OpenQuest

Designing a Motivational Framework for MOOCs Instruction

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Warning: This presentation is full of #got spoilers!
Winter is coming

#got
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

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
- Persuasive 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

LEADERBOARD
- Within the group
- Overall ranking
- Related to specific 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

LEVEL 1
LEVEL 2
LEVEL 3
You Know something jon snow