OpenQuest: Designing a Motivational Framework for MOOCs Instruction

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OpenQuest

Designing a Motivational Framework for MOOCs Instruction

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Warning: This presentation is full of #got spoilers!
Winter is coming
MOOCs are coming in Higher Education...
Winter is here
MOOCs are here
We are all white walkers
Aim

To develop a framework -OpenQuest Framework- which will potentially tackle the need for motivating learners towards MOOC completion and contribute to the affective realm of course design.
Developing OpenQuest Framework

Quest-based initiatives

Open Quest Framework

MMORPGs

Gamified web platforms
OpenQuest Underpinnings

Self-Determination Theory

Flow Theory

Gameful Design

Self-Determination Theory
OpenQuest Framework 1/3: Quests

1. MOOC as Adventure Space with Learning Activities as interconnected *Quests*
   - Why? Effective for learning performance, persistence, engagement
   - Quests can be arranged in the form of a *Story/Narrative* where learners’ decisions and performance determine the story
   - Quests can be linked with other game mechanics such as levels and badges
Grade book VS Quest-based

Fixed path
- Activity Driven
- Reductive Grading
- Punitive
- Unmotivating

Flexible path
- Competency Driven
- Accumulative Grading
- Rewarding
- Motivating

- Unit Exam
- Notebook Check
- Pursuasive Paper
- Pop Quiz 2
- Assignment 2
- Oral Report
- Pop Quiz
- Assignment 1
- Reading Log 1

- Authentic Product
- Digital badge
- Game design doc
- Video Review
- Embedded lab
- Blog Post
2. **Reputation Systems** (e.g. Badges, scores, levels)
   - Why? Reinforcing participation and the creation of a community of learners

3. **Adaptable Leaderboards** (comparing with meaningfully-related others, e.g. teammates)
   - Why? Increases intrinsic motivation
4. **Collaborative mechanisms**
   - Why? Motivational cornerstone of successful MMOs for playing persistence
   - Responsibility towards team members

5. **Sophisticated User Feedback through Timed Triggers and unexpected Rewards**
   - Why? Reinforcement of learners participation
OpenQuest Learning Path

Screen learners’ profile (e.g., expectations, motives) and propose type of entry quest

Quest 1a Competitive
Quest 1b Collaborative
Quest 1c Easy
Quest 1d Difficult

Quest 2a Text-based
Quest 2b Project-based
Quest 2c Lab-based
Quest 2d Forum-based

Quest 3a
Quest 3b
Quest 3c
Quest 3d

LEADERBOARD
- Within the group
- Overall ranking
- Related to specific quest
You Know something
jon snow
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