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:


**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)


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.*


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:** learning curve, patient compliance, healing time, patient satisfaction, and outcomes.


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**Supports the positive influence of interactive and / or audiovisual material on:** learning curve, patient compliance, & improved outcomes.

Supports the positive influence of interactive and / or audiovisual material on: learning curve, patient compliance, patient satisfaction, and outcomes.


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


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


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