UNITED STATES MILITARY ACADEMY
WEST POINT®

Motivation for Learning from Technology

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Florida International University
Miami, FL

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Motivation Basics

- Definition
  - "the process whereby goal-directed activity is instigated and sustained" (Schunk, Pintrich, & Meece, 2008, p. 4).
- Indicators
  - Choices
  - Persistence
  - Effort Expenditures
  - *Achievement*

Clark, 1998

CANE Model of Motivation

(Commitment And Necessary Effort)

Capabilities x Affect x Task Value → Goal Commitment

Self-Efficacy
Support

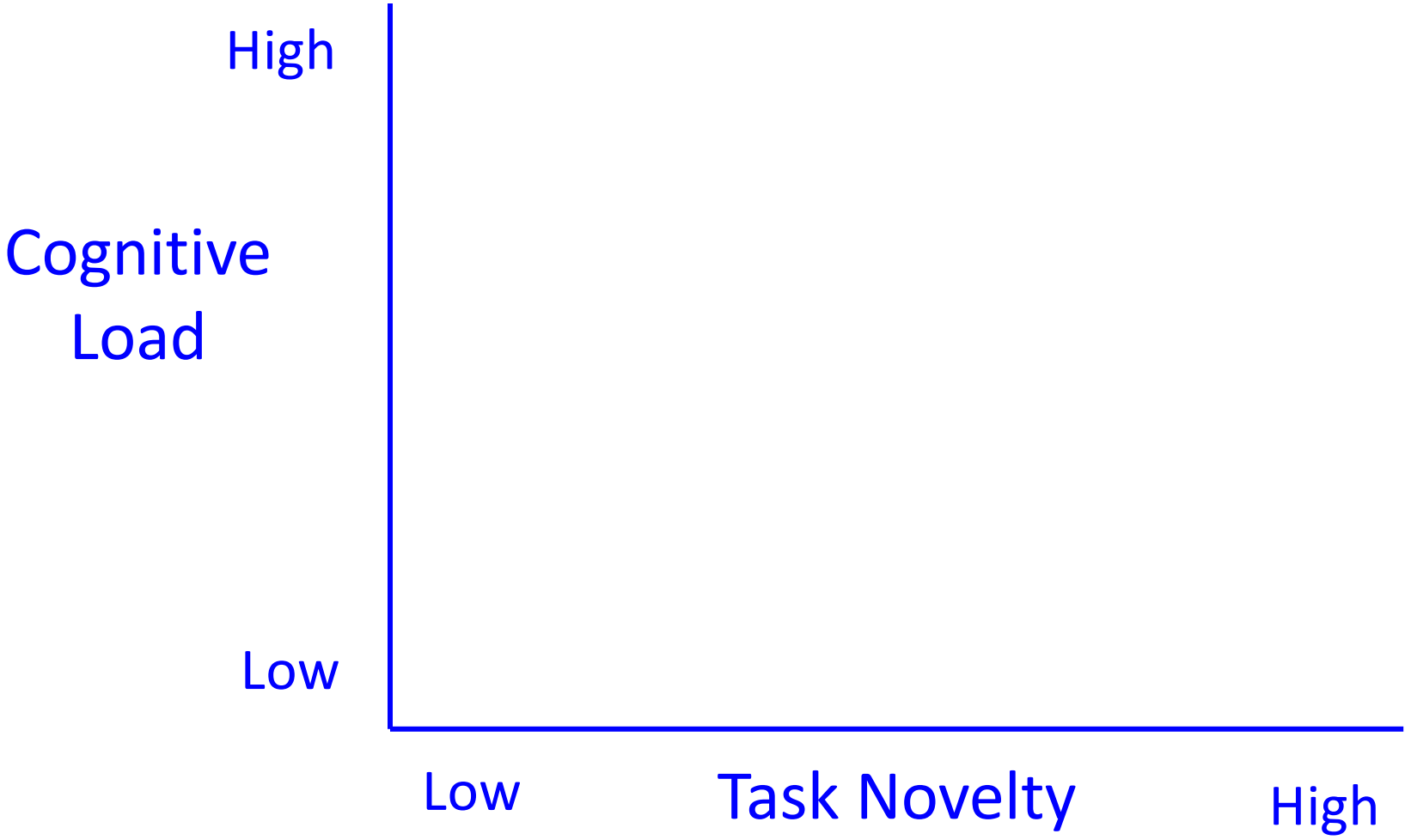
Emotion
Mood

Importance
Interest
Utility

Choice
Persistence

Self-Efficacy → Mental Effort

Task Novelty & Cognitive Load



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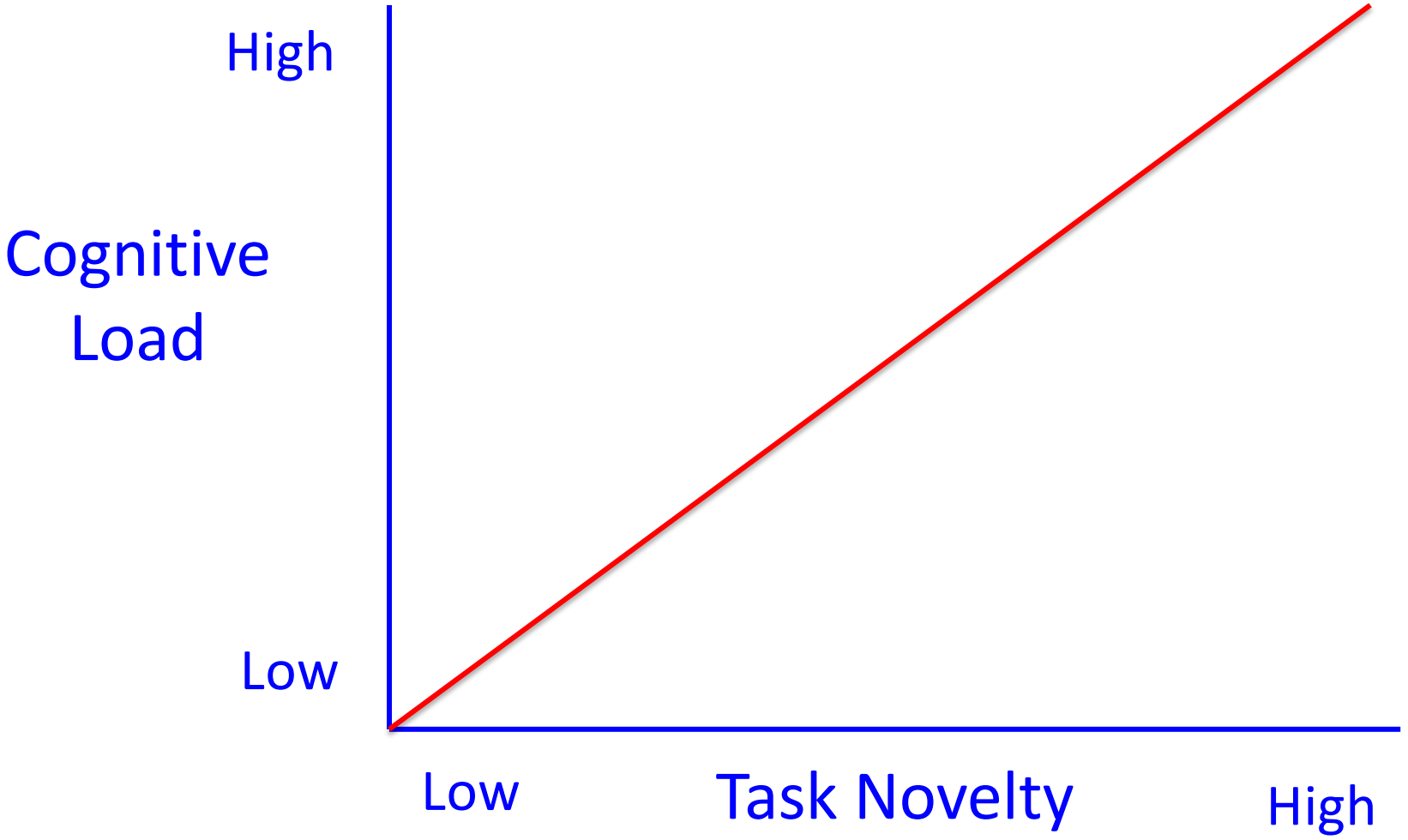
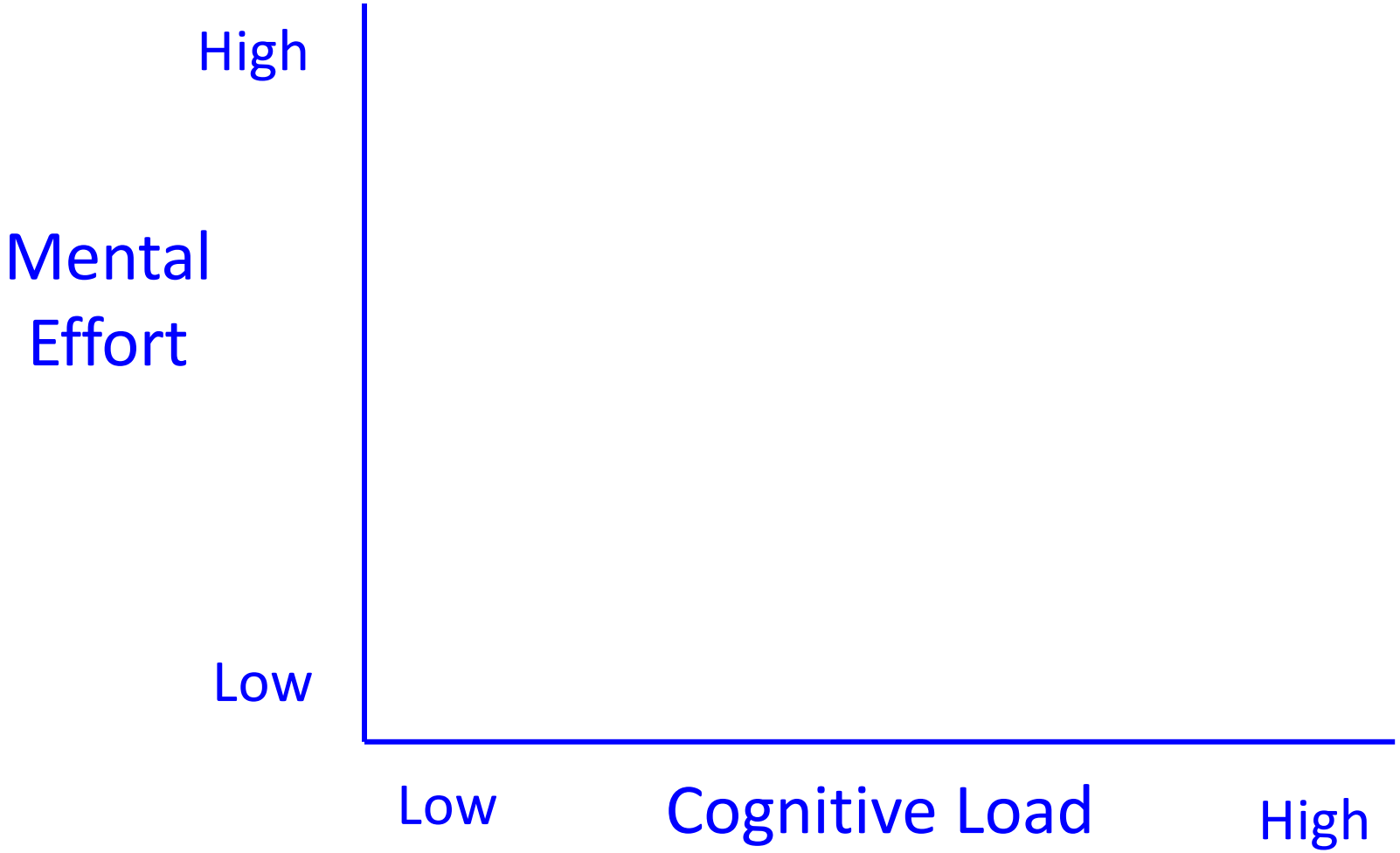


