

## Psychological need

An inherent source of motivation that generates the desire to interact with the environment so as to advance personal growth, social development, and psychological well-being.

Based on Reeve (2009, pp. 142-143)

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## **Overview**



- 1. Psychological needs
- 2. Social needs



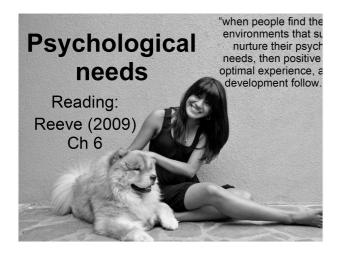
## Organismic approach to motivation

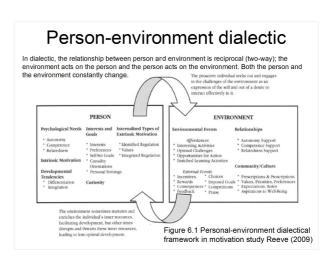
Two assumptions:

People are inherently active.

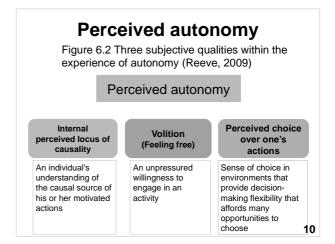
Person-environment dialectic.

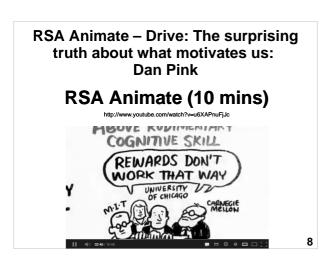
Based on Reeve (2009, p. 143)

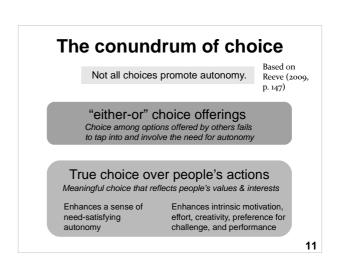












## **Autonomy**

Autonomy is the psychological need to experience self-direction and personal endorsement in the initiation and regulation of one's behaviour.

Based on Reeve (2009, p. 145)

Behaviour is autonomous (or self-determined) when our interests, preferences, and wants guide our decision-making process to engage or not to engage in a particular activity.

Promoting Motivation, Health, and Excellence:
Ed Deci

TEDx Talks (14 mins)

http://www.youtube.com/watch?v=VGrcets0E6I

# Supporting autonomy: Definitions

Autonomy support

Based on Reeve (2009, Table 6.1)

Interpersonal sentiment and behaviour to identify, nurture, and develop another's inner motivational resources

## Control

Interpersonal sentiment and behaviour to pressure another toward compliance with a prescribed way of thinking, feeling, or behaving

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# Four essential ways of supporting autonomy

Based on Reeve (2009, p. 149)

- 1. Nurture inner motivational resources
- 2. Rely on informational language
- 3. Promote explanatory rationales
- 4. Acknowledge & accept negative feedback

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# Supporting autonomy: Enabling condition

Based on Reeve (2009, Table 6.1)

## **Autonomy support**

- Takes the other person's perspective
- · Values personal growth opportunities

## Control

- Pressures the other person toward a prescribed outcome
- Targets a prescribed outcome

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# Four essential ways of supporting autonomy

Based on Reeve (2009, p. 149)

1. Nurture inner motivational resources

#### **Autonomy-supportive motivators**

- Encourage initiative of others by identifying their interests, preferences, and competences.
- Find ways to allow others to behave in ways that express these interests, preferences, and competences.



#### **Controlling motivators**

- Forgo inner motivational resources
- Rely on extrinsic motivators (e.g., incentives, directives, consequences, and deadlines).

