



# People don't buy what you do; they buy why you do it

Start with Why: How Great Leaders Inspire Action Simon Sinek (2009)



# The WHY Behind Learning REMIX

DISCOVERY ADVENTURE EXPLORATION



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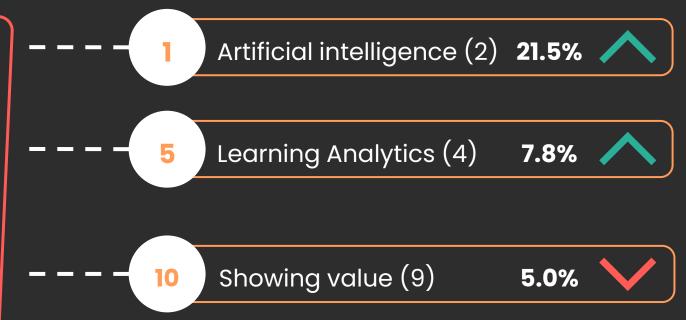


### Of the internet Intelligence now means the knowing of lots of things, not knowing about them.

Amusing Ourselves to Death: Public Discourse in the Age of Show Business Neil Postman 1985

### Global Sentiment Survey 2024

GSS 2024		A 0/
1. Artificial intelligence (2)	21.5%	1
2. Reskilling/upskilling (1)	11.0%	4
3. Skills-based talent management (3)	8.9%	4
4. Personalization/adaptive delivery (6)	8.1%	1
5. Learning analytics (4)	7.8%	1
6. Coaching/mentoring (7)	5.9%	Ψ
7. Collaborative/social learning (5)	5.8%	4
8. Micro learning (10)	5.8%	Ψ
9. Consulting more deeply with the business (8)	5.4%	4
10. Showing value (9)	5.0%	4
11. Learning experience platforms (11)	4.3%	4
12. Virtual and augmented reality (13)	3.3%	4
13. Performance support (12)	3.3%	4
14. The Metaverse (14)	1.6%	4
15. Cohort-based learning (new)	1.6%	new
16. Other (16)	0.8%	4
n = 3,270		



Learning & Development Global Sentiment Survey 2024 Donald H. Taylor (2024)

### State of Learning Technologies 2024





State of Learning Technologies 2024 report imc (2024)





Among the greatest challenges facing education is that the use of disruptive technologies is relatively unsophisticated, and when technology is used,

it is often misused.

Global trends in disruptive technological change: Social and policy implications for education John W. Moravec, María Cristina Martínez-Bravo (Nov 2023)



#### Self-actualisation

Personal growth, self-discovery, creativity, meaningful pursuit, persuing purpose