Cognitive Load & Mental Effort



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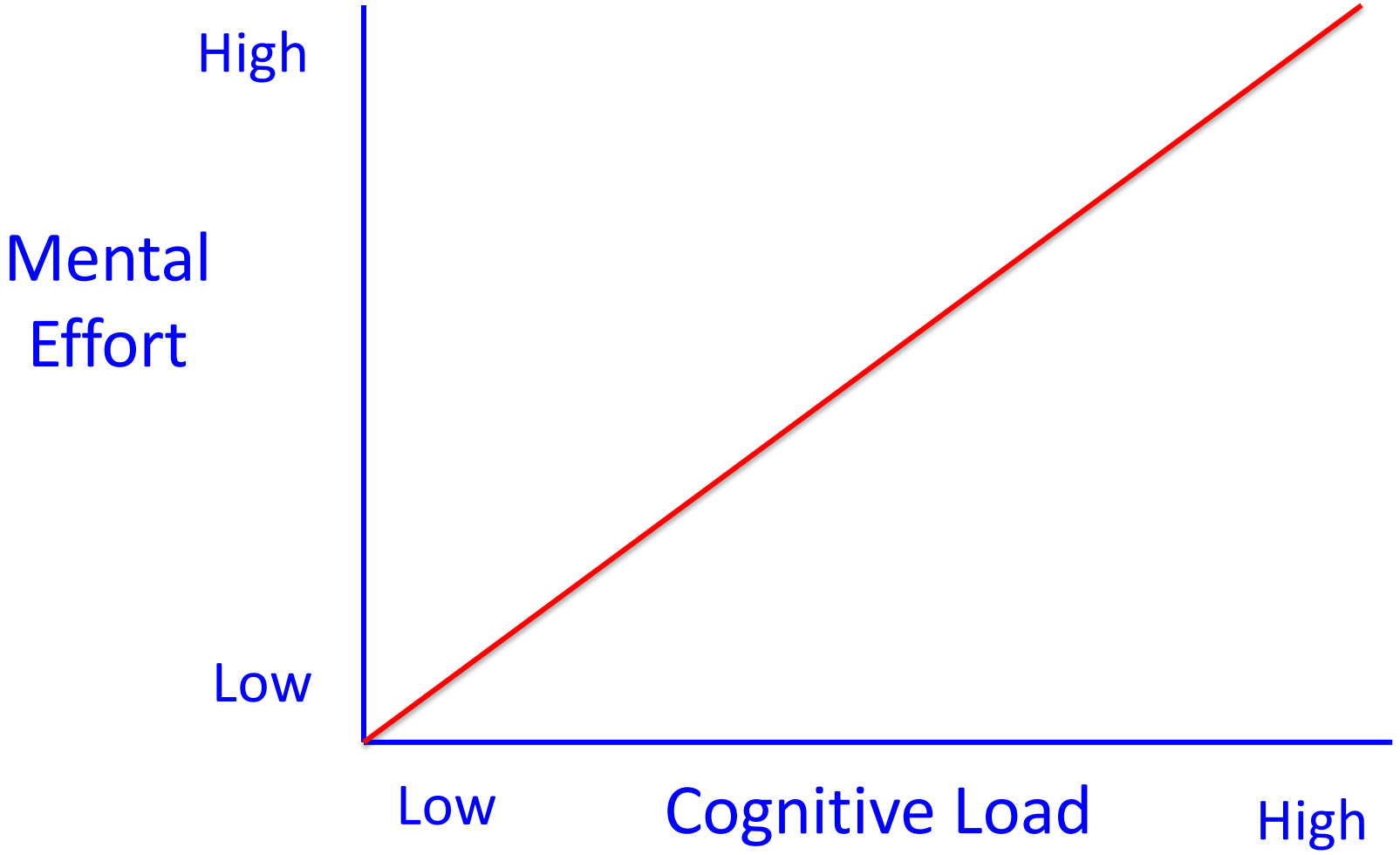
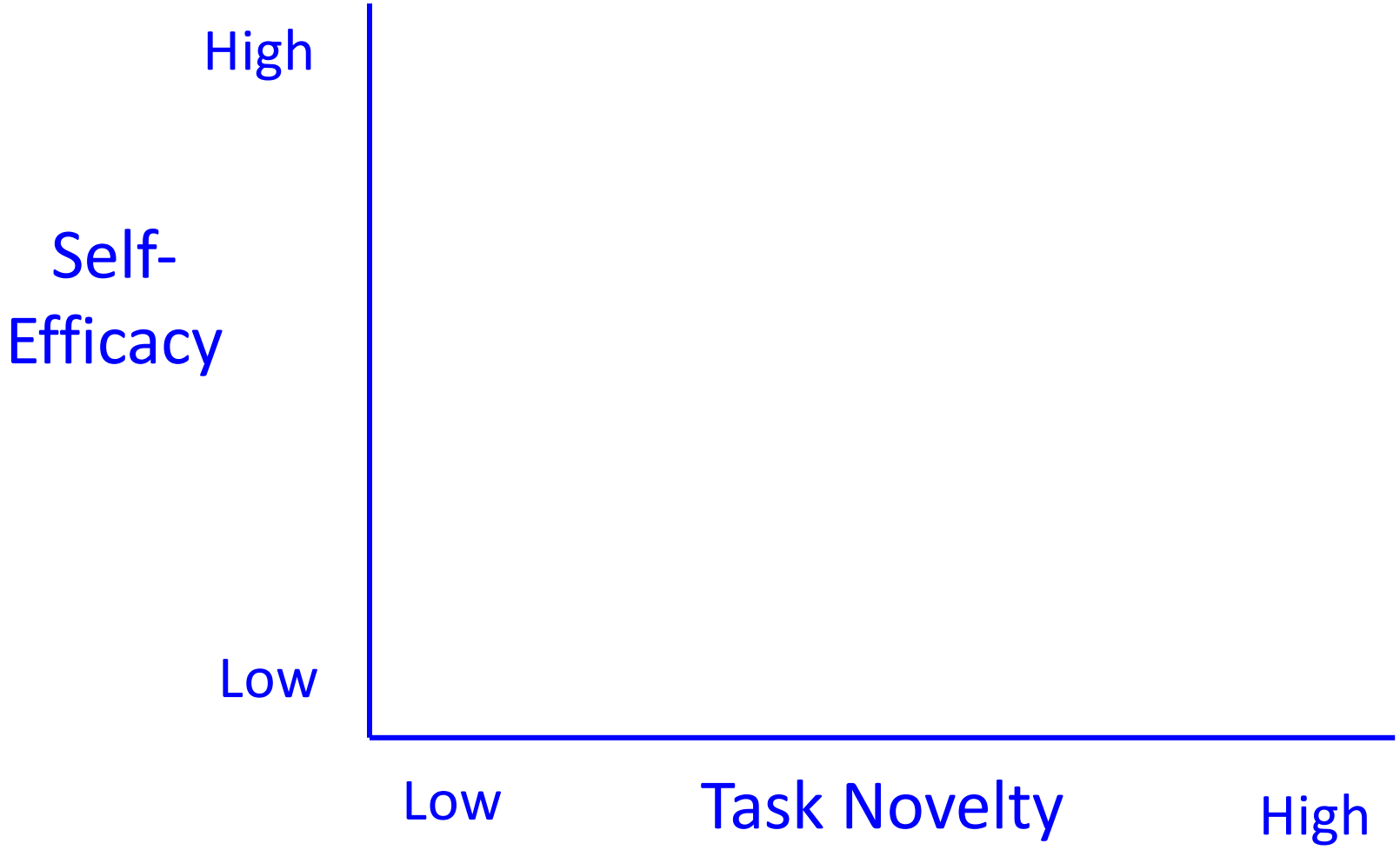


Task Novelty & Self-Efficacy



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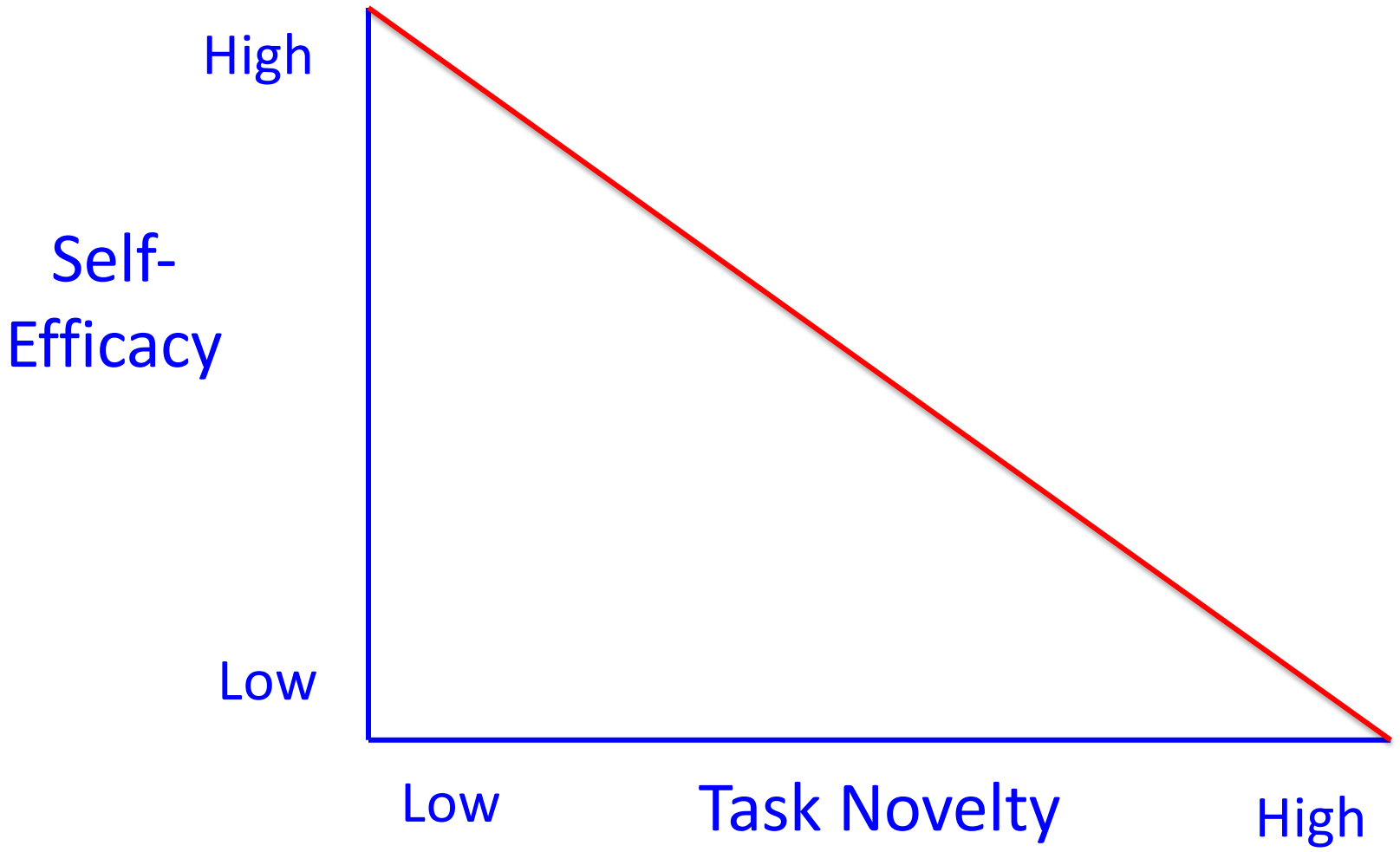

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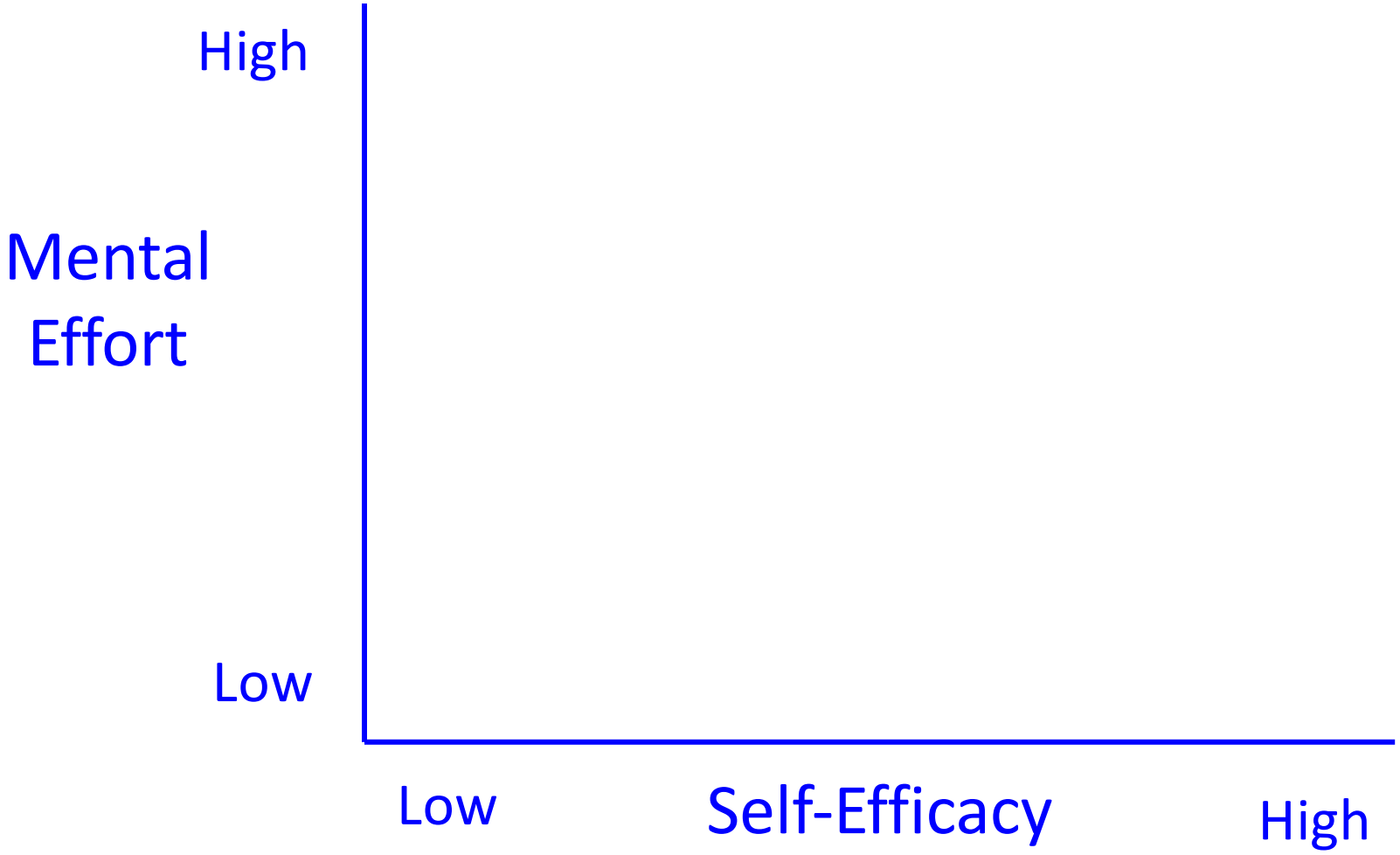

