

Clinical Benefits of Interactive and Audiovisual Patient Education Material

Reference Document / Abbreviated

Providing interactive and / or audiovisual patient education material is superior to that of traditional paper-based programs. Articles referenced below support this contention. The potential benefits derived from using interactive and / or audiovisual material are broken down into five categories and then assigned to each reference. These categories include the positive influence on: 1) learning curve, 2) patient compliance, 3) healing time, 4) patient satisfaction, and 5) outcomes.

Use this key to match a particular category with supporting references:

Learning Curve: (1) (2) (3) (4) (6) (7) (8) (9) (10) (11) (12) (13) (15) (16) (17) (18) (19) (21) (22) (25) (27)

Patient Compliance: (4) (5) (9) (15) (16) (18) (20) (21) (22) (23) (24) (25) (26)

Healing Time: (1) (2) (3) (5) (7) (8) (9) (10) (11) (12) (21) (24) (19) (22) (25) (27)

Patient Satisfaction: (4) (5) (7) (9) (16) (24) (20) (21) (22) (23) (24) (25) (26)

Outcomes: (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24) (25) (26) (27)

All references are in APA (American Psychological Association) format and present as follows:

Author(s) last name, First name initial. Middle name initial. (Year). Title of article.
Name of Journal Article, Volume (#), pages..

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Supports the positive influence of interactive and / or audiovisual material on: learning curve, healing time, and outcomes.

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Supports the positive influence of interactive and / or audiovisual material on: outcomes.

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