#### Esteem

Positive self-image, confidence, respect, achieving personal goals



#### Love and belonging

Love, affection, positive relationship with others



#### Safety

Protection from harm, the need for stability, predictability from environment

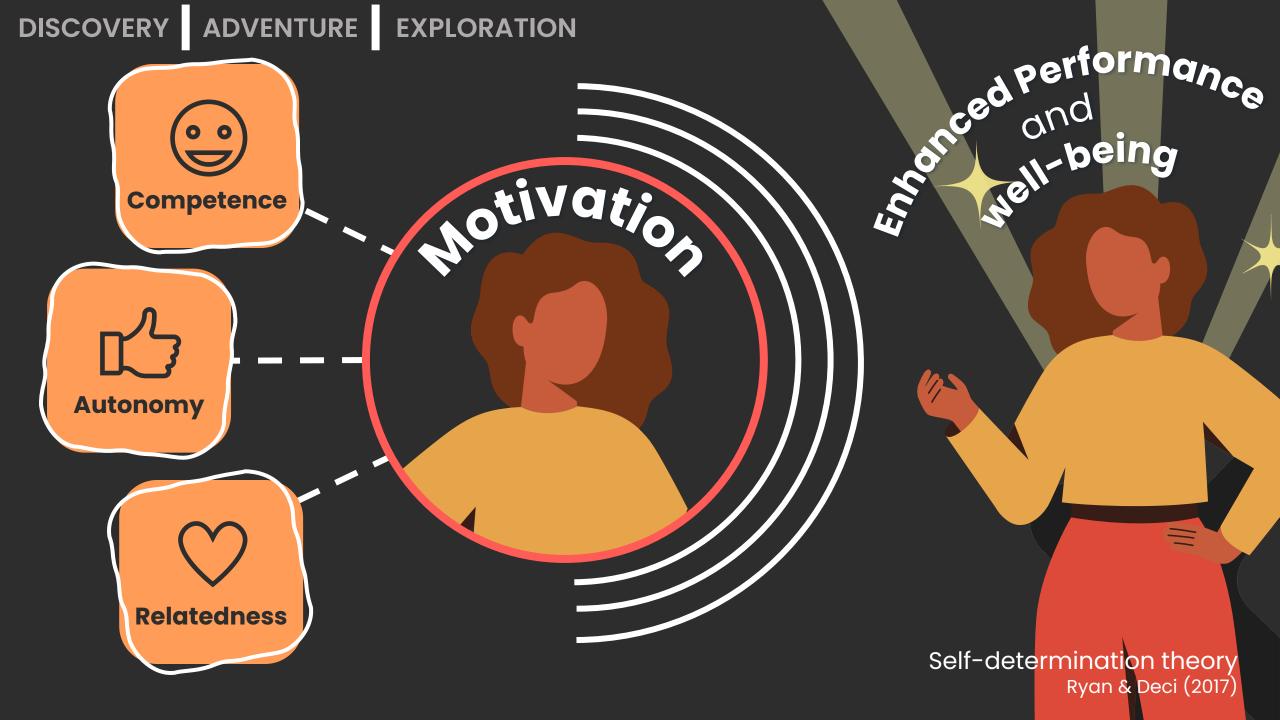


Basic

needs

#### Physiological needs

Food, water, shelter, sleep, other necessities





Autonomy, competence, and relatedness, align with the inherent motivations of adult learners who seek self-directed learning and value practical application of knowledge

Motivating and enabling adult learners to develop skills Grace McCarthy (2015)

#### Reason

#### **Focus**

Motivation

Heutagogy Self-directed learning Based on a need and desire to know and improve

Proactive social engagement based on experience and reflection

Internal factor and identifying how best to learn

**Andragogy** Adult learning

Coming from a need to know or based on a need to progress

Task or problem centric defined on progression

Coming from both an internal and external factor

Pedagogy Child learning

In order to advance and progress to the next stage

Subject centric with a prescribed sequence of learning

Usually coming from an external motivation





Learning is non-linear and can go backwards, forwards, and sideways... Learning will not be measured by those who cannot read and write, but by those who cannot learn, unlearn, and relearn.

Rethinking the Future Alvin Toffler (1998)

### The WHY before the HOW

Be a practitioner. Understand the issue and you will have a closer relationship with the learner