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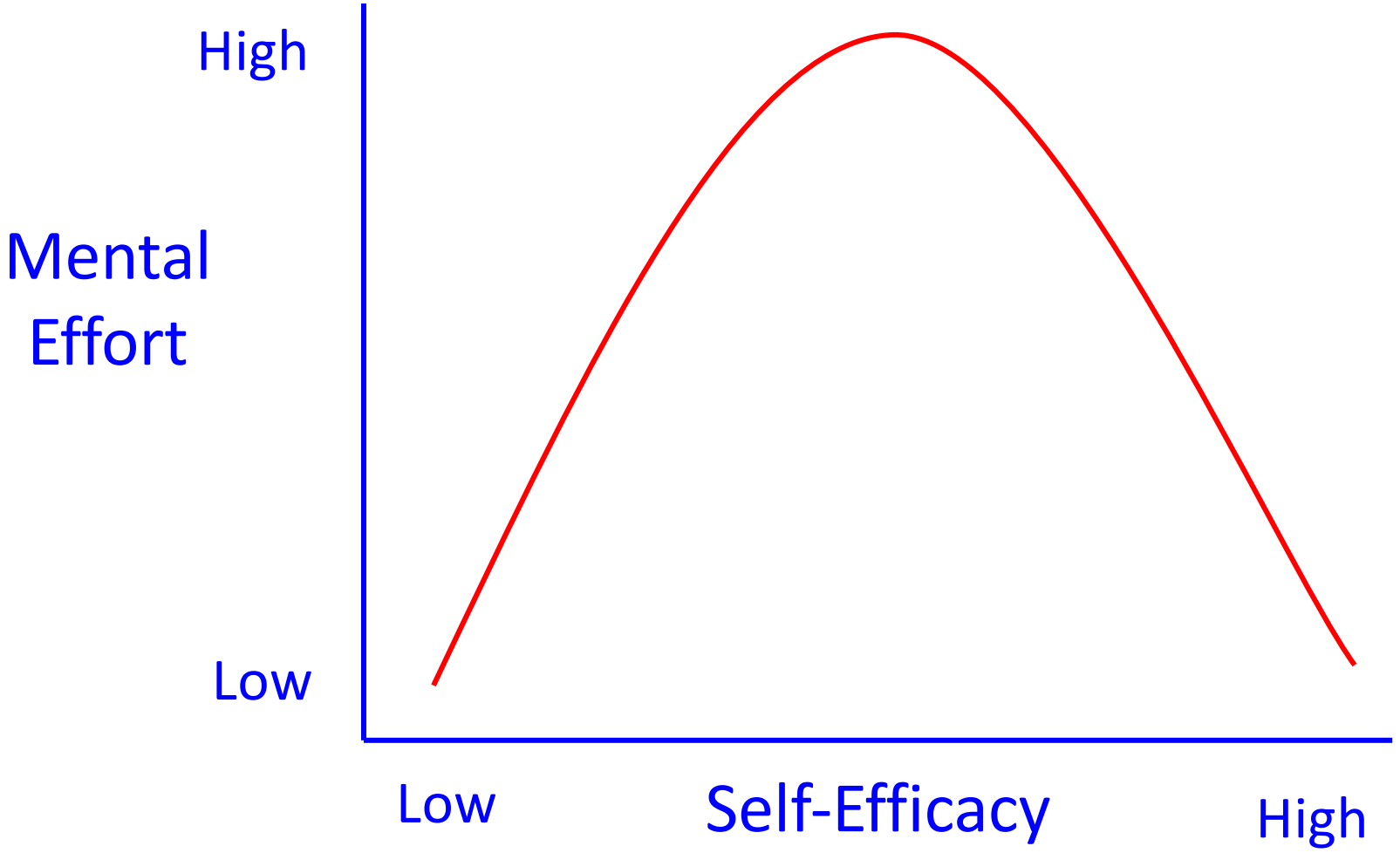

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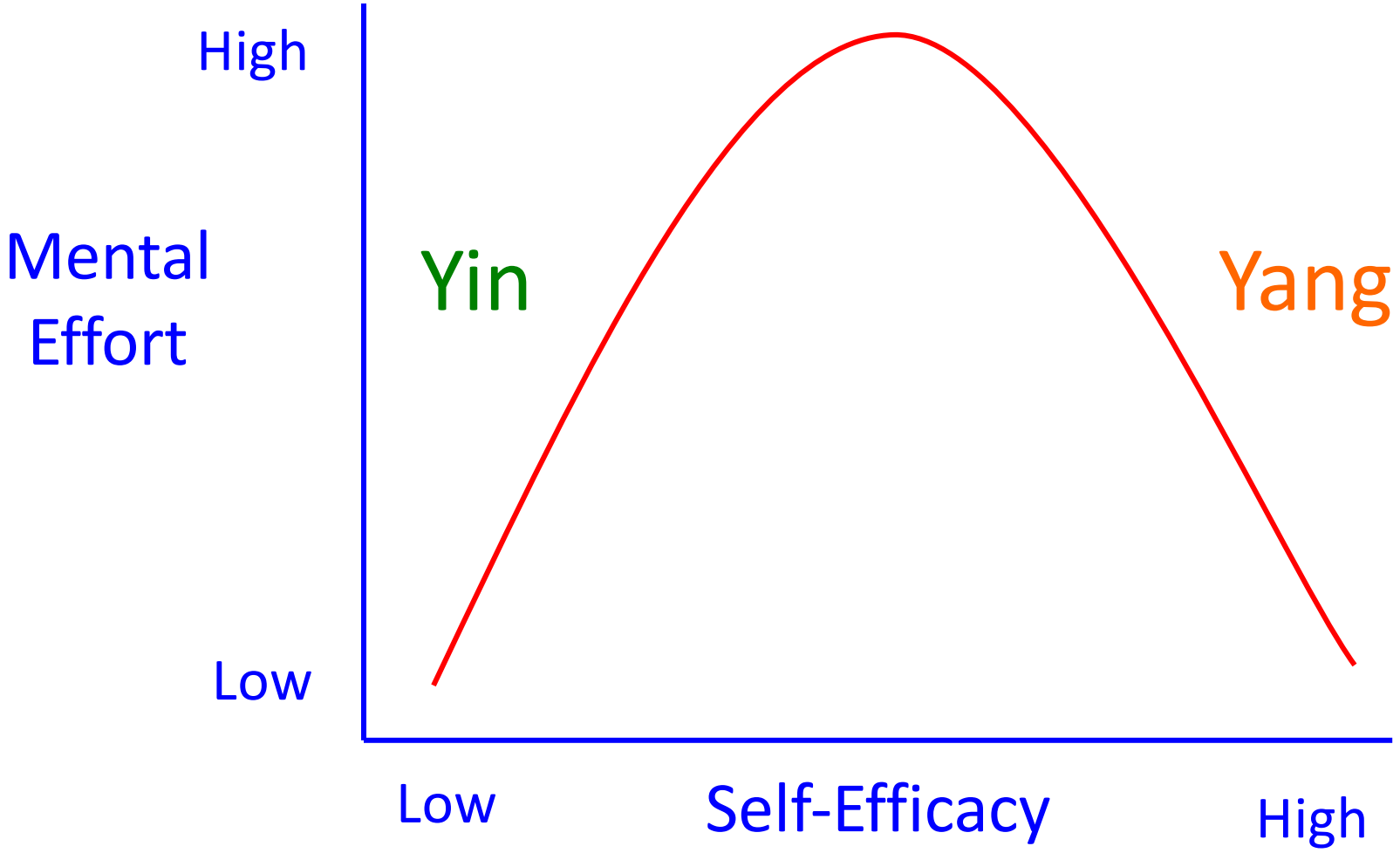

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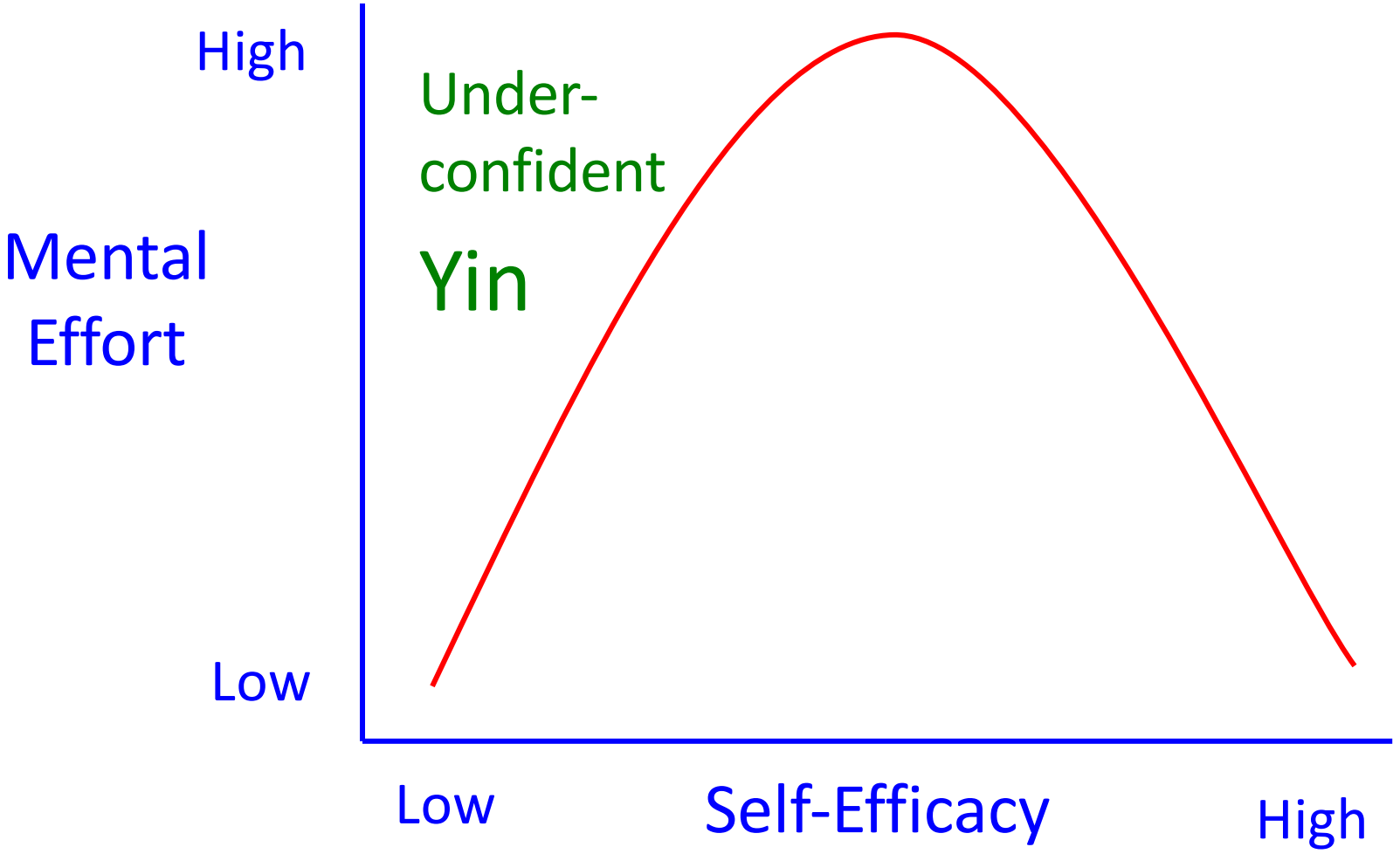

Self-Efficacy & Mental Effort

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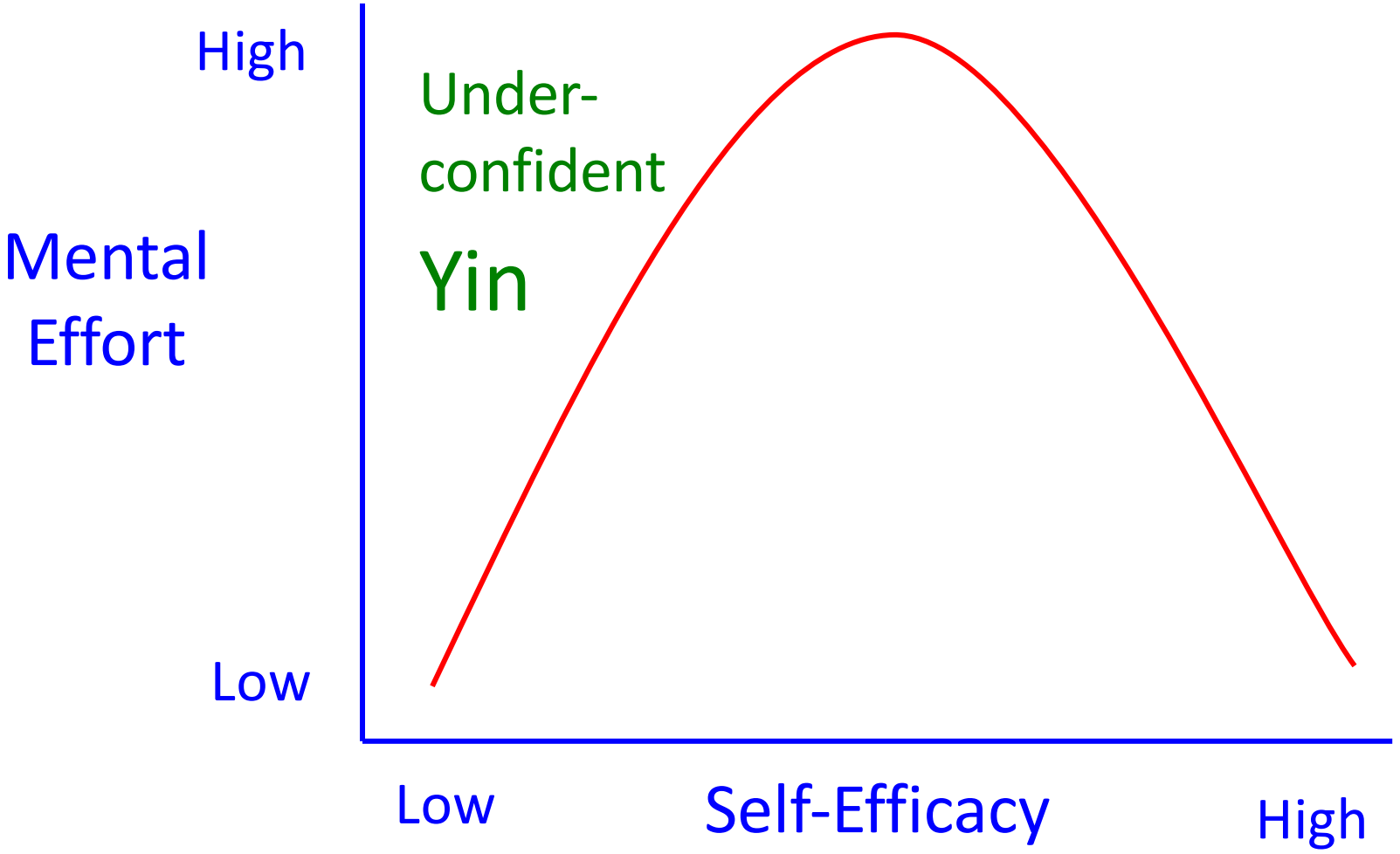

