



Motivation Research Highlights (Jere Brophy, Michigan State University)

- 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.
- Show intensity, enthusiasm, interest, minimize anxiety.
 Make content personal, concrete, familiar.

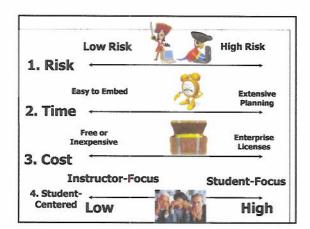


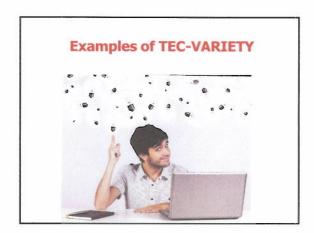


Framework #2: TEC-VARIETY for **Online Motivation and Retention**

- 1. Tone/Climate: Psych Safety, Comfort, Belonging
 2. Encouragement, Feedback: Responsive, Supports
- 3. Curiosity: Fun, Fantasy, Control

- Variety: Novelty, Intrigue, Unknowns
 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





1. Tone/Climate: Social Ice Breakers

A. Public Commitments:

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



B. Favorite Websites

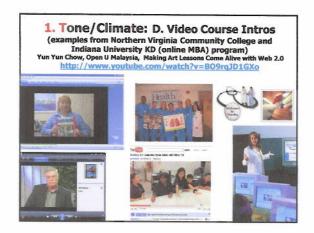
- Everyone posts 1-2 of their favorite
 Websites and explain why.
- 2. Peers comment on or rate them.

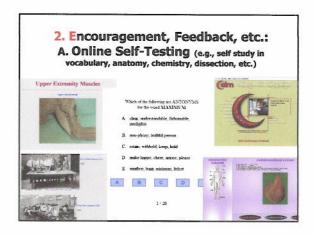
1. Tone/Climate: Social Ice Breakers

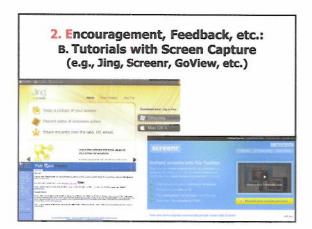
C. 8 nouns (adjectives, verbs)

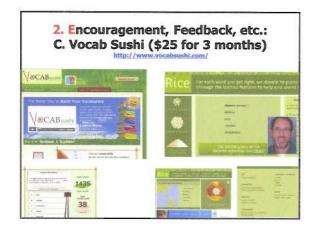
- · List of nouns: (e.g., pirate, computer, traveler, roadrunner, wind, bookworm, musician, mentor, etc.)
- List of adjectives: (e.g., lazy, powerful, shy, bored, exotic, cooperative, sloppy, rebel, etc.)
- · List of verbs: (e.g., coordinate, entertain, amuse, push, unite, beg, dream, publicize, etc.)

