Learning motivation and attention

Competency

Learning motivation and attention

Competency description

I can apply theories of learning motivation and attention when selecting and compiling media learning content.

Level

Advanced competencies

Taxonomy level

2. Apply

Column/number in the document

A/67

Explanatory notes

This competence describes the ability to take aspects such as motivation and attention of students into account when developing learning materials in order to promote their learning success.

Rationale

The students' motivation and attention are crucial factors for learning success. These must be maintained.

Example

A gamification approach is integrated into e-learning to motivate students to work on further tasks.

Sources

Decy & Ryan, 1993; Keller & Kopp, 1987

Teaching material

Link to other competencies

Tagging

Learning motivation, attention, motivation theories, attention theories, media-supported learning content, e-learning, learning materials, learning psychology.

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