Supplemental Digital Content Table 1

Faculty Perspectives on Student Engagement Survey Results

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| --- | --- | --- |
| Self-Efficacy(Cognitive)Online interactive educational program increased my students' confidence in their ability to: | Post 1 Mean (SD) | Post 2 Mean (SD) |
| Understand the material better by relating it to things they already know | 3.48 (.918) | 3.86 (1.07) |
| Figure out how the information might be useful in the real world | 3.72 (.614) | 3.71 (.951) |
| Understand how the things they learn fit together with each other | 3.6 (.707) | 4.29 (.756) |
| Think through topics and decide what they are supposed to learn from them, rather than studying the topics by just reading them | 3.52 (1.00) | 3.71 (1.11) |
| Combine different pieces of information from the material in new ways | 3.6 (.957) | 4.14 (.690) |
| **Interest & Enjoyment****(Affective)****Online Interactive Learning Resource increased my students’:** | **Post 1 Mean (SD)** | **Post 2 Mean (SD)** |
| Interest in what they are learning | 3.6 (.957) | 4.00 (.577) |
| Enjoyment for learning new things | 3.32 (1.03) | 3.86 (.690) |
| **Result of Training****(Behavioral)****As a result of using Online interactive educational program in my course:** | **Post 1 Mean (SD)** | **Post 2 Mean (SD)** |
| My students work harder | 3.2 (1.04) | 3.43 (1.13) |
| My students participate more | 3.24 (.97) | 3.71 (1.11) |
| My students more attention | 3.24 (.831) | 3.29 (.756) |
| My students mind wanders less | 2.92 (1.08) | 3.29 (.488) |
| My students are better able to review difficult material until I understand it | 3.4 (.913) | 3.71 (.488) |