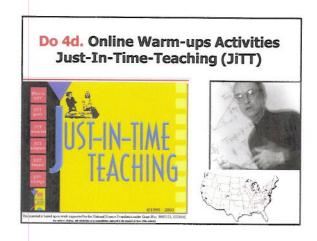


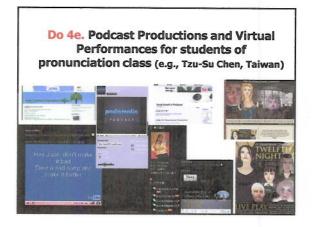














Poll #3: How many ideas did you get from the second part of this talk?

- a. None-you are an idiot.
- b. 1 (and it is a lonely #).
- c. 2 (it can be as bad as one).
- d. 3-5
- e. 6-10
- f. Higher than I can count!



