HOW CAN WE ENCOURAGE SELF-REGULATED LEARNING IN TEENAGERS?

MIND MAP

SELF REGULATED LEARNING

NEED INCENTIVES

- GAME?
- COMPETITION?

TEENAGERS

LACK OF SELF-REGULATION

LOTS OF DISTRACTION
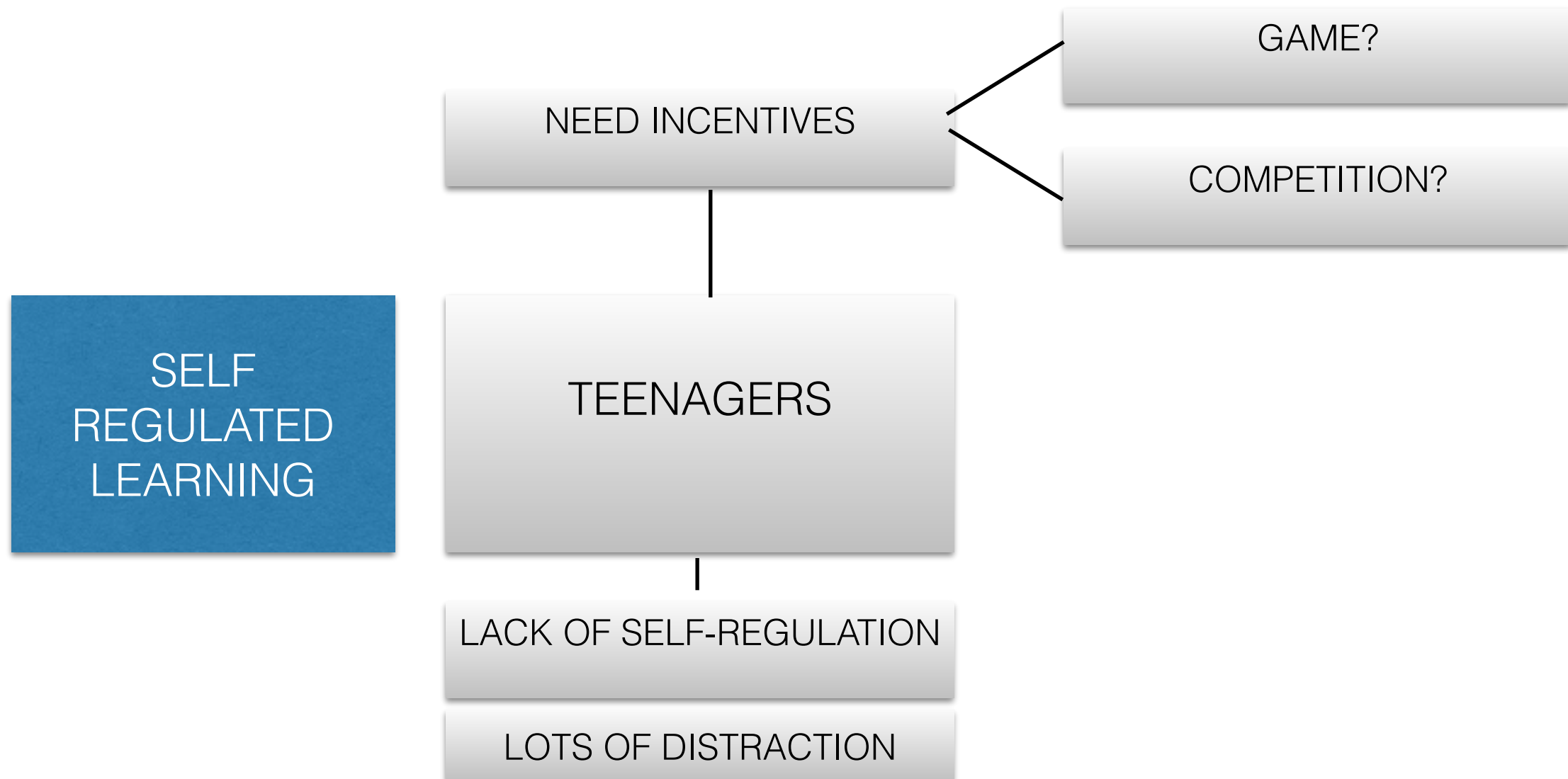
Turn gamer into learner :

Using gaming and competitive environments to help some students to be more self-regulated learner

Why :

One of the barriers that turn some students away from self-learning courses is their lack of self-regulation. To solve this problem, we need an incentive that could help them to focus on the course they are studying

ACADEMIC ARTICLES / JOURNALS

- Ainley, Mary, and Lyn Patrick. "Measuring Self-Regulated Learning Processes Through Tracking Patterns Of Student Interaction With Achievement Activities." Educational Psychology Review 18.3 (2006): 267-286. Professional Development Collection. Web. 16 Sept. 2015.

  To study self-regulated learning processes in young adolescent students

- Tang, Min1, and Heinz1 Neber. "Motivation And Self-Regulated Science Learning In High-Achieving Students: Differences Related To Nation, Gender, And Grade-Level." High Ability Studies 19.2 (2008): 103-116. Education Source. Web. 16 Sept. 2015.

  To study some differences related to nation, gender, and grade-level that can effect motivation and self-regulation

- Cho M, Heron M. Self-regulated learning: the role of motivation, emotion, and use of learning strategies in students' learning experiences in a self-paced online mathematics course. Distance Education [serial online]. May 2015;36(1):80-99. Available from: Professional Development Collection, Ipswich, MA. Accessed September 16, 2015.

  To confirm my idea about the effect of motivation and self-regulation in online course.

- Kuo Y, Walker A, Schroder K, Belland B. Interaction, Internet self-efficacy, and self-regulated learning as predictors of student satisfaction in online education courses. The Internet And Higher Education [serial online]. January 1, 2014;20:35-50. Available from: ScienceDirect, Ipswich, MA. Accessed September 16, 2015.

  To study the factor that creates student satisfaction which is important in the evaluation of distance education courses.

- Kim, Hye Jeong, and Hwan Young Jang. "Factors Influencing Students' Beliefs About The Future In The Context Of Tablet-Based Interactive Classrooms." Computers & Education (2015): ScienceDirect. Web. 16 Sept. 2015.

  This will be my case study of using table-based interactive classrooms which could be the method I use to solve the problem