Motivational Pathway Task

*Hello Wei,*

*Here is what I believe to be my last task for inclusion in MVP.*

*The general idea is that that user will drag and drop symbols onto a pathway that represents the motivational components they think will best help them achieve career success over a period of time.*

***The task will incorporate a subthreshold item. As this task comes up, we will present a subthreshold stimulus of the number “3” (Galen suggested we might wish to use three lines or we could do Roman numeral three.***

*The page setup will include 16 symbols encased in honeycomb shaped cells on one side or edge of the page. Half of the symbols (Intrinsic factors) will have a light yellow background and half of them (Incentives) will have a light green background. There will also be a key so the user knows what each symbol represents. Here is the key and the symbols:*

*8 Intrinsic Factors (light yellow)*

Desire for Affirmation Red “OK” in wax

Drive to be a Leader Red in front of black figure

Quest for Learning Question mark

Interaction with Others People pyramid

Being Active and Energetic Light bulb

Keeping Things Organized File folders

Maintaining Peacefulness Yin-Yang

Responding to Needs in the World Hand with world

*8 Incentives (light green)*

Money Green money symbol

Recognition Trophy

Benefits 401K button

Advancement / Promotion Ladder

Organizational Support 3 Interacting figures

Credit for Work Copyright, trademark etc symbols

Time Off No hands clock

Training/ Education Diploma

In the center of the page there will be blank honeycomb cells that form a pathway roughly from bottom to top and left to right--- 16 cells total.

The instructions are roughly as follows:

Your future is in your hands. What motivates you to succeed? In thinking about your career goals, first choose a time period:

1 year 3 years 5 years 10 years

Then choose those items that will best help you attain a sense of work success in your chosen time period. Drag and drop the symbols on the (left) onto your pathway. You may use symbols more than once.

*Data Collection Ideas*

1. *Second Pie chart Assessment*

*Once the user chooses the symbols for the pathway, the selected symbols are recorded and show up on the next page. The user can then adjust how strongly they feel about each motive.*

1. *Trash Idea*

*Another idea is to have a trash can at the bottom of the screen. The instructions could include something like, “If there are symbols that you have no connection to and do not feel motivated by at all, throw them in the trash. But, be warned, once they are thrown out, you cannot retrieve them”. This can be worded in a way that will prompt the user to discard a completely irrelevant and un-motivating factor, creating more accurate data and eliminating superfluous coding.*

1. *Order of Importance*

*The pathway can be labeled with numbers and the instructions could prompt the user to organize the factors by order of importance, which could then be further examined with additional assessments such as picture selection.*