### Our guiding principles

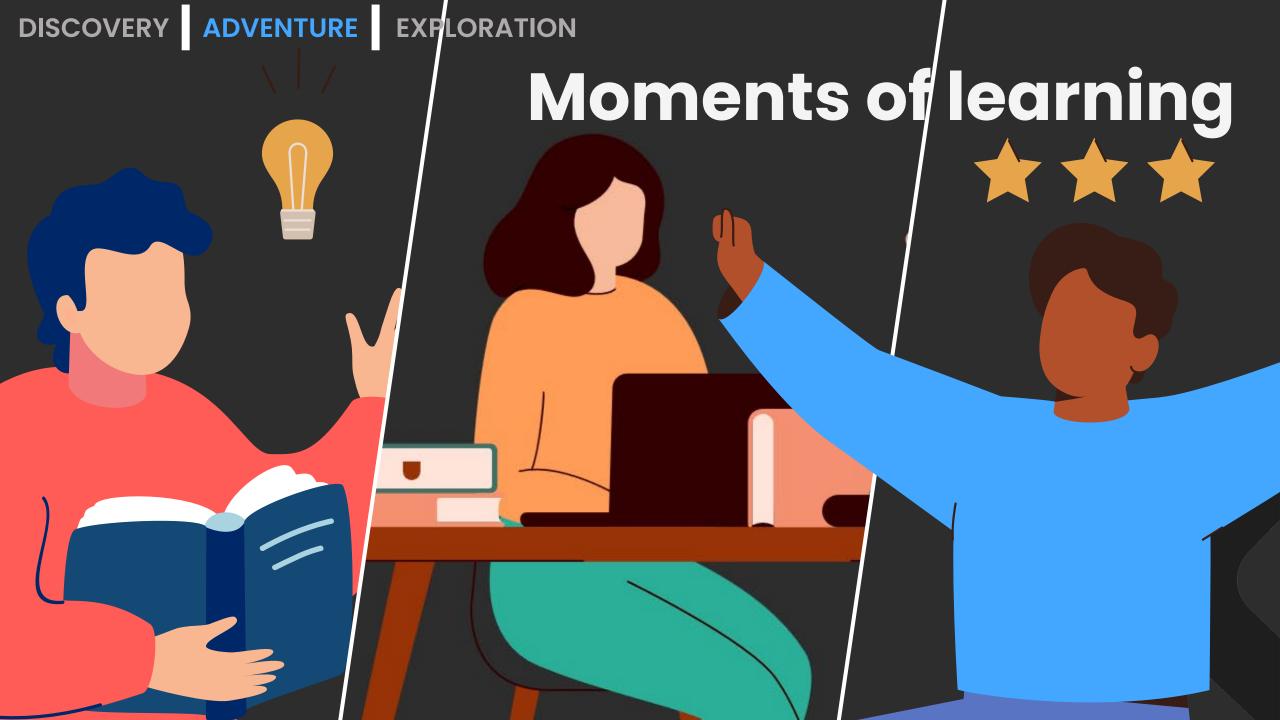
ISSUES SOLUTION Define the target

**Know your audience** 

Identify goals/barriers

Mindful of constraints

Imagine the experience



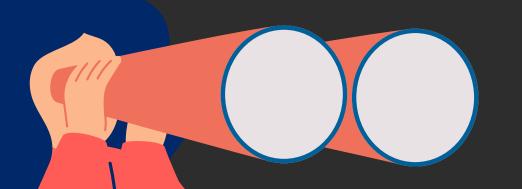




### For learning to really happen, it must fit around and align itself to

working days and working lives.