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# Supporting autonomy: Instructional behaviours<sub>Based on</sub>

Reeve (2009, Table 6.1)

#### **Autonomy support**

- Nurtures inner motivational resources
- Relies on informational languagePromoting valuing
- Acknowledges and accepts negative affect

## **Control**

- Relies on outer sources of motivation
- Relies on pressuring language
- Neglects explanatory rationales
- Asserts power to silence negative affect and to resolve conflict

# Four essential ways of supporting autonomy

Based on Reeve (2009 pp. 150-151)

2. Rely on informational language

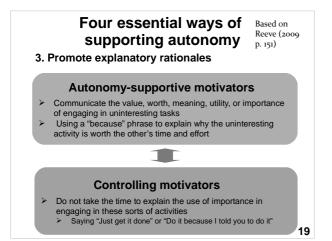
#### **Autonomy-supportive motivators**

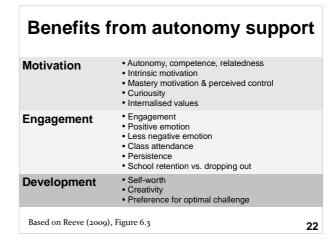
- Treat listlessness, poor performance, & inappropriate behaviour as motivational problems to be solved
- Address the motivational problem with flexible & informational language
  - Diagnose the cause of the motivational problems
  - Provide feedback to identify points of improvement & progress

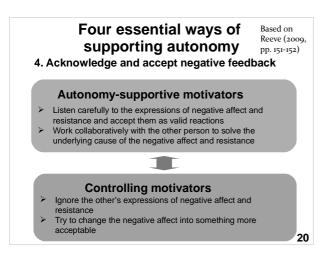


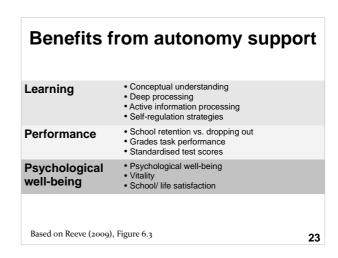
#### **Controlling motivators**

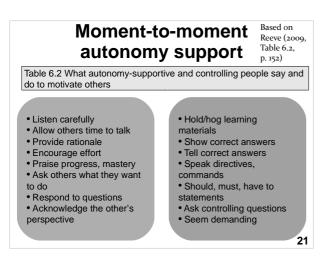
➤ Use a pressuring, rigid, and "no nonsense" communication

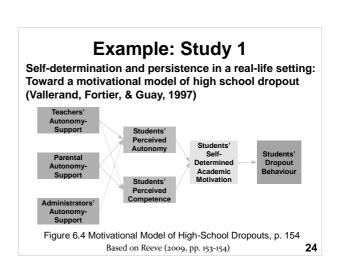












Based on Reeve (2009, p. 154)

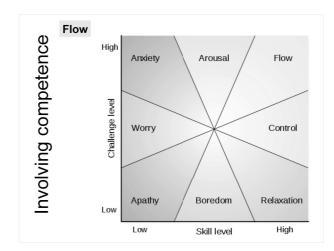
Example: Study 2

Setting limits on children's behaviour:

Three differential effects of controlling vs. informational styles on intrinsic motivation and creativity (Koestner et al., 1984)

Table 6.3 Children's Motivational Benefits from Autonomy-Supportive (Rather Than Controlling) Rules

Dependent	Rules Communicated		Rules Communicated in a Autonomy-Supportive Way	
Measure		in a Controlling Way		
Enjoyment	M	4.87	5.57	
	(SD)	(0.99)	(0.65)	
Free Choice Behavior	M	107.7	257.1	
	(SD)	(166.0)	(212.6)	
Creativity	М	4.80	5.34	
	(SD)	(1.16)	(1.17)	
Technical Goodness	M	4.88	5.90	
	(SD)	(0.87)	(1.28)	
Quality	M	4.84	5.62	
	(SD)	(0.68)	(1.06)	



# Competence

A psychological need to be effective in interactions with the environment.