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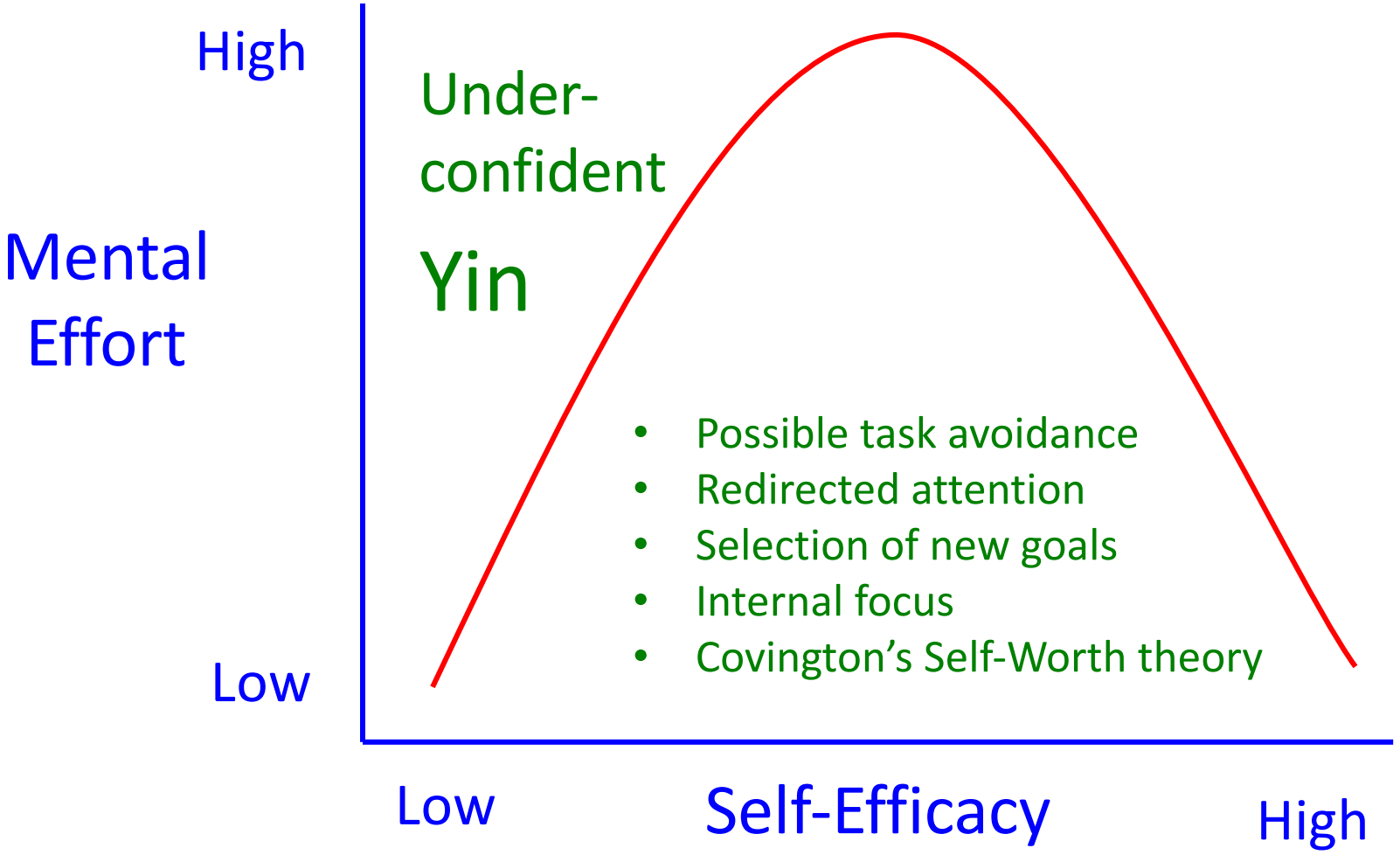

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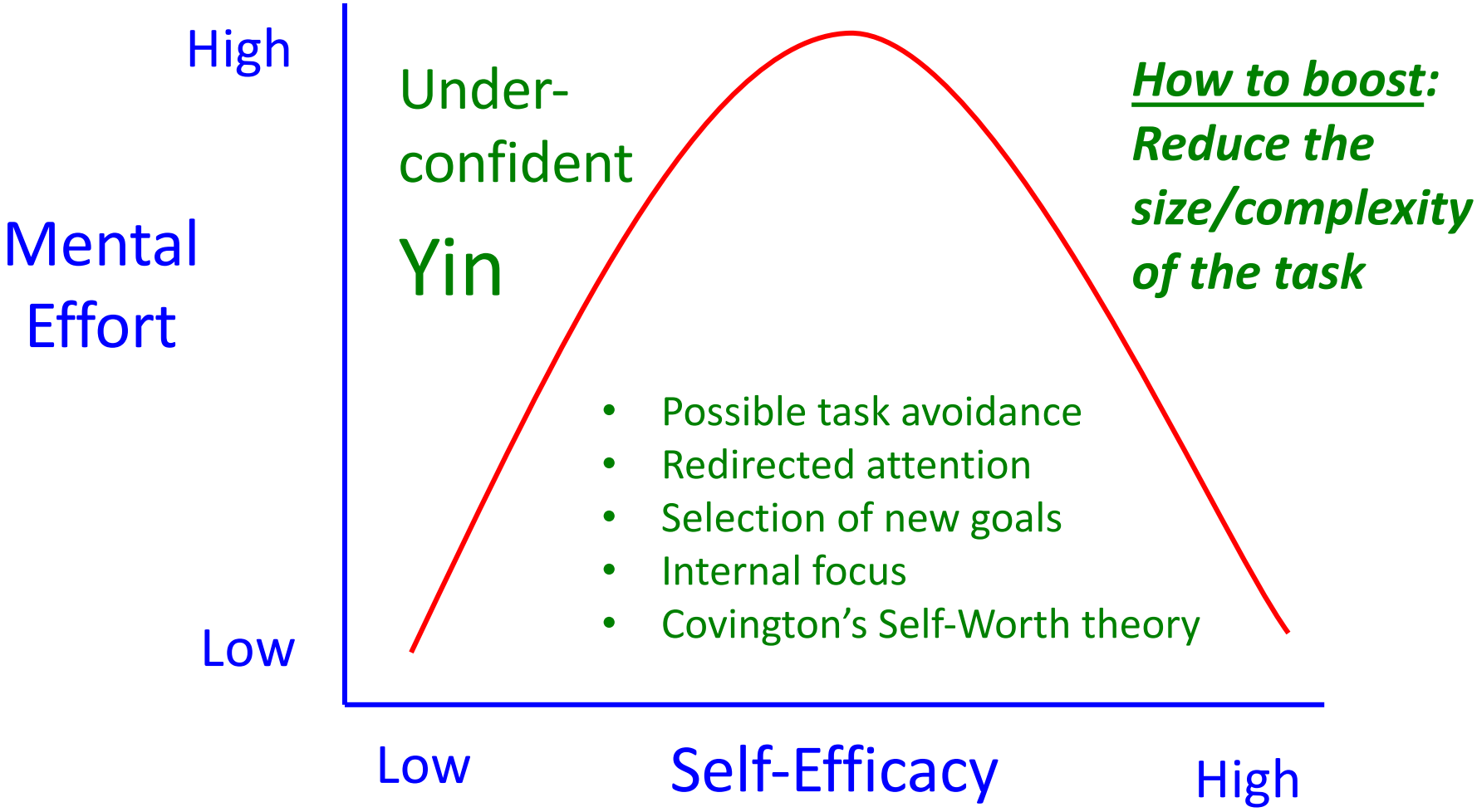

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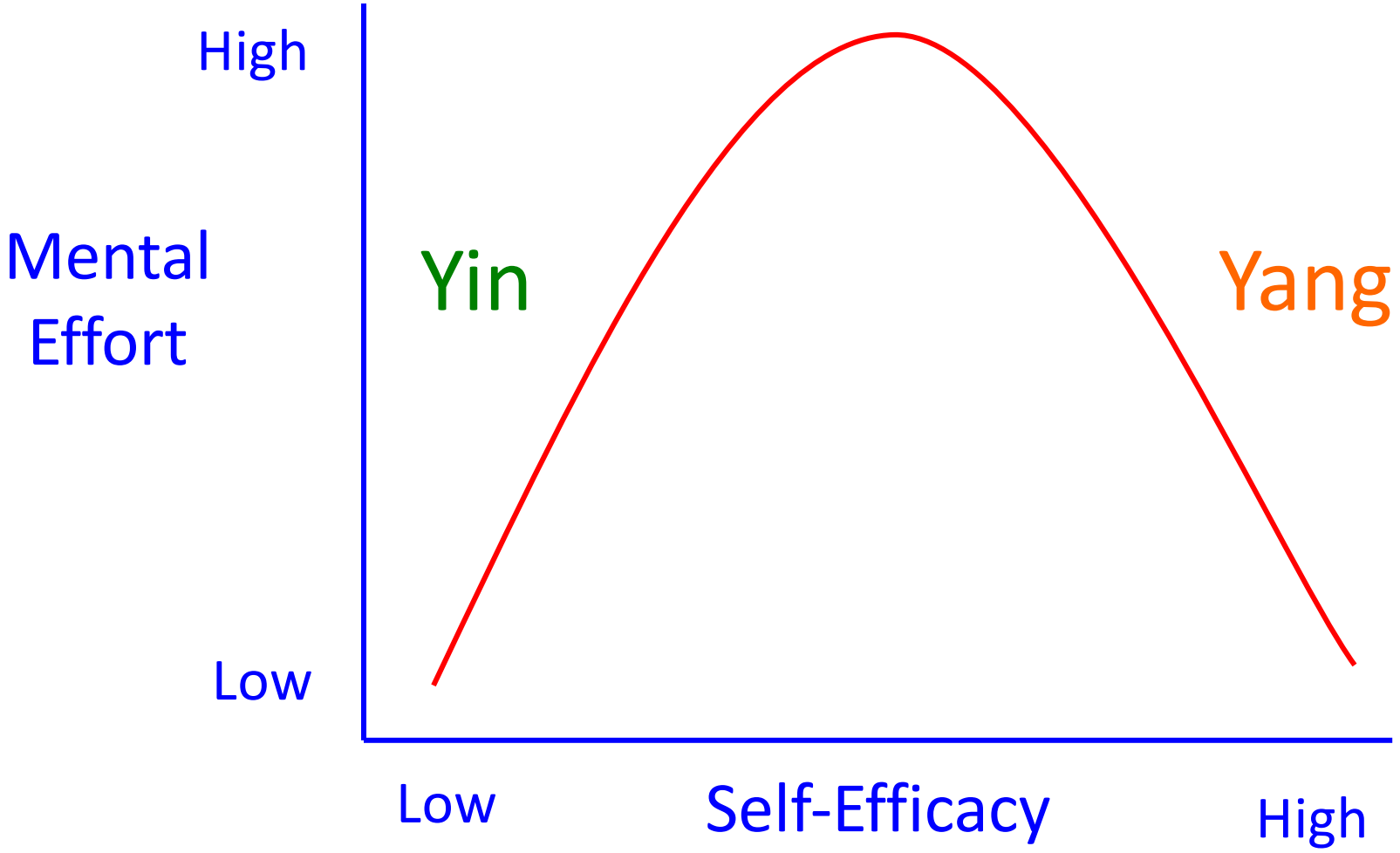

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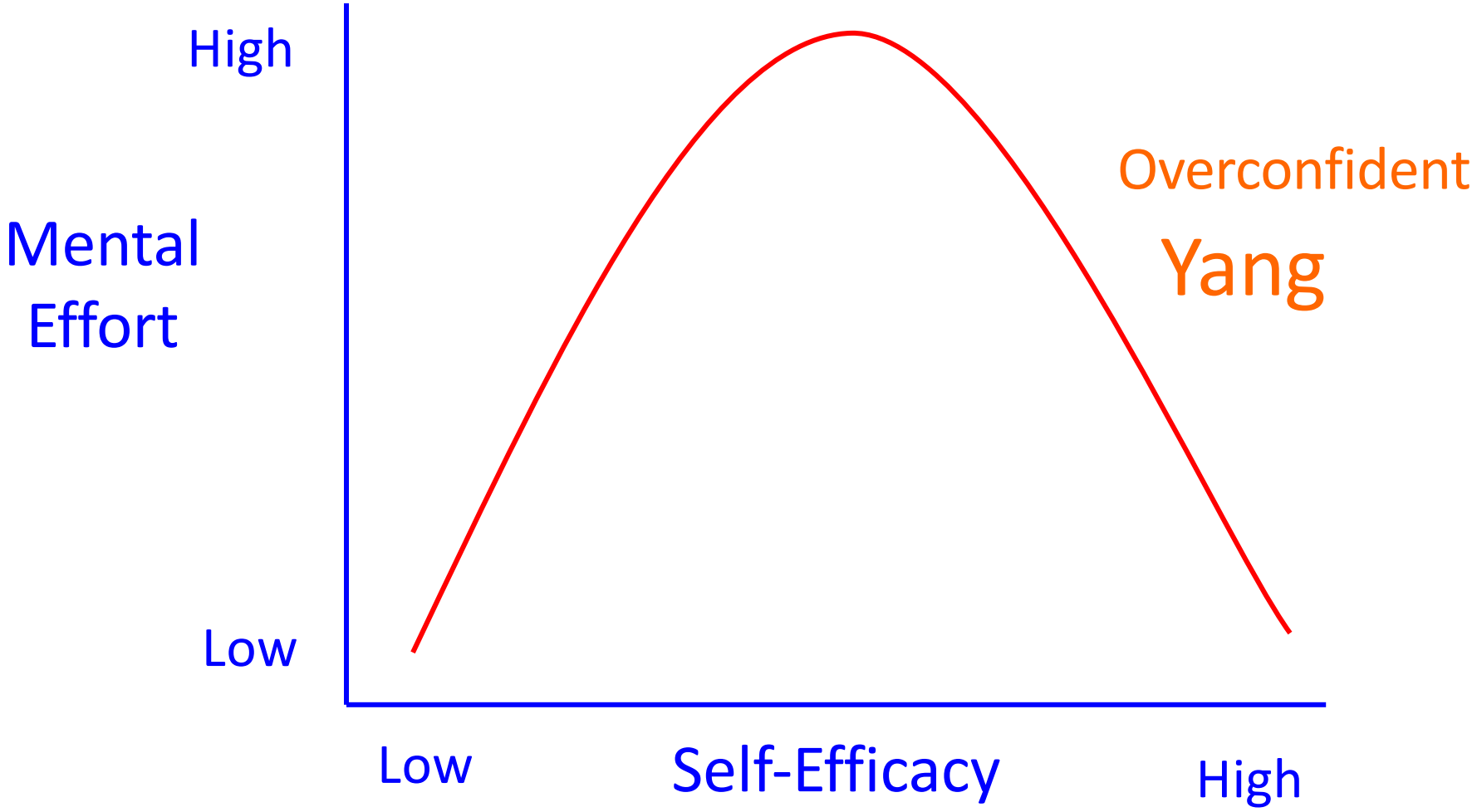