### Wander leads to wonder



Storytelling

Human-Centric learning

Campaign based learning

Micro / Nano Learning

Meaningful interaction



Spaced learning

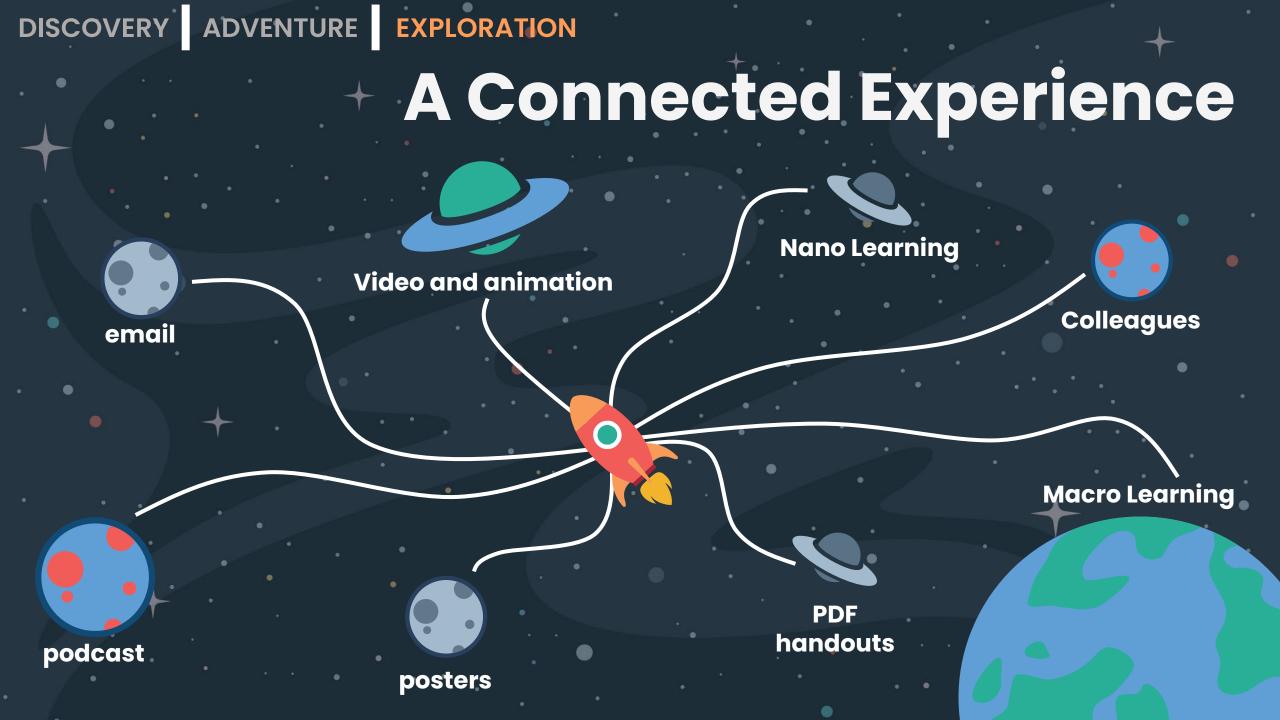
**Connected Experiences** 

**Build communities** 

**Small steps** 

Focus on the outcomes



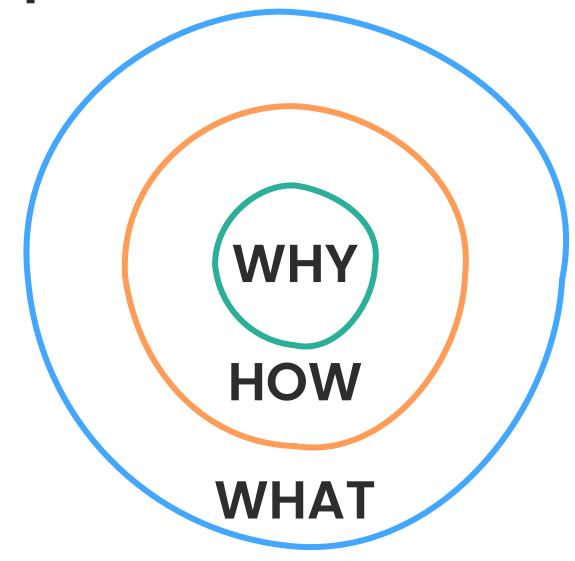






People don't buy what you do; they buy why you do it and what you do simply proves what you believe. In fact, people will do the things that prove what they believe."

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### 5 things we can do... right now!

Reflect on your journey as a learner

Question the role that disruptive technologies play in learning

Place the learner's journey front and centre

Do the **field work** 

**Encourage** discovery, adventure and exploration in learning

### ... and I for luck!

## Don't forget to ask WHY!?



# Final thoughts?

Let me know what you think, and let's continue the conversation.



**SCAN ME** 

LET'S CONNECT ON LINKEDIN I am always keen to share, learn, and discuss!

