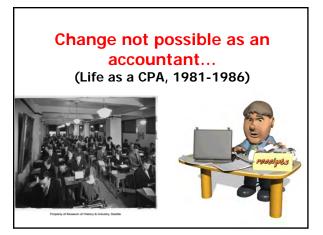


Audience Poll #1: Has learning technology has ever transformed your life.











Learning is Changing New Technologies = New Delivery Methods...







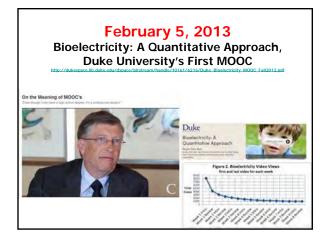






















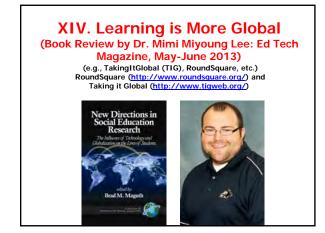






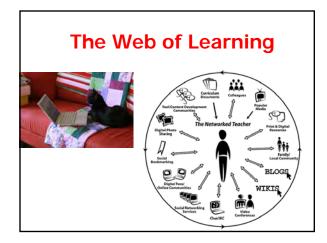


















Framework #1: WE-ALL-LEARN: Ten Forces that Opened the Learning World

- EARN: ng World Parwin
- Web Searching in the World of e-Books (i.e., Darwin)
- E-Learning and Blended Learning
 Availability of Open Source and Fr
- Availability of Open Source and Free Software (e.g., Moodle)
- Leveraged Resources and OpenCourseWare (e.g., MIT)
- Learning Object Repositories and Portals (i.e., shared content)
- Learner Participation in Open Info Communities (YouTube)
- Electronic Collaboration and Interaction (sync and async)
 Alternate Reality Learning (Online Massive Gaming.
- Alternate Reality Learning (Online Massive Gaming, Simulations, and Virtual Worlds; e.g., Second Life)
 Real-Time Mobility and Portability (e.g., iPhone)
- Networks of Personalized Learning (Blogs, RSS)

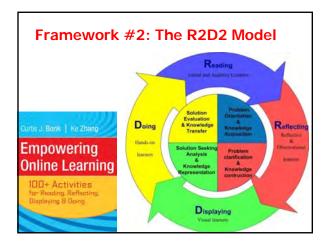


What did Jean-Luc Picard say?



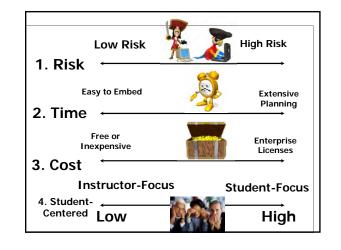






The R2D2 Method 1. Read (Auditory and Verbal Learners) 2. Reflect (Reflective Learners) 3. Display (Visual Learners) 4. Do (Tactile, Kinesthetic, Exploratory Learners)











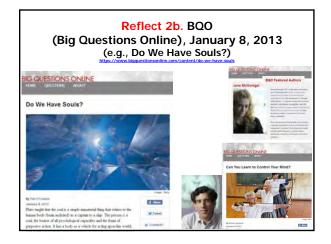
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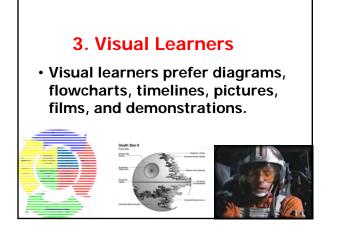


