

Motivation + Mobile Learning

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30 million players. 5 million hours.
Everyday. Why?



"Gamers spend 80 percent of the time failing
when they play their favorite game."

–Jane McGonigal

Motivation...

...“concerns energy, direction, and persistence” (Ryan & Deci, 2000)

...is “the process whereby goal-directed activity is instigated and sustained” (Pintrich & Schunk, 2002)





Self-Determination Theory

Autonomy

Competence

Relatedness





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Autonomy:

In control of their environment

Autonomy:

Learner-paced and Tactile Features

Autonomy: Design Challenge

Vocabulary for 2-to-4-year-olds:

Stretch

Bounce

Sparkle

Autonomy: Noodle Words

App Example

Competence:

Capable of understanding the presented
material

Competence:

Rapid Feedback and Adaptive Instruction

Competence: Star Walk

App Example

Relatedness:
Socially connected

Relatedness:

Audience and Collaborative Learning

Relatedness: Toontastic

App Example

Research Agenda

Motivation + Mobile Learning

Bringing the computer to the context

- Is bringing the computer to the real world more motivational than bringing real-world context to the computer?
- Is the provision of free choice worth giving up some of the cognitive advantages of structured sequences to scaffold learning?

Engaging in simultaneous in-person interactions and technology use

- Do in-person and virtual interactions address the motivational need for relatedness differently?
- What kinds of conversations do learners carry out in virtual vs. in-person environments?

Leveraging tactile features of mobile handhelds

- Does digitally manipulating objects on a touchscreen offer the same motivational and cognitive benefits as physical manipulation?
- What do digital manipulations on handhelds add to motivation and learning, above and beyond physical manipulations?

Questions? 😊

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Motivation and mobile learning: A research agenda. In G. Trentin & M.
Repetto (Eds.), *Using network and mobile technology to bridge formal and
informal learning*. Oxford, UK: Chandos Publishing.

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