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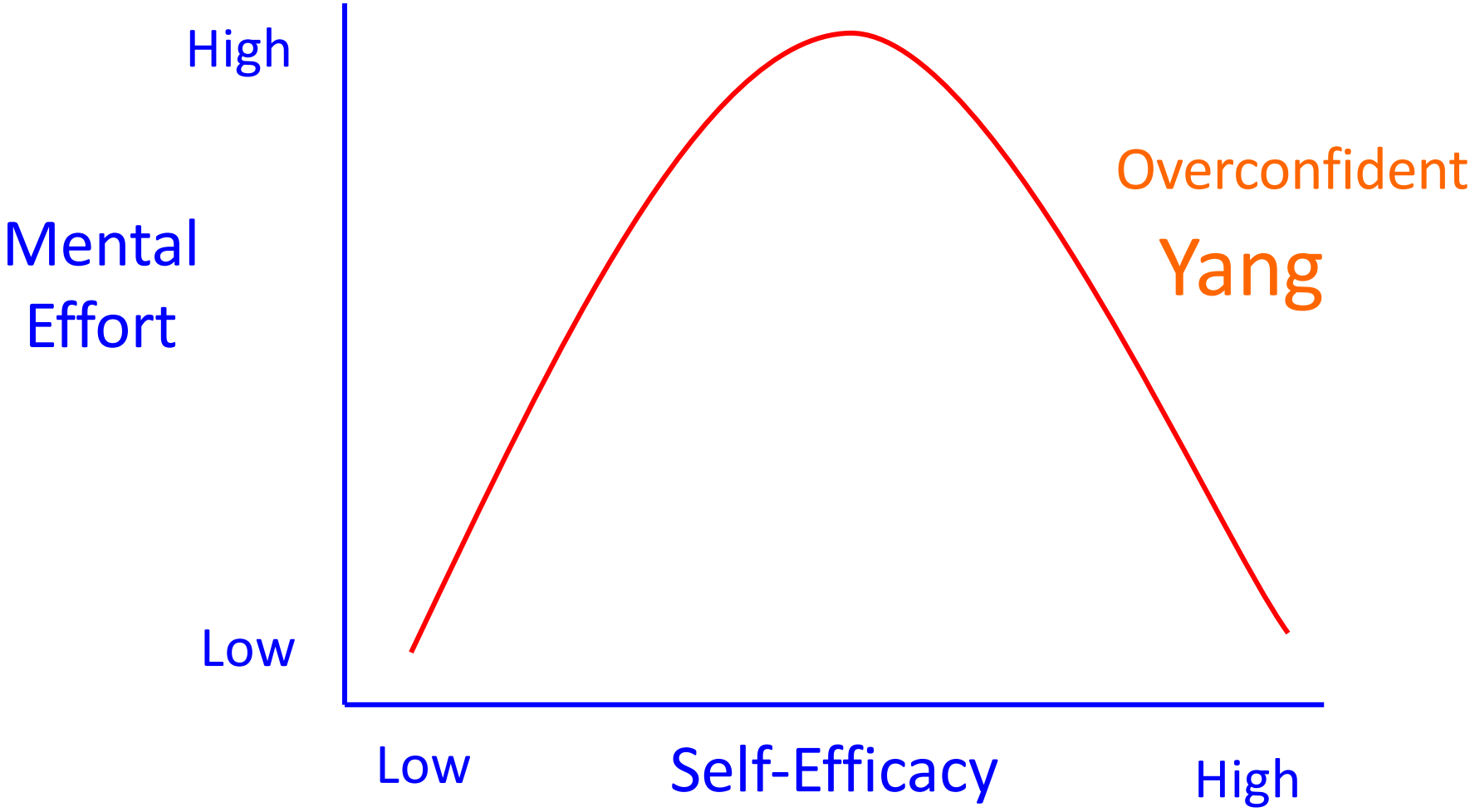

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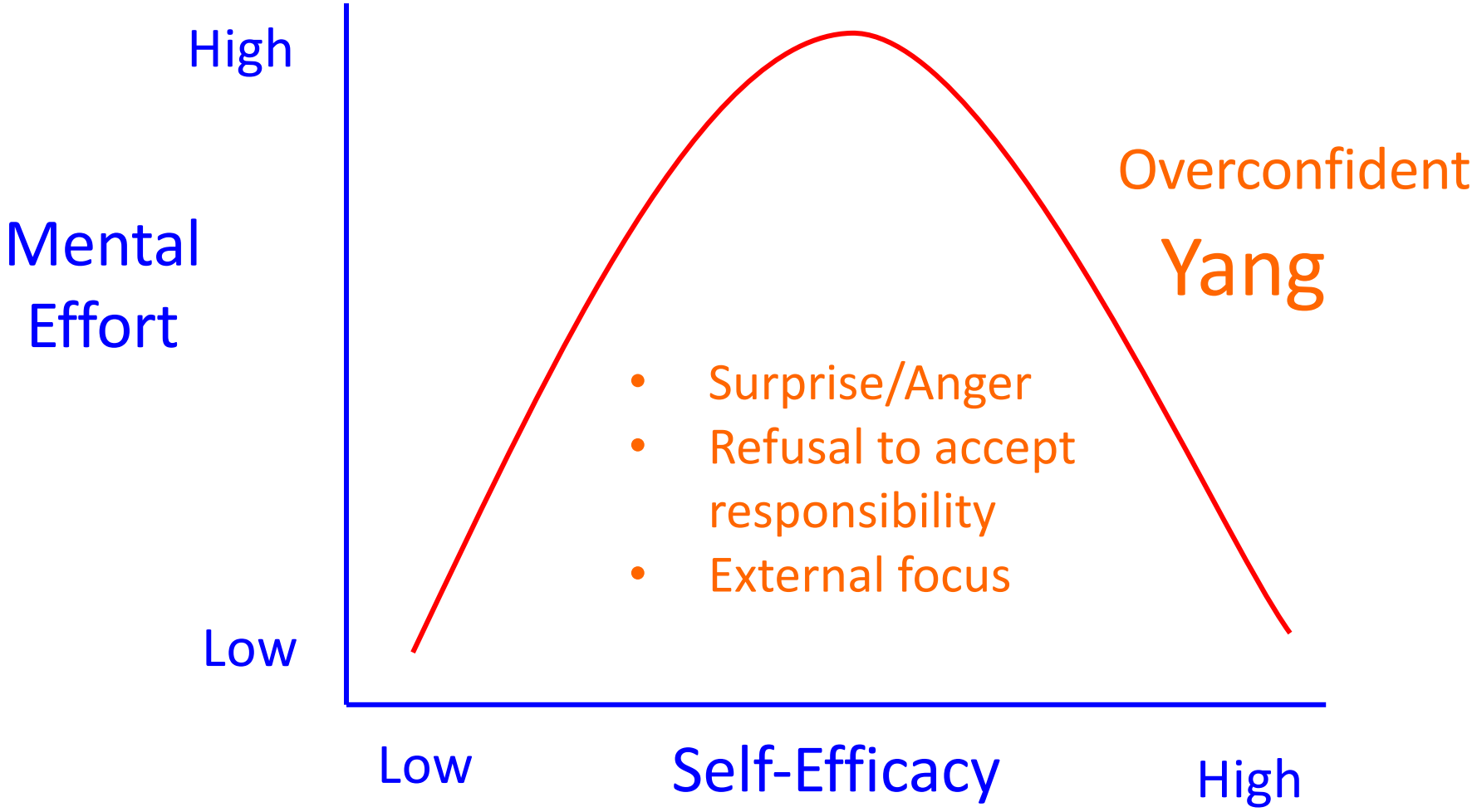

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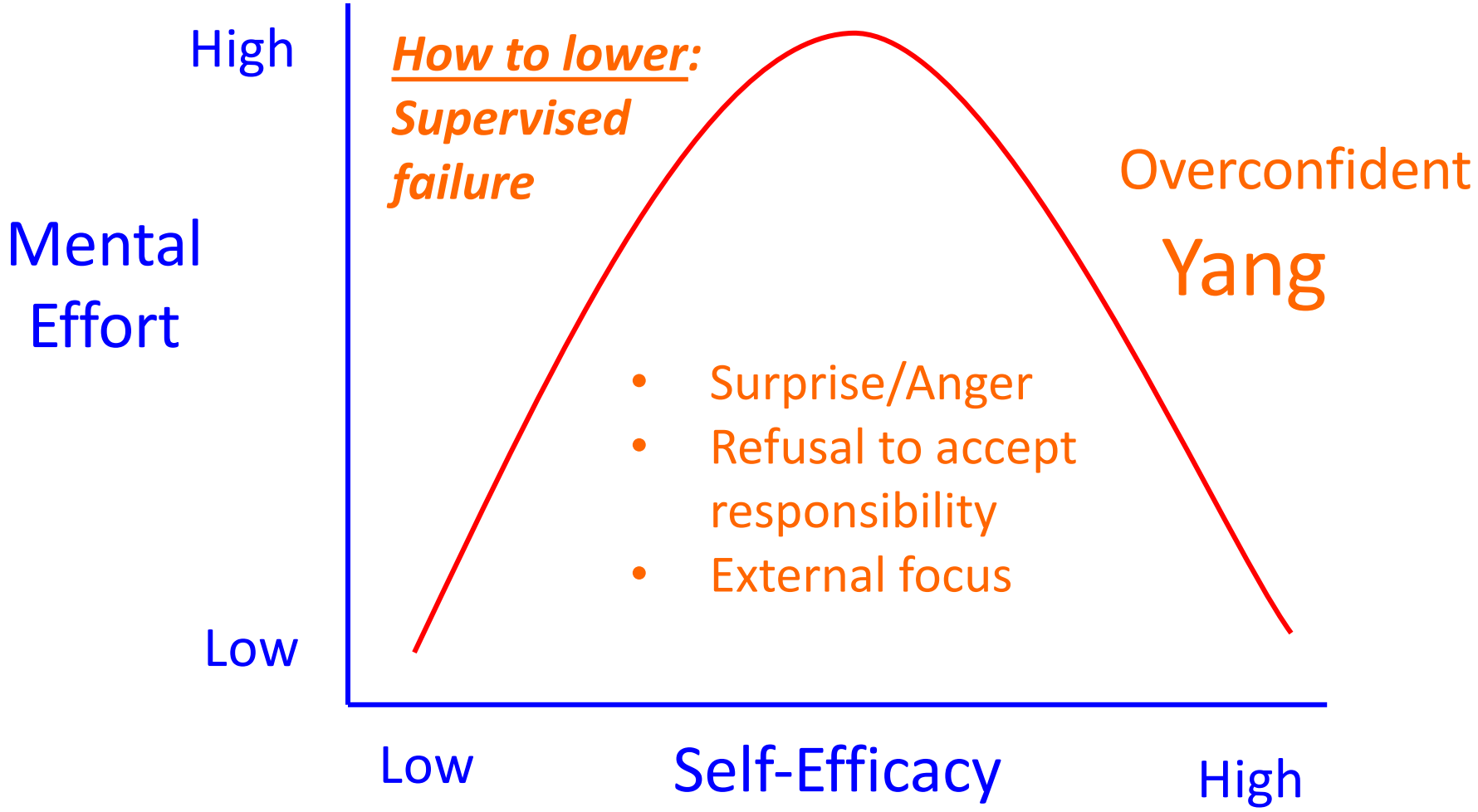

