

# OpenQuest

*Designing a Motivational Framework  
for MOOCs Instruction*



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**Warning: This presentation  
is full of #got spoilers!**

*#got*

Winter is coming



*In Higher Education...*

MOOCs  
are  
coming





Winter is here

*In Higher Education...*

MOOCs  
are here





We are *all* white walkers

# Aim

The background of the slide is a dark, atmospheric image of the Iron Throne from the television series Game of Thrones. The throne is constructed from numerous swords and spears, with their blades and shafts forming a complex, spiky structure. The lighting is dramatic, highlighting the metallic textures and the sharp points of the weapons against a dark, smoky or misty background.

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.



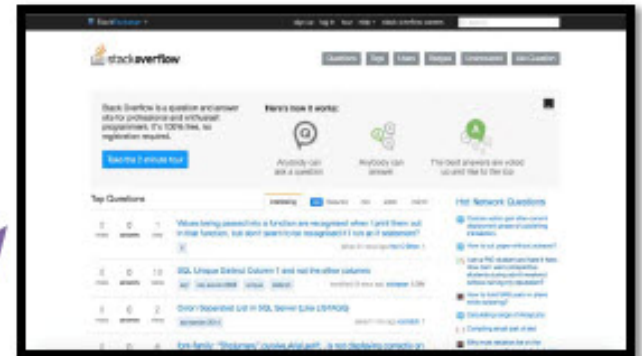
# Developing OpenQuest Framework



Quest-based initiatives



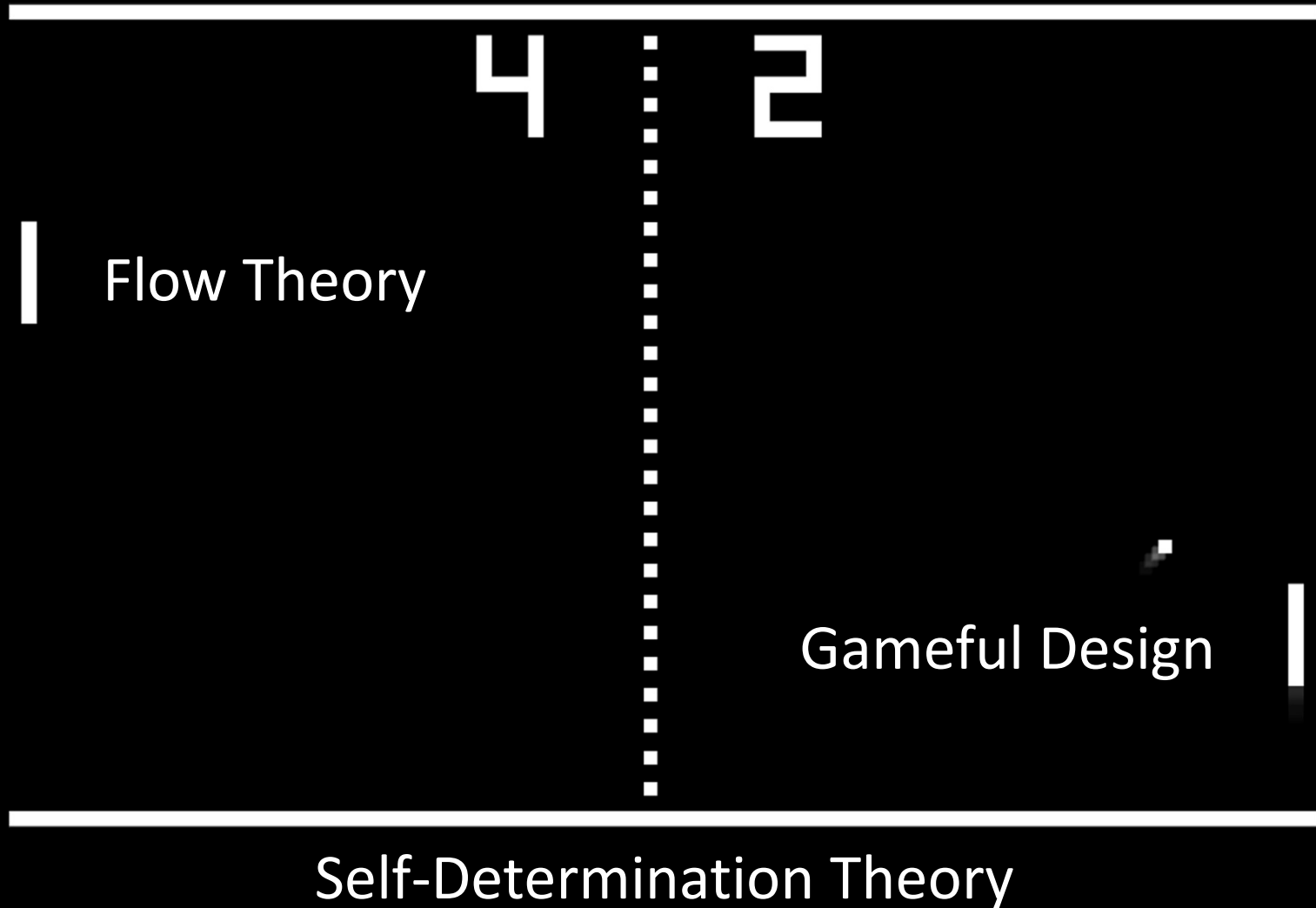
Open Quest Framework



MMORPGs

Gamified web platforms

# OpenQuest Underpinnings

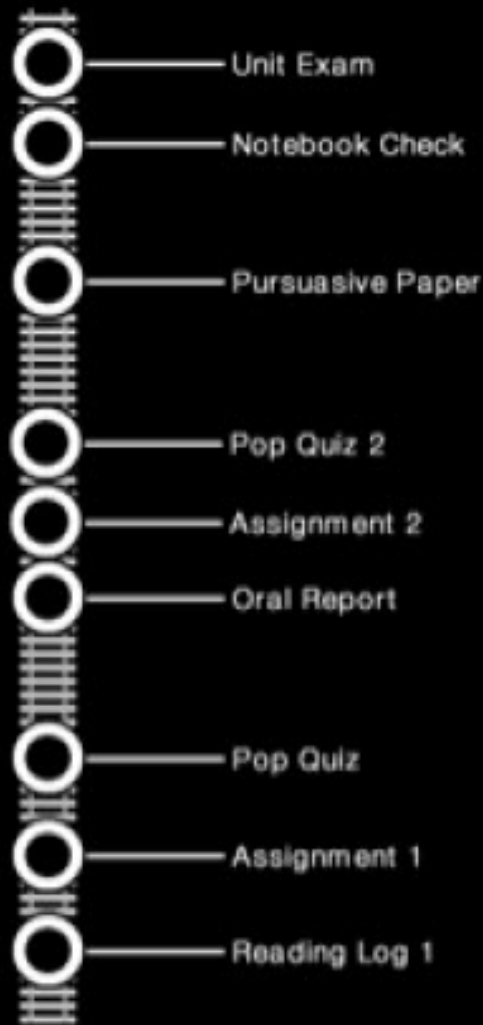


# OpenQuest Framework 1/3: Quests

## 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**

# OpenQuest Framework 2/3



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

# OpenQuest Framework 3/3

## 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



A photograph of Jon Snow from the TV series Game of Thrones. He is lying on a snowy surface, wearing his dark, heavy leather armor. He has a serious expression and a small wound on his forehead. The background is a vast, snowy landscape under a blue sky. The text "You Know *something* jon snow" is overlaid in white, with "something" in italics.

You Know *something*  
jon snow





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