



## **Designing a WebQuest 2.0 to Create an Engaging Online Learning Experience**

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### **Abstract**

WebQuests were launched in 1995 by B. Dodge as an inquiry-oriented activity in which some or all of the information that learners interact with stems from resources on the Internet. However, along with the evolution of the Web (Web 2.0), WebQuests' initial features have also evolved offering more opportunities for highly interactive learning structures and enabling students to collaborate online easily. This paper presents how a WebQuest can be delivered through a dynamic media-rich Web 2.0 environment, incorporating Keller's Model of Motivational Design (ARCS Model: Attention, Relevance, Confidence, Satisfaction), so as to create an engaging online learning experience. In particular, the paper demonstrates the construction of a BlogQuest, where the blog software WordPress is customized appropriately to support an interactive and effective WebQuest in which web resources deriving from other Web 2.0 apps (Youtube, Slideshare, Google Forms e.t.c) are embedded, a chat module allowing synchronous communication is incorporated, as well as a forum for asynchronous discussions, where students interact with their peers in groups, produce collaborative artifacts and distribute them on the Web.