Based on Reeve (2009, pp. 154-155)

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#### Supporting competence Based on Reeve (2009, pp. 159-161) Positive Feedback

- Four sources Task itself
- · Comparisons of one's current performance with:
  - one's own past performance
  - the performance of others
- · Evaluations of others

#### Pleasure of optimal challenge and positive feedback

- Harter's anagram study (1974, 1978b)
- Children experience the greatest pleasure following success in the context of moderate challenge

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## Involving competence

Key environmental conditions

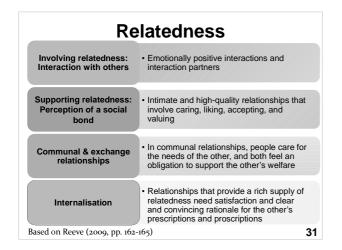
Based on Reeve (2009, pp. 155-159)

- 1. Optimal challenge and flow
- Flow: a state of concentration that involves a holistic absorption in an activity
- 2. Interdependency between challenge and feedback
- Setting the stage for challenge
   Performance feedback
- 3. Structure
- Information about the pathways to desired outcomes
- · Support and guidance for pursing these pathways
- 4. Failure tolerance
- Considerable error making is essential for optimising learning.
- Failure produces opportunities for learning.

## Relatedness

A psychological need to establish close emotional bonds and attachments with other people. The desire to be emotionally connected to and interpersonally involved in warm relationships.

Based on Reeve (2009, p. 161)





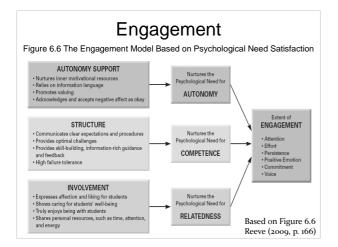
## Putting it all together: Social contexts that support psychological needs

Table 6.4 Environmental Factors that Involve and Satisfy the Psychological Needs

Psychological Need	Environmental Condition that Involves the Need	Environmental Condition that Satisfies the Need
Autonomy	Opportunities for self-direction	Autonomy support
Competence	Optimal challenge	Positive feedback
Relatedness	Social interaction	Communal relationships
Based on Reeve	(2009, pp. 165-167)	3

Based on Reeve (2009, pp. 165-167)





## **Quasi-needs Definition:** Ephemeral, situationallyinduced wants that create tense energy to engage in behasviour capable of reducing the built-up tension. **Examples:** • needing money at the store • a Band-Aid after a cut · an umbrella in the rain Based on Reeve (2009, pp. 173) 36

## Social needs

**Definition:** An acquired psychological process that grows out of one's socialisation history that activates emotional responses to a particular needrelevant incentive.

## **Examples:**

- Achievement
- Affiliation
- Intimacy
- Power

Based on Reeve (2000. p. 173)

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Based on

## Origins of the need for achievement

#### Socialisation influences

•Parents' independence training, high performance aspirations, realistic standards of excellence, positive valuing of achievement-related pursuits, etc

#### **Cognitive influences**

- Perceptions of high ability
- Mastery orientation
- High expectations for success
- Strong valuing of achievement
- •Optimistic attributional style

Based on Reeve (2009. pp. 176-178)

## **Developmental influences**

· Achievement-related beliefs, values, and emotions all show predictable developmental patterns.

## Primary need-activating incentive

Incentive that activates each social need's emotional and behaviour potential

Social need		Incentive that activates each need
Achievement		Doing something well to show personal competence
Affiliation		Opportunity to please others and gain their approval
Intimacy		Warm, secure relationship
Power	Based on Reeve (2009, Table 7.2, p. 17	Having impact on others <sub>5</sub> )

### Atkinson's model Tendency to Achieve **Tendency to Approach** Success (Ts)

Ta = $(Ms \times Ps \times Is)$ 

(Ta)

Reeve (2009,

pp. 178-180)

- Ms: Motive to Success • Ps : Perceived
- Probability of Success •Is: Incentive Value of Success Based on
- Failure (Taf)
- $(Maf \times Pf \times If)$
- Maf: Motive to Avoid Failure
- Pf: Perceived Probability of Failure (1- Ps)
- •If: Negative Incentive value for Failure (1- Is)

**Achievement** 

Reeve (2000. pp. 175-176) **Need for achievement** 

• Desire to do well relative to a standard of excellence

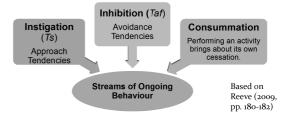
## Standard of excellence

 Any change to a person's sense of competence that ends with an objective outcome of success vs. failure, win vs. lose, or right vs. wrong.