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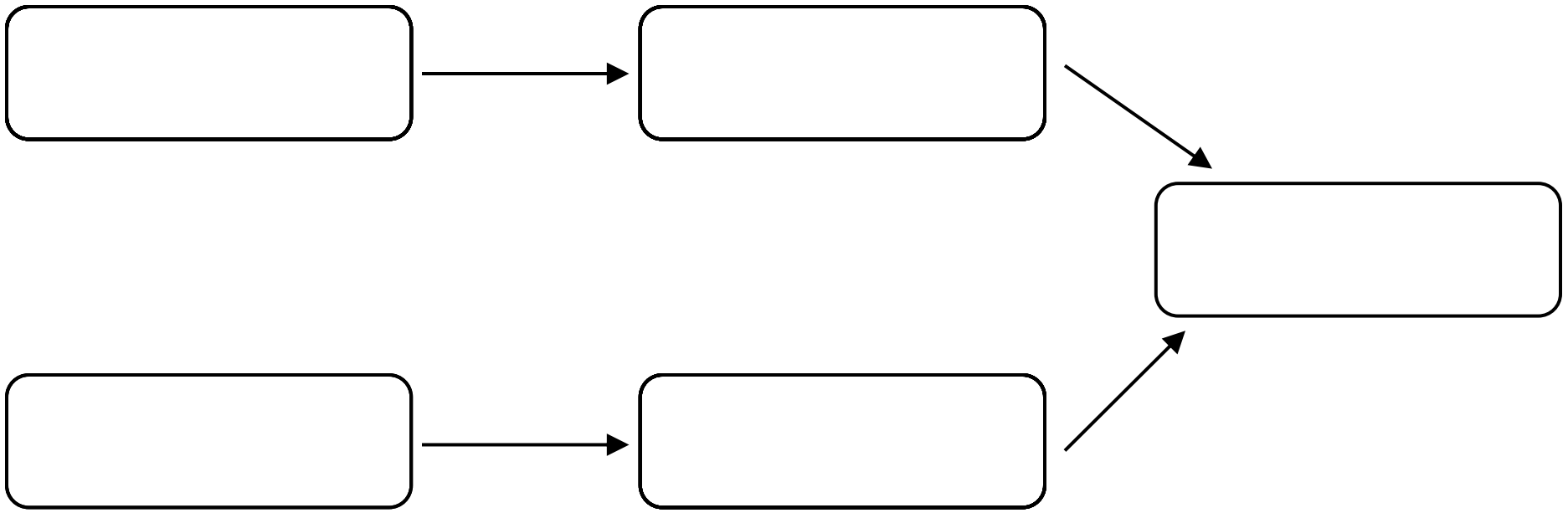
Ideal Self-Efficacy Profile



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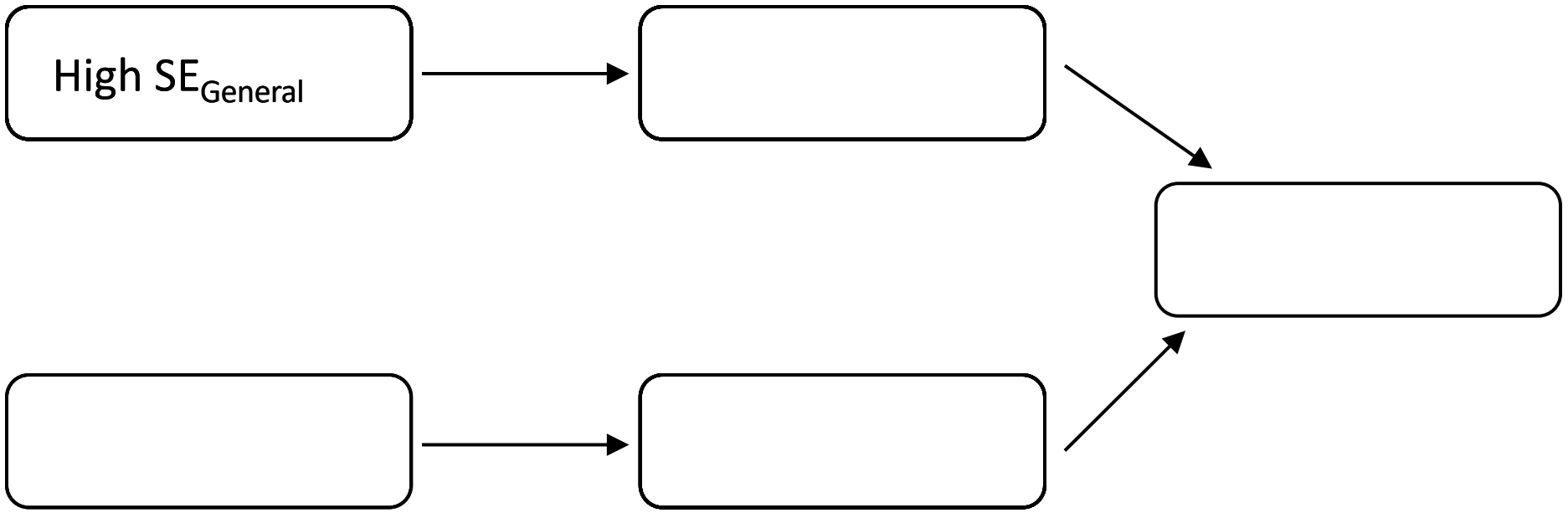

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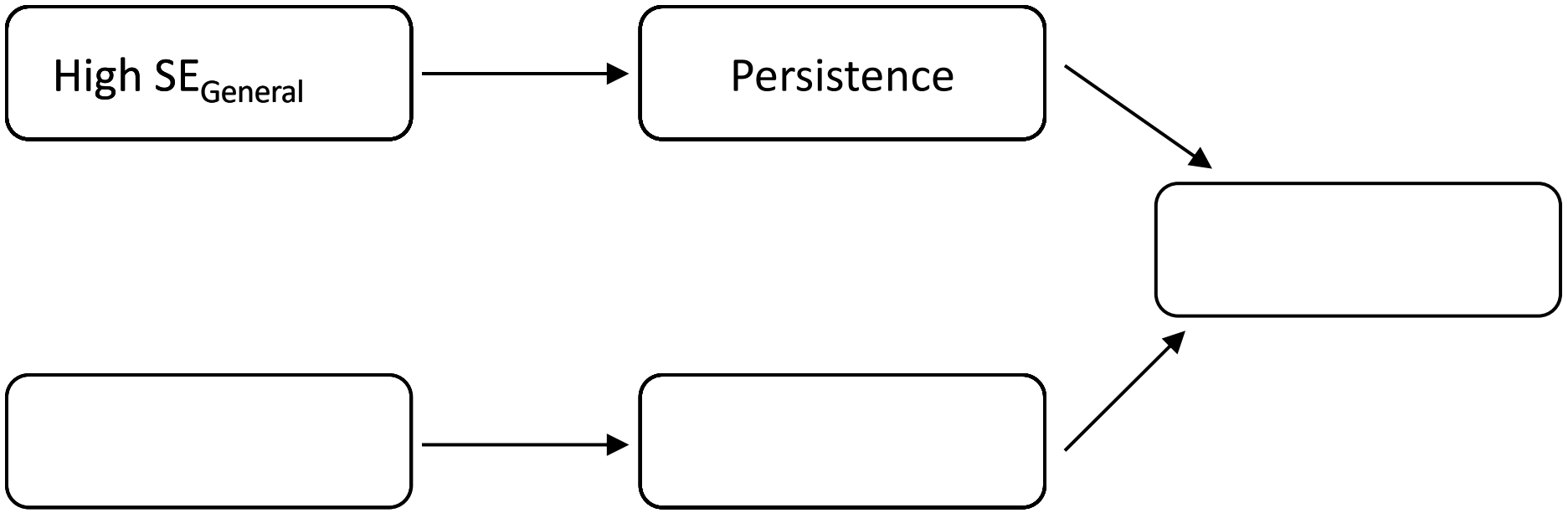

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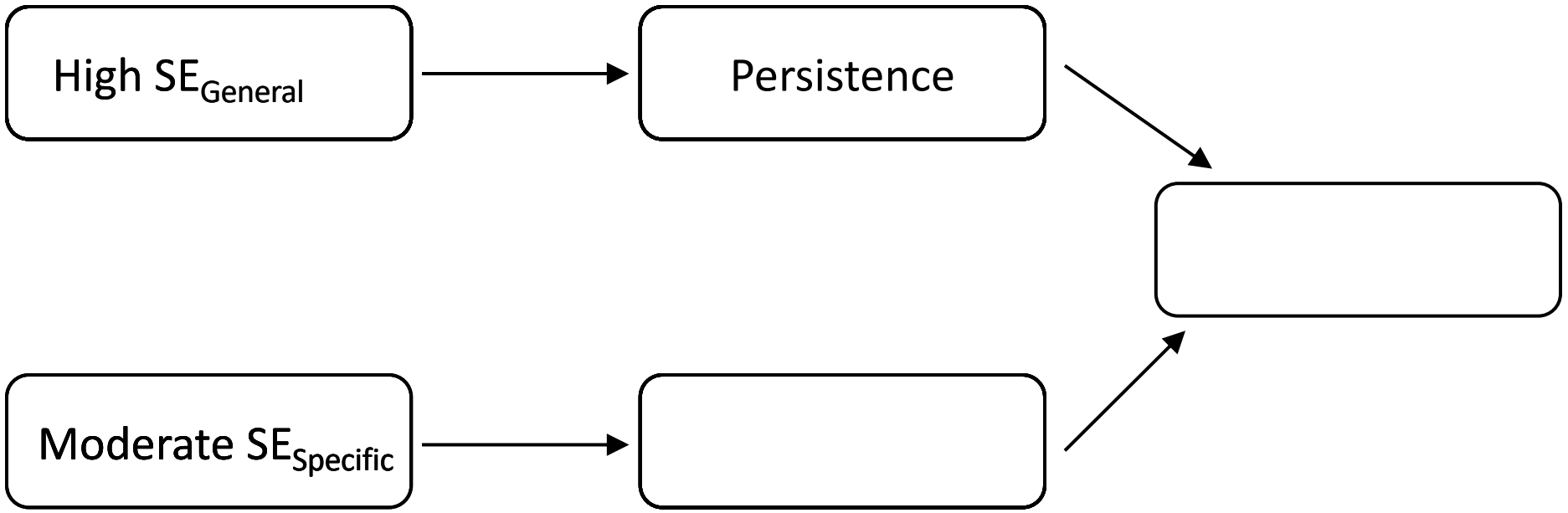

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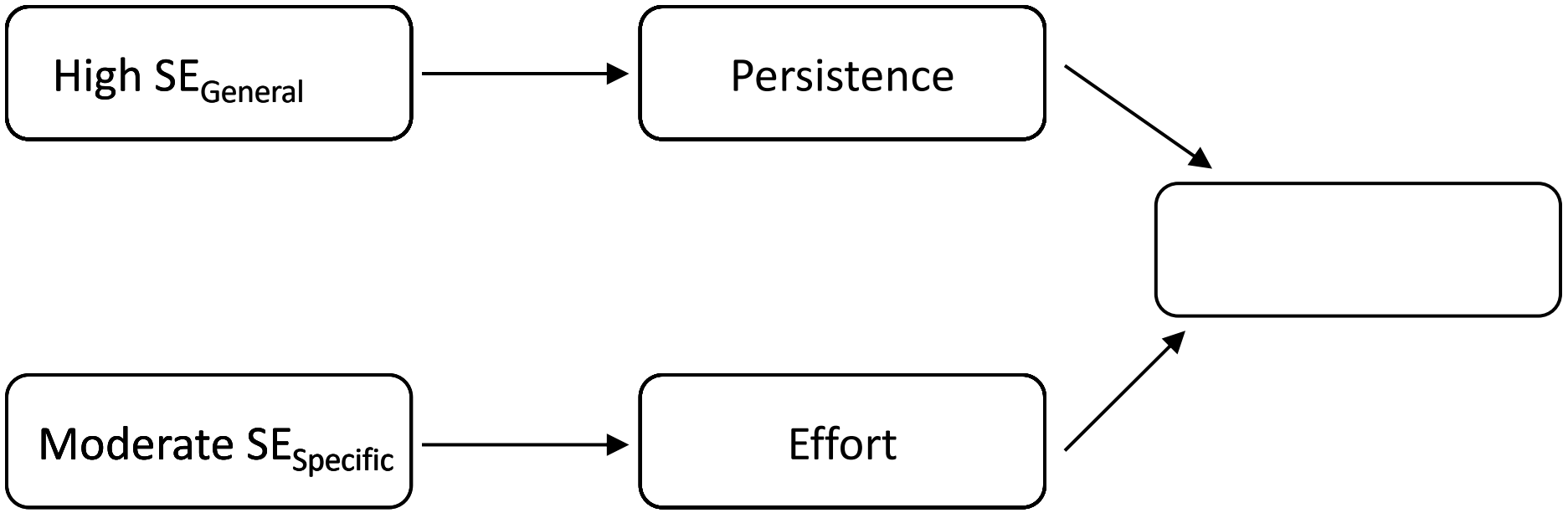