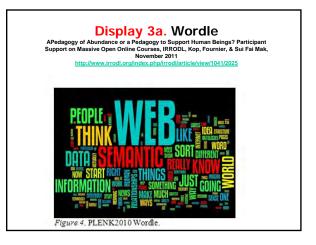


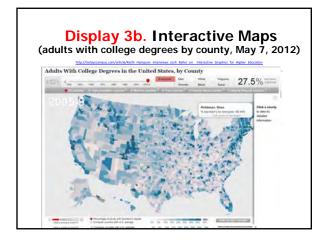


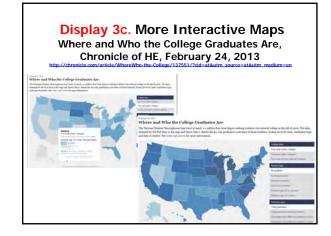


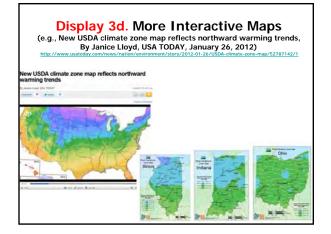


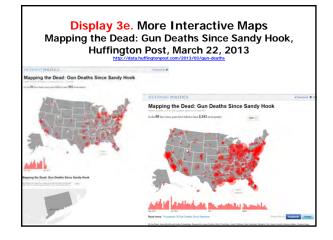








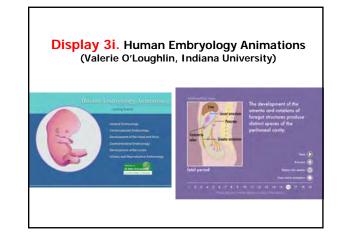


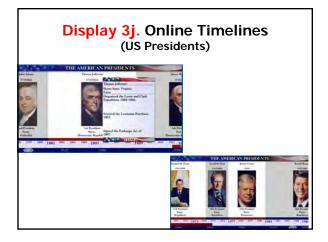








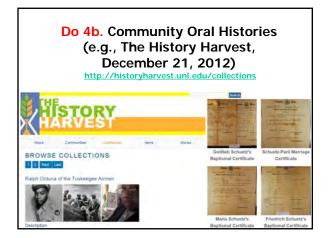


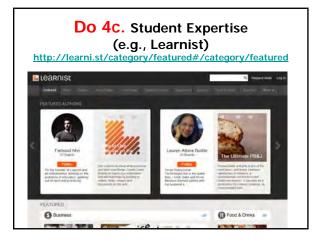




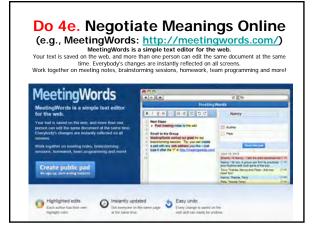


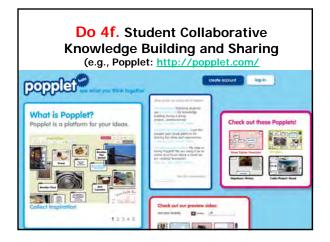


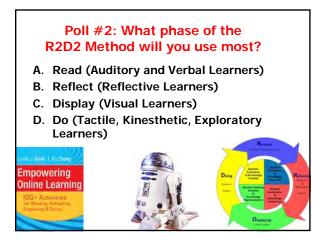






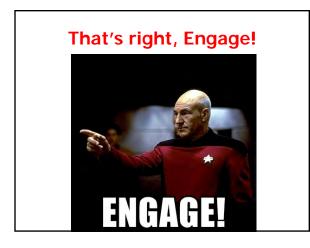


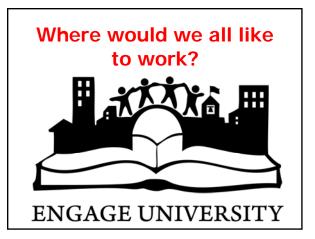
















How do we engage online?

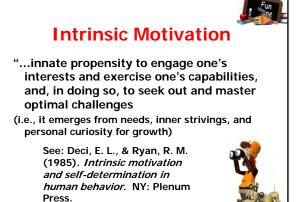
Ok, Million Dollar Question: What words come to mind when I say that I want to motivate learners?



Motivation Research Highlights (Jere Brophy, Michigan State University)

- 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.