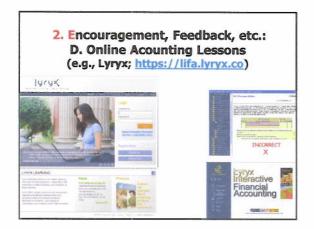


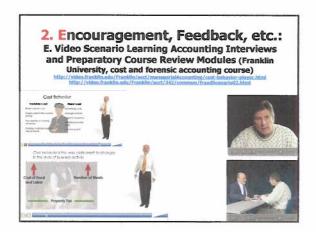


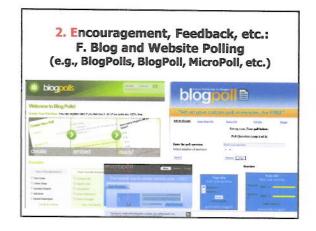




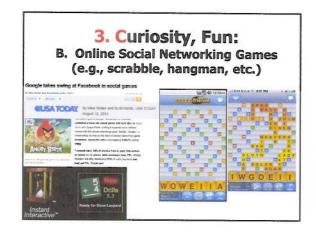


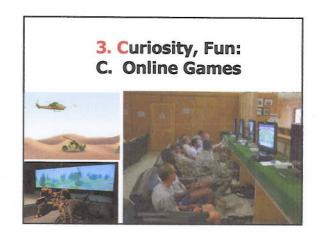








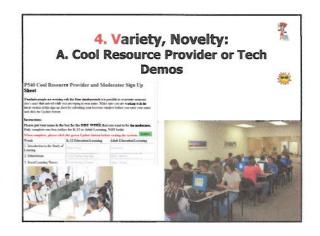




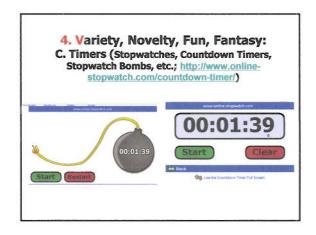




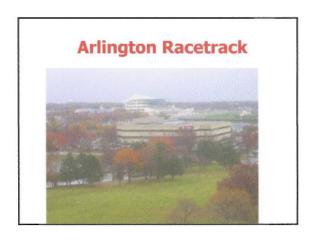


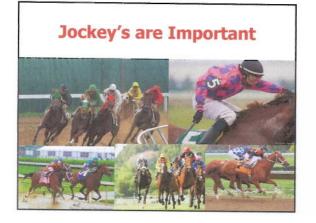


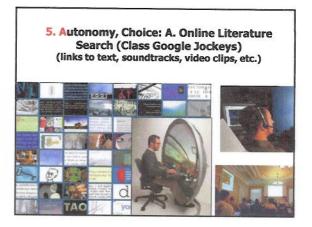


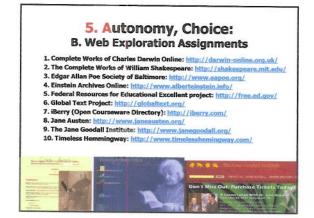


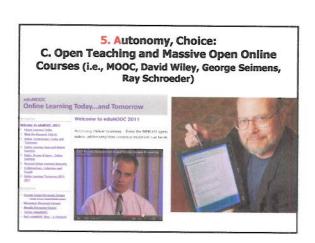


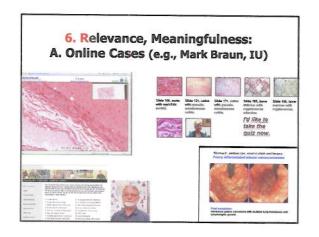


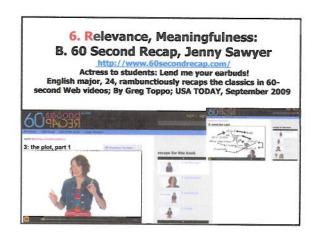




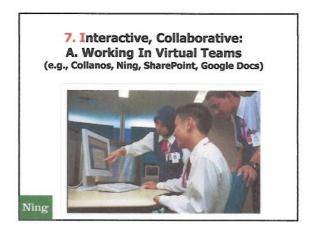


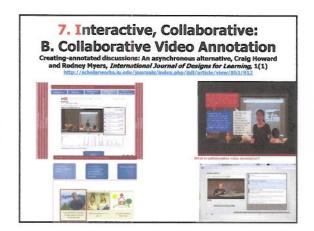






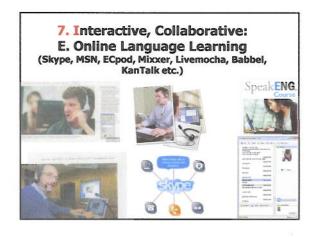


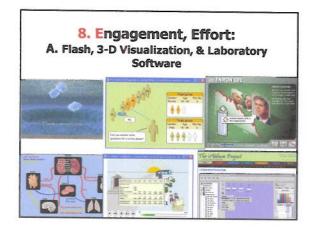


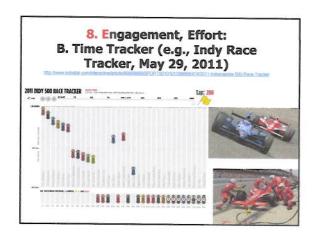


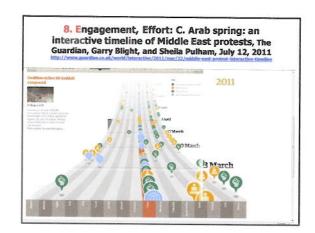


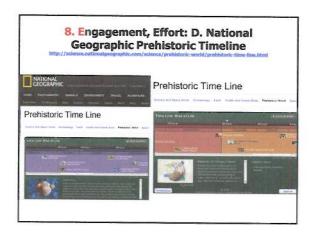


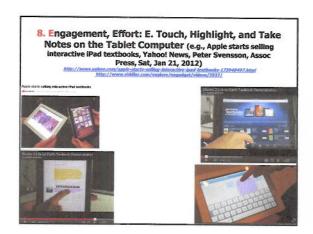






