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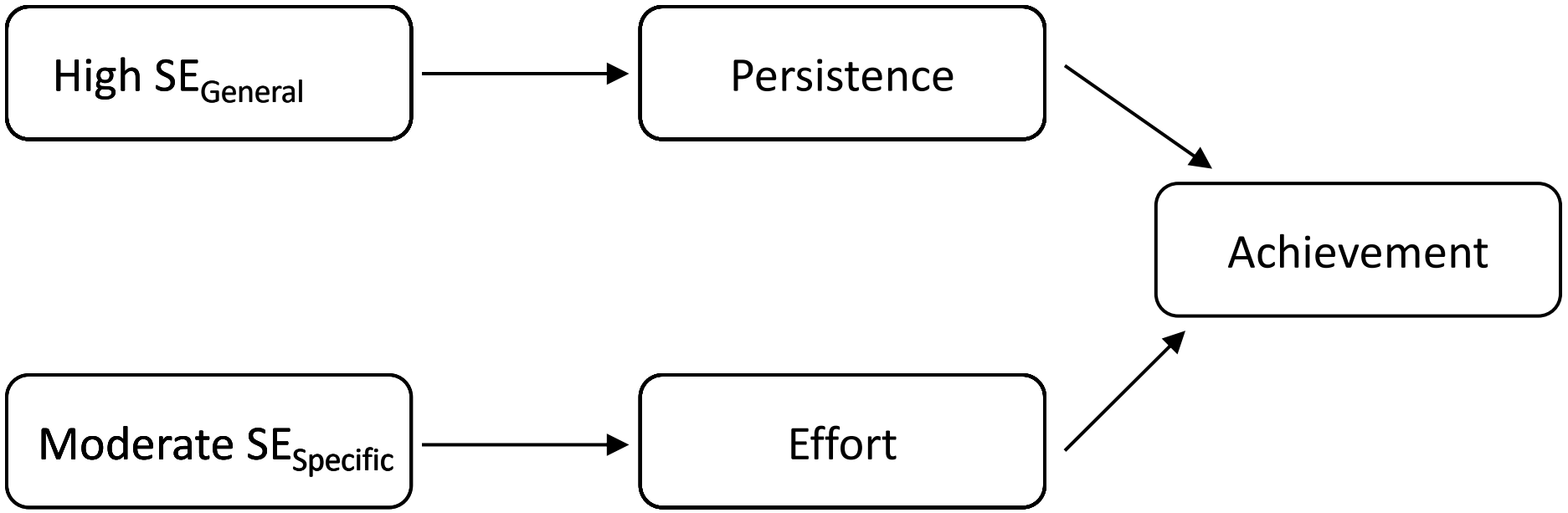
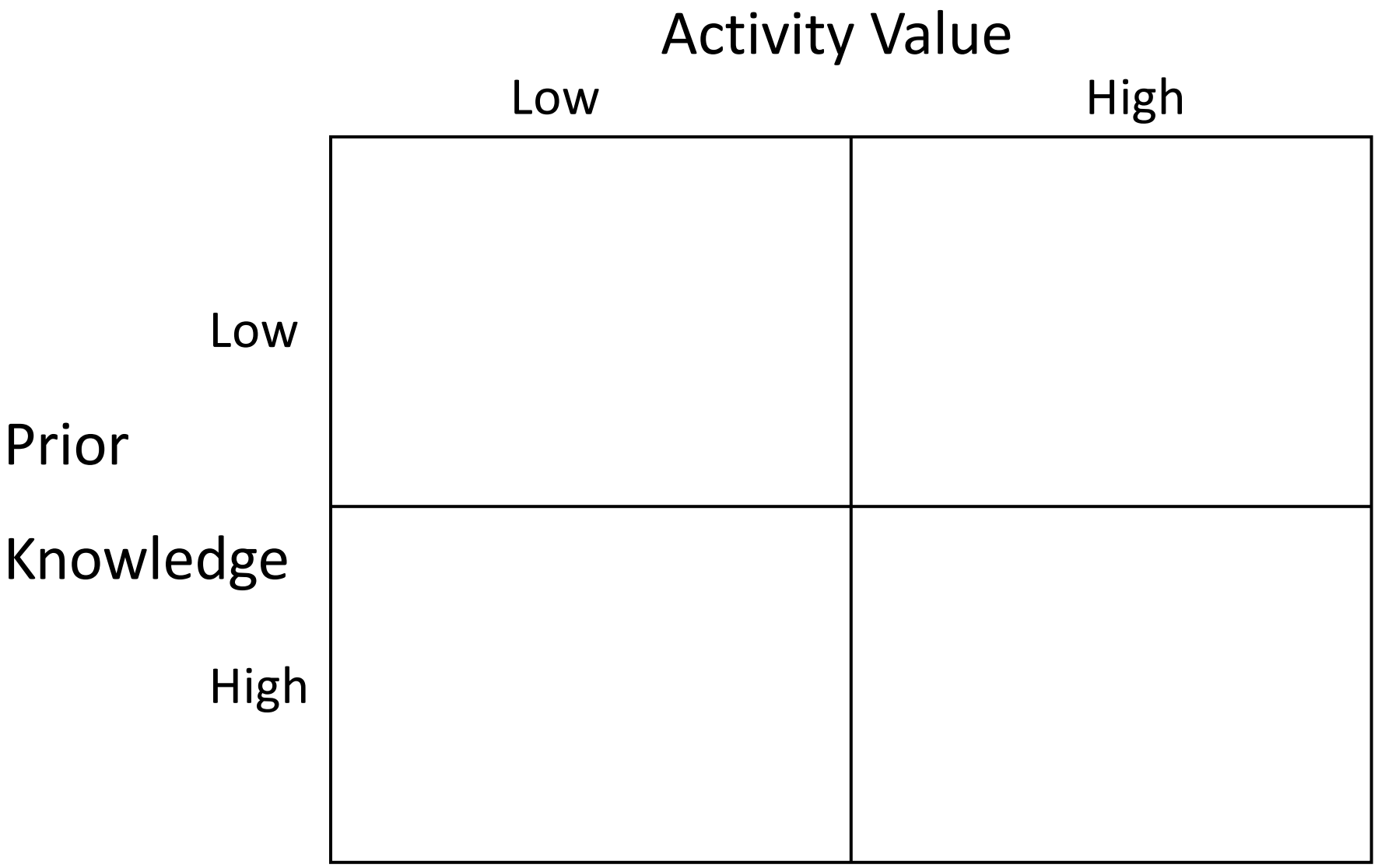


Interest vs Utility

*How do we interest people in **un**interesting work/material/activities?*

- Definitions
- Current beliefs/practices
- Solution

Definition of Terms



Definition of Terms

Prior Knowledge \ Activity Value	Low	High
Low	Ignorance	
High		

Definition of Terms

Prior Knowledge \ Activity Value	Low	High
Low	Ignorance	Attraction
High		

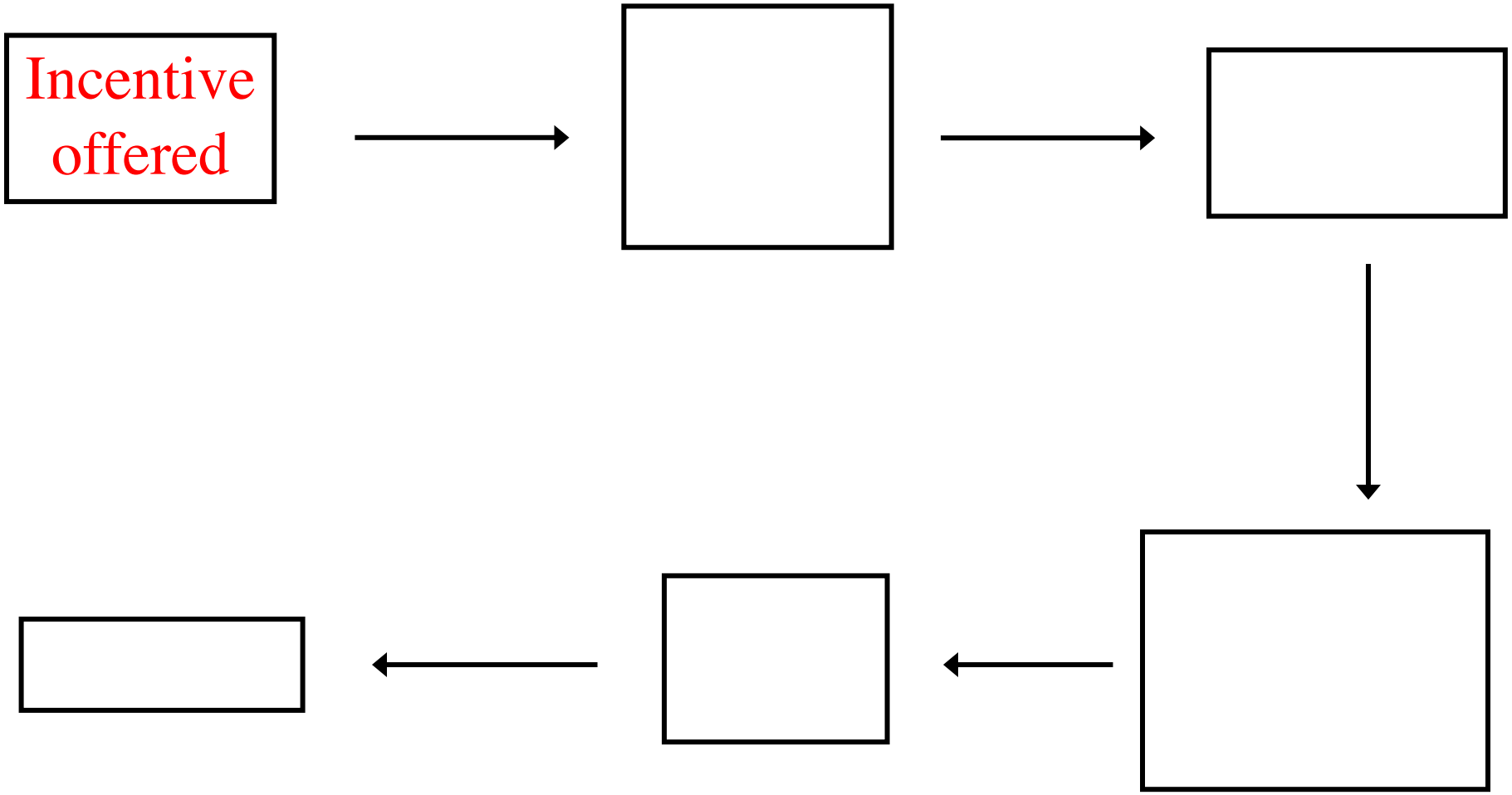
Definition of Terms

Prior Knowledge	Activity Value: Low	Activity Value: High
Low	Ignorance	Attraction
High	Noninterest	

Definition of Terms

Prior Knowledge \ Activity Value	Low	High
Low	Ignorance	Attraction
High	Noninterest	Interest

Chain of Events



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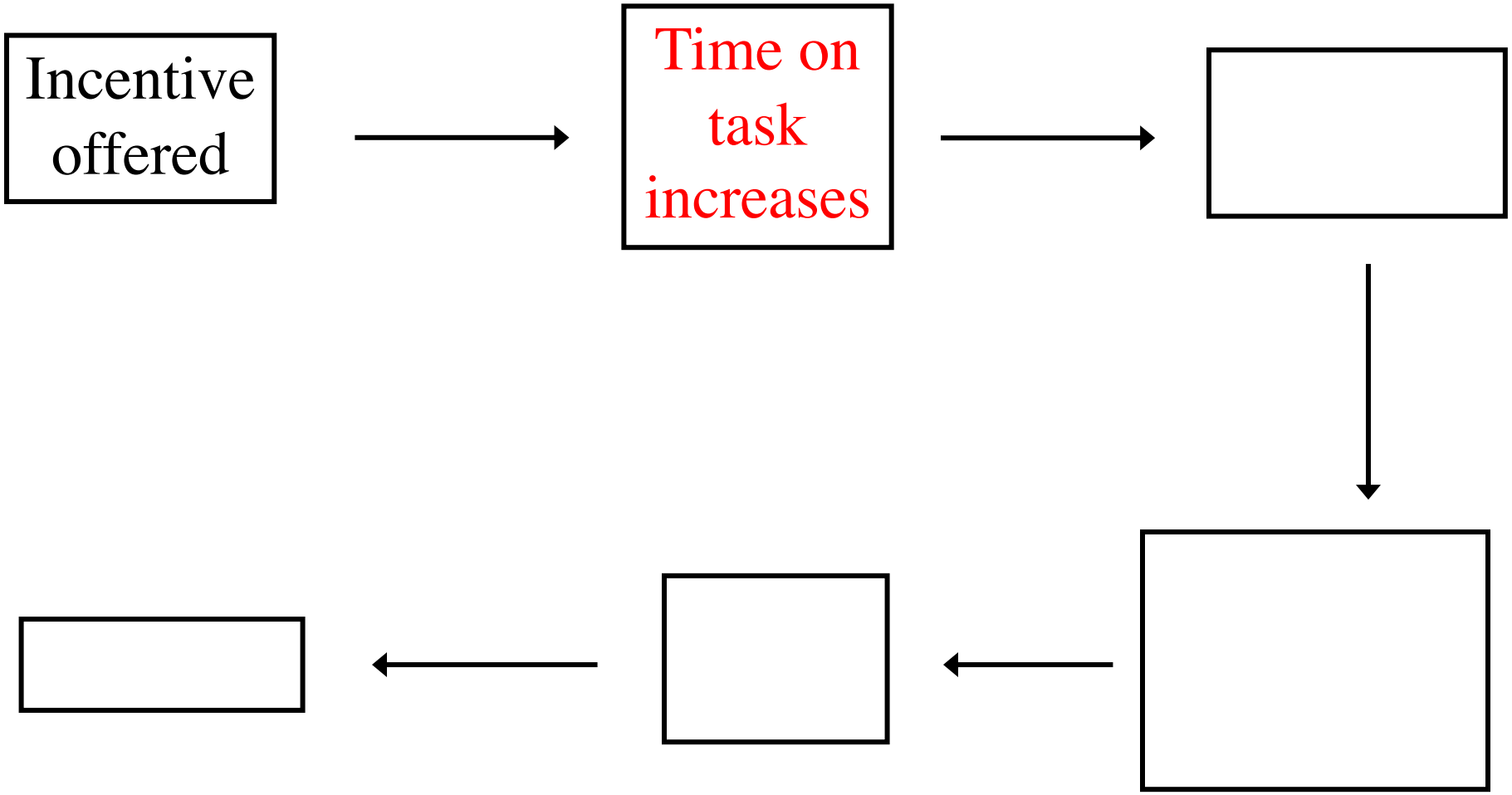

