

## Using Technology to Enhance Learner Motivation

In today's classroom, technology has the potential to be a distractor for students. However, there are ways that you as an instructor can use technology to increase learner motivation using various tools, media, and strategies. The following chart lists several technologies and they can each be used to increase motivation.

### *Illustrating Subject Relevance*

Technology	How It Can Increase Motivation
YouTube (youtube.com)	
Google Earth ( <a href="http://www.google.com/earth/">http://www.google.com/earth/</a> )	
Content Curation (Pinterest.com, thehubedu.com, Padlet.com)	

### *Facilitating Collaboration*

Technology	How It Can Increase Motivation
File Sharing (Google Drive) ( <a href="https://drive.google.com/">https://drive.google.com/</a> )	
Content Curation (Pinterest.com, thehubedu.com, Padlet.com)	
Canvas Tools (Discussion Boards, Groups)	

*Contributing to Mastery Learning*

Technology	How It Can Increase Motivation
Clickers, Polling, and Survey Tools	
Simulation Games	
Badges (Mozilla Open Badges: <a href="http://openbadges.org">openbadges.org</a> )	

*Turning Distractors into Learning Opportunities*

Technology	How It Can Increase Motivation
Student devices (laptops, smartphones, tablets)	

## SECTIONS Technology Decision-Making Model

**Students** – What are the demographics of the students in your course? Do they work? Do they live on or near campus? What is their preferred learning style? Are they motivated learners?

**Ease of use; portability** – There's nothing more frustrating than technology that doesn't work like it's supposed to, so whatever technologies you choose, they must be easy to use, easy to maintain and reliable.

**Costs** – The costs involved could be fixed or variable, and go beyond the actual cost of the product to include instructor time, instructional support, media production, and maintenance.

**Teaching** – What is your teaching style? Some technologies lend themselves more to didactic or direct teaching; others to student participation. What are the intended learning outcomes? How will students be assessed?

**Interaction** – What technologies will engage and motivate your students? What technologies will enhance interaction between you and your students, between students, and between the students and the course material?

**Organization** – Does the institution support the use of learning technologies? Can you and your students get help if you need it? If you try to do something different will you be rewarded or punished?

**Novelty** – New technologies are a double-edged sword. Because they are new, they might attract positive attention and support. However, new technologies also carry more risk because they're largely untested, and may never reach broad adoption or maturation.

**Speed and Security** – Security and privacy issues are becoming increasingly important. Is the technology secure or can it be 'hacked'? Is student information protected? Is the data stored on a secure server and is it backed up in case of an emergency?

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Taken from the article "Determining the Best Technology for Your Students, Your Course, and You" by Mary Bart. SECTIONS model adapted from Bates, A.W., and Poole, G. (2003). Effective teaching with technology in higher education: Foundations for success. San Francisco: Jossey-Bass Publishers. 79 - 80.

## Resources

### Background

"College Students and Technology"

<http://www.pewinternet.org/2011/07/19/college-students-and-technology/>

"Here We Are Now, Entertain Us – Student Motivation and Technology"

<http://www.facultyfocus.com/articles/teaching-with-technology-articles/here-we-are-now-entertain-us-student-motivation-and-technology/>

### Illustrating Subject Relevance

Google Earth for Education

<http://maps.google.com/help/maps/education/learn/index.html>

"Using Podcasts to Address Concepts Students Find Difficult"

<http://www.facultyfocus.com/articles/teaching-with-technology-articles/using-podcasts-to-address-concepts-students-find-difficult/>

"Using the E-Portfolio to Validate Student Learning"

<http://www.facultyfocus.com/articles/instructional-design/using-the-e-portfolio-to-validate-student-learning/>

### Facilitating Collaboration

Free Tools for Interactive Collaboration Experiences in the Classroom

<http://www.emergingedtech.com/2014/05/20-excellent-free-tools-for-interactive-collaboration-experiences-in-the-classroom/>

### Employing Mastery Learning

"Show the Learner Visible Signs of their Learning"

<http://www.facultyfocus.com/articles/instructional-design/gamification-shows-learner-visible-signs-learning/>

"Using Badges in the Classroom to Motivate Learning"

<http://www.facultyfocus.com/articles/teaching-with-technology-articles/using-badges-classroom-motivate-learning/>

Web-Based Polling and Survey Tools

[http://www.fretech4teachers.com/2012/02/11-web-based-polling-and-survey-tools.html#.U166y\\_lXh4](http://www.fretech4teachers.com/2012/02/11-web-based-polling-and-survey-tools.html#.U166y_lXh4)