TEC-VARIETY Model for
Online Motivation and Retention

Tone/Climate
Encouragement, Feedback
Curiosity

Variety
Autonomy
Relevance
Interactive
Engagement
Tension
Yields Products

Do you feel Jumbo Motivation?
Poll #1: How many ideas did you get so far?

1. 0 if I am lucky.

2. Just 1.

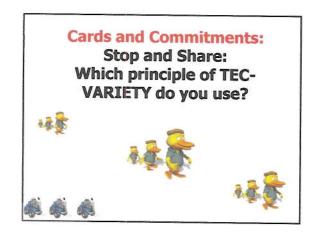
3. 2, yes, 2...just 2!

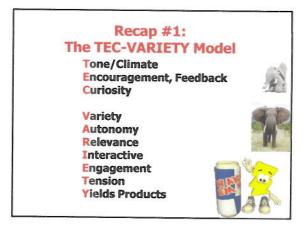
4. Do I hear 3? 3!!!!

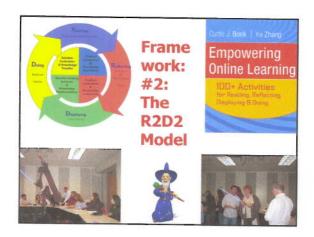
5. 4-5.

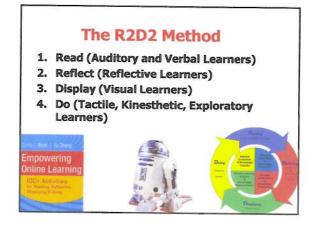
6. 5-10.

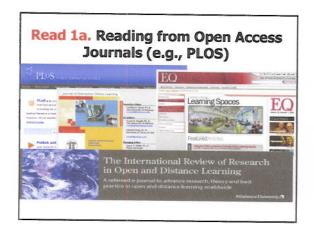
7. More than 10.



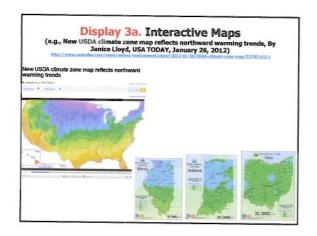














Poll #1: How many ideas did you get so far?

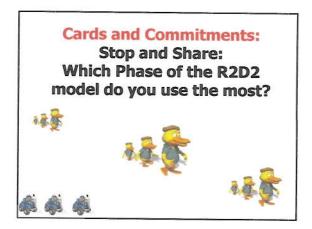
- 1. 0 if I am lucky.
- 2. Just 1.
- 3. 2, yes, 2...just 2!
- 4. Do I hear 3? 3!!!!
- 5. 4-5.
- 6. 5-10.
- 7. More than 10.











99 seconds: What have you learned so far?

 Solid and Fuzzy in groups of two to four