### High- vs. low-need achiever

- Approach-oriented vs. avoidance-oriented emotions
- Differences in Choice, Latency, Effort, Persistence, and Willingness to take personal responsibility for successes and failures

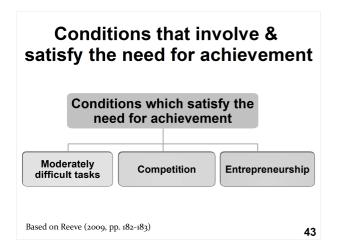
## **Dynamics-of-action model**



#### Figure 7.1 Streams of Behaviour for People High and Low in Ms and Maf

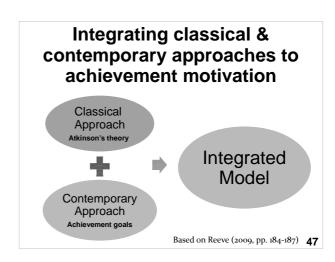
- Latency to begin an achievement depends on motive strength. (Ms vs. Maf) Persistence on an achievement task depends on motive strength. (Ms vs. Maf)
- 3. Switching to a non-achievement task occurs with rising consumption.

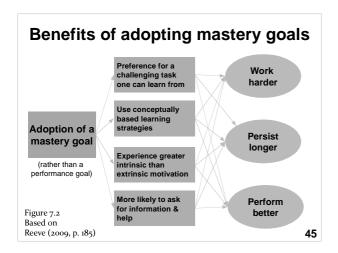
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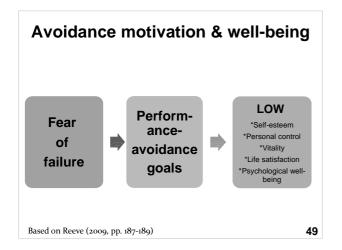


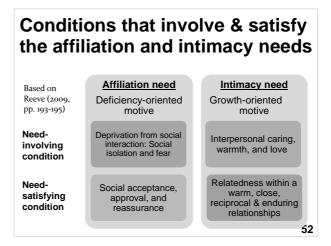


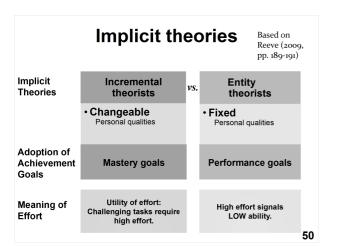


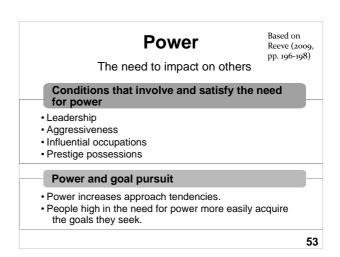




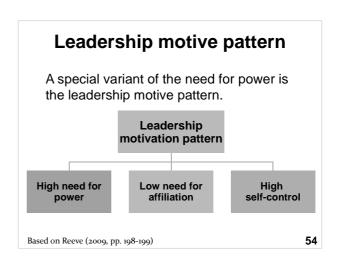








#### **Affiliation and intimacy** Profile of high intimacy motivation THOUGHTS Of friends, of relationships STORY THEMES Relationships produce positive affect, reciprocal dialogue, expressions of relationship con of interpersonal harmony nitment and union, and expressions INTERACTION Self-disclosure, Intense listening habits, Many conversations AUTOBIOGRAPHY Themes of love and dialogue are mentioned as personally significant life experiences PEER RATING Individual rated as warm, loving, sincere, nondominant. MEMORY Enhanced recall with stories involving themes of interpersonal Based on Reeve (2009, Table 7.7, p. 192)



## **Next lecture**

■ Intrinsic-extrinsic motivation and Goal-setting (Ch 5 & Ch 8)

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## References

■ Reeve, J. (2009). *Understanding motivation and emotion* (5th ed.). Hoboken, NJ: Wiley.

Note: Image credits are in the slide notes

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