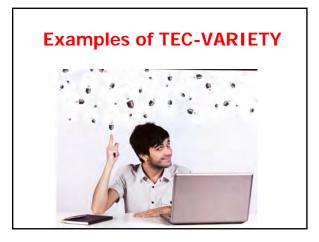


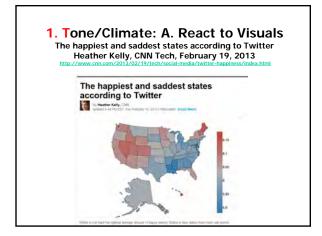
Framework #3: TEC-VARIETY for Online Motivation and Retention

- 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

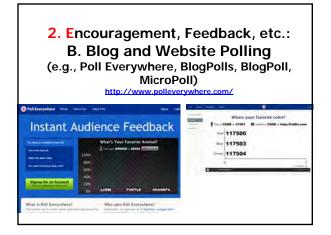


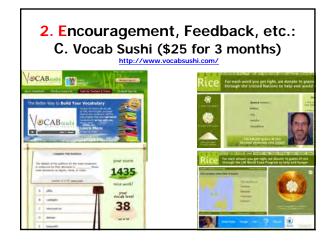




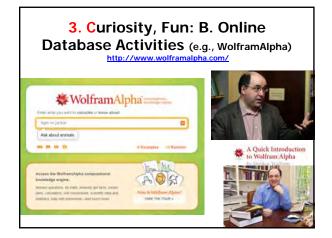


















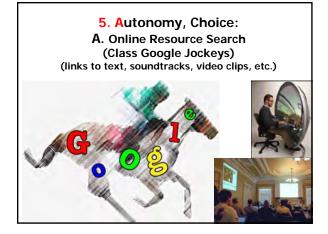






4. Variety, Novelty: B. Sync Session with Guest Speakers Designing a New Learning Environment Professor Paul Kim, Stanford University http://venture-lab.org/education/lectures/45





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5. Autonomy, Choice: C. Commonwealth of Learning, March 2013 http://www.col.org/news/Connections/2013Mar/Documents/Connections_March2013.pdf

ONLINE COURSE DEVELOPMENT FOR TEACHER EDUCATION IN JAMAICA



Workshop on OER use and re-use fe eacher edu ucators in Jamaica



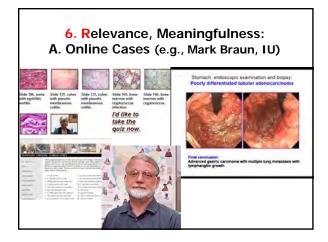


Poll #4: Which of the first 5 motivational principles will you use the most?

- A. Tone/Climate
- B. Encouragement/Feedback
- C. Curiosity/Fun
- D. Variety/Novelty
- E. Autonomy/Choice/Flexibility





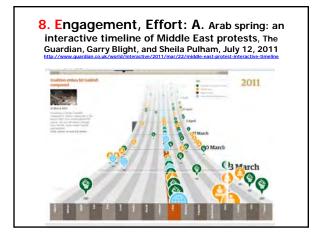






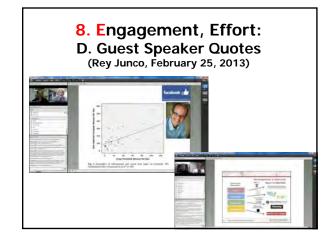






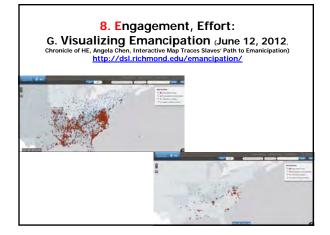




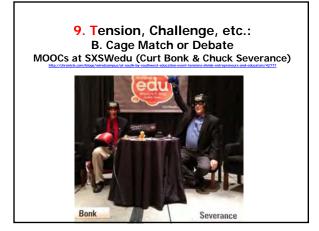








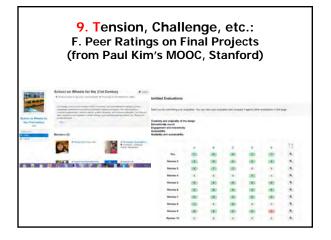


















Poll #6: Which of the last 5 motivational

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 Yields Products