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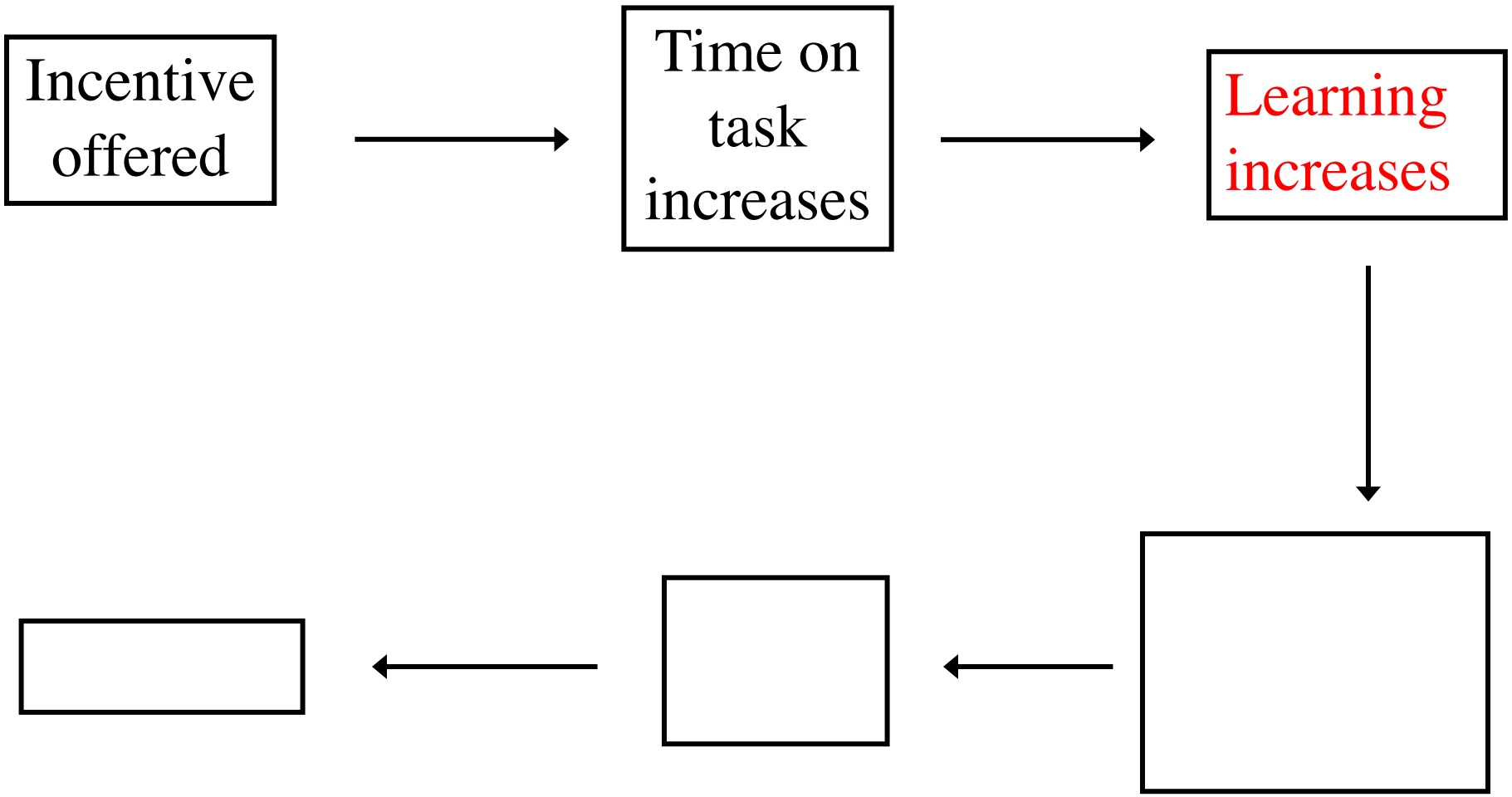

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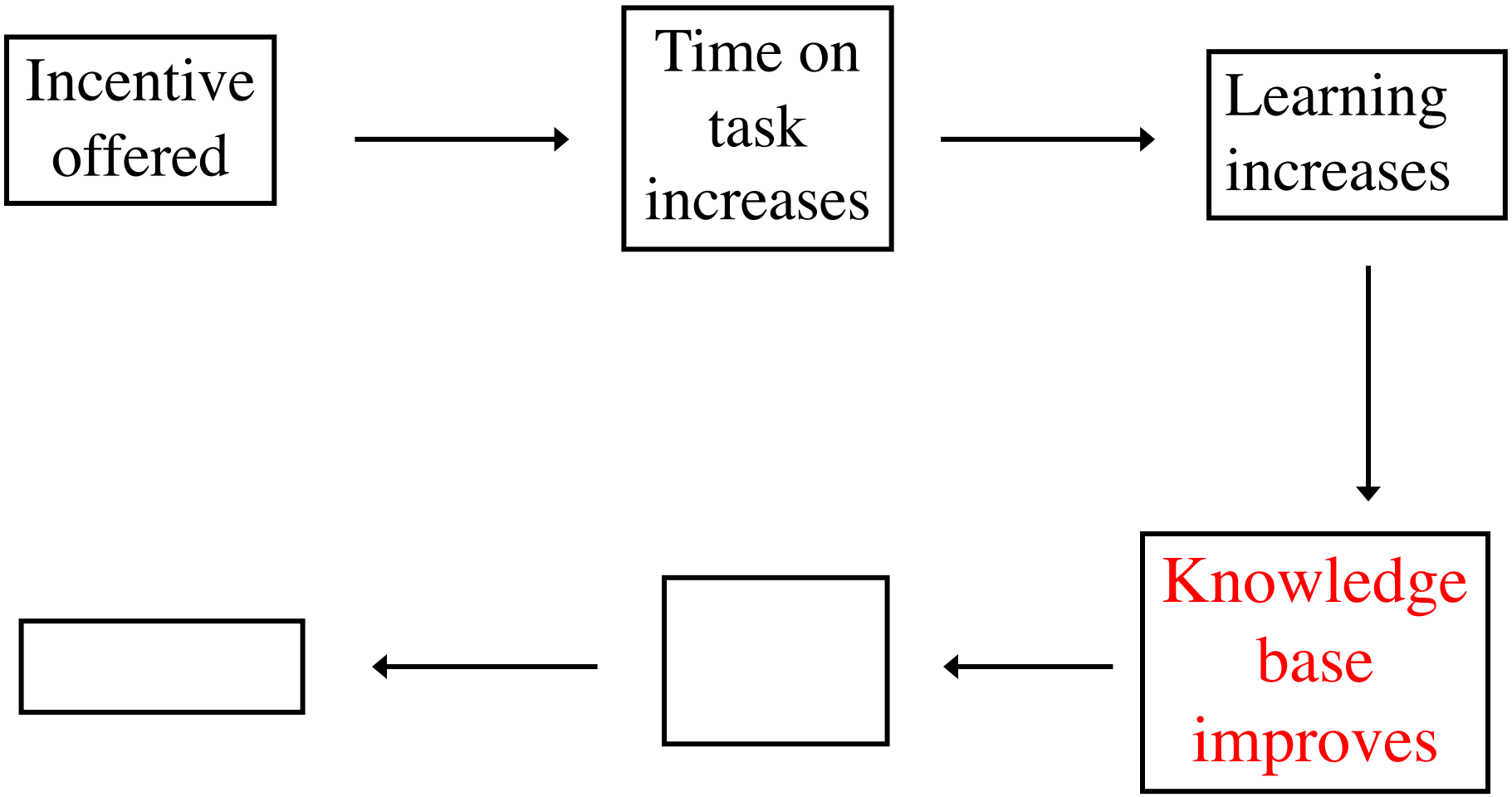

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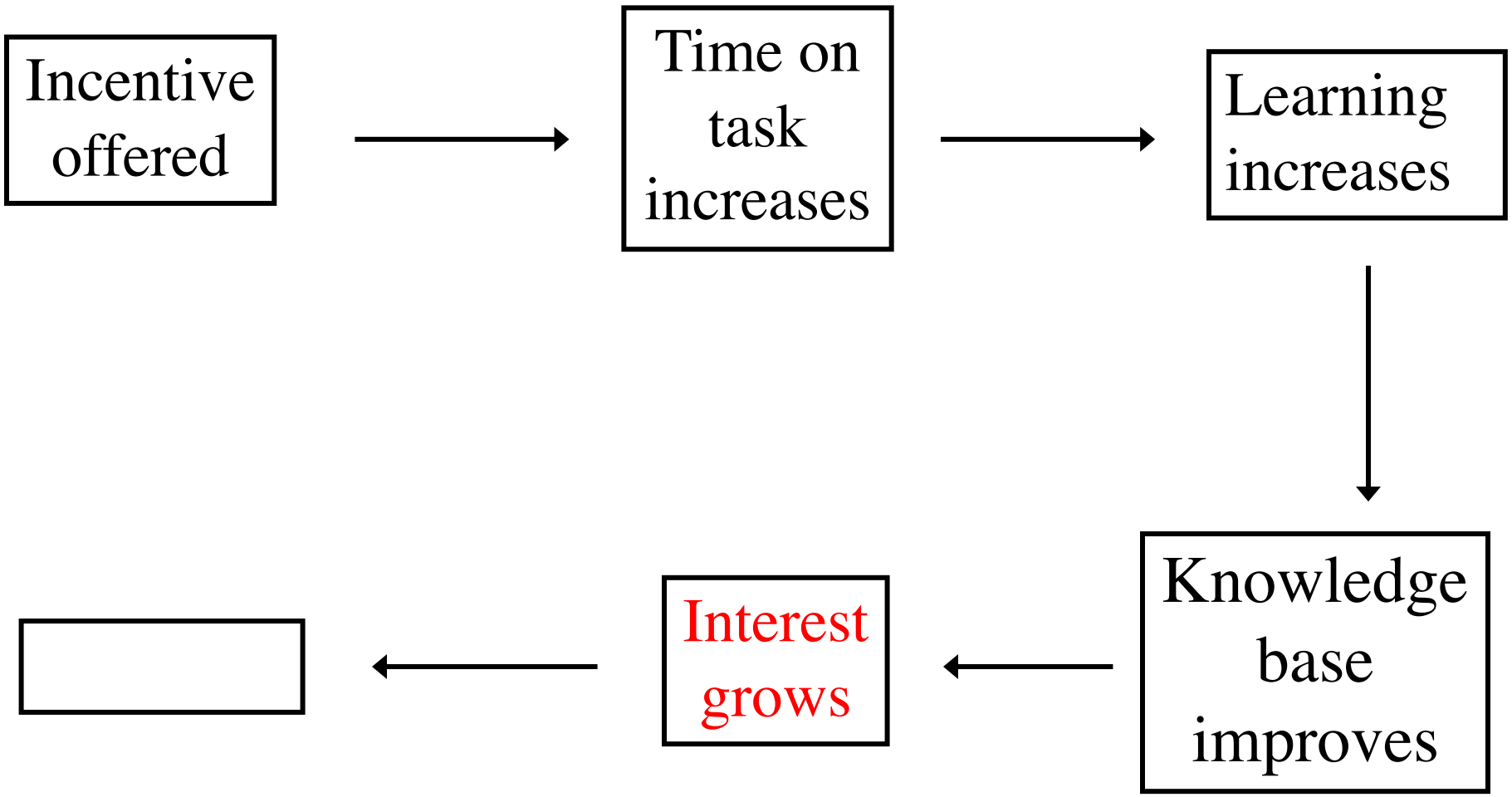

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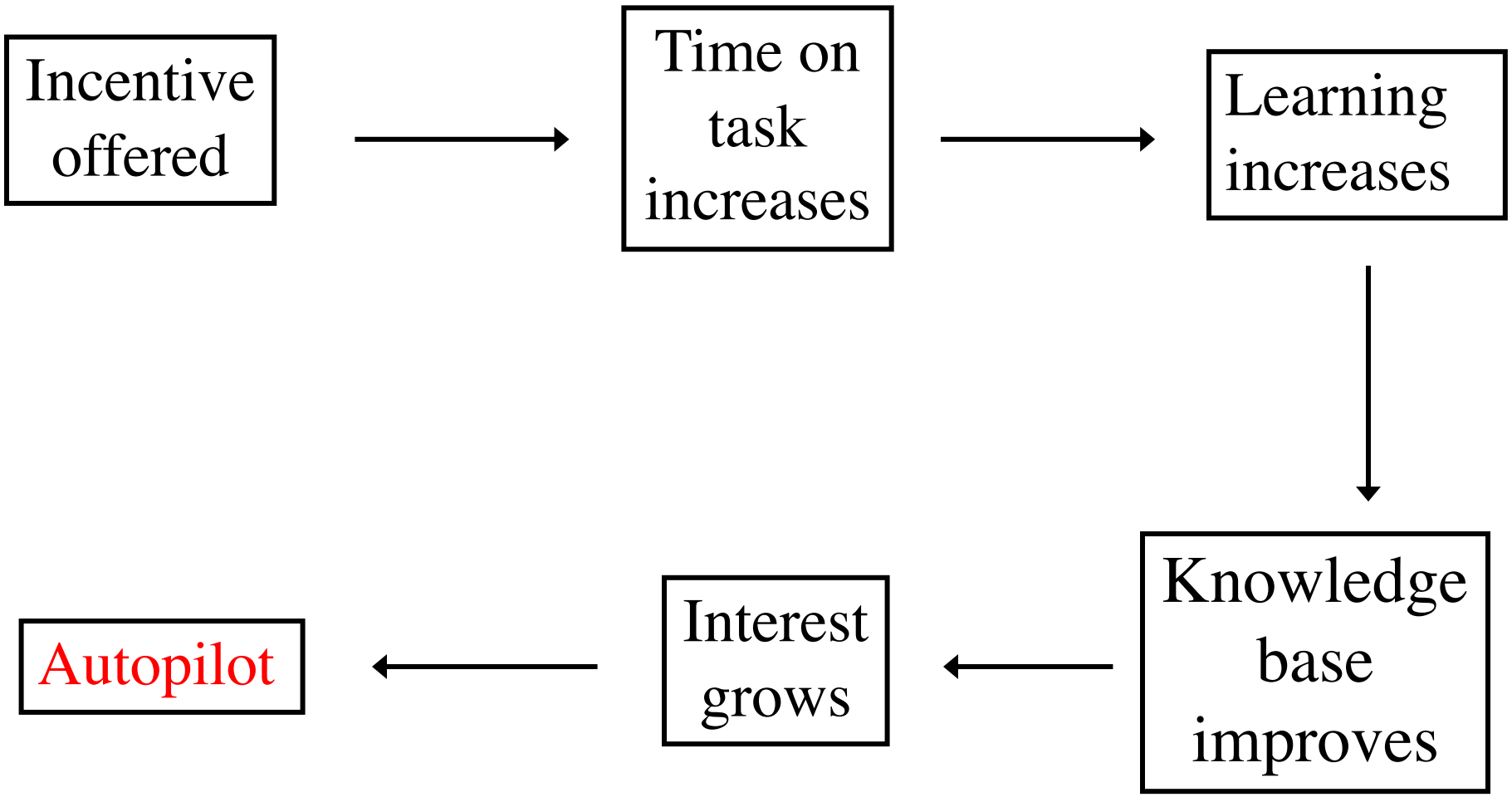

Instructional Gold Standard

- Diversity of worked examples
  - Decomposition of complex tasks
  - Scaffolding/Support
  - Teamwork
  - Quizzing

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