

The Effect of Short Supplementary Instructional Videos on Online Asynchronous Higher Education Students' Course Engagement and Satisfaction.

By Yana Rulinsky

The Effect of Short Supplementary Instructional Videos on Online Asynchronous Higher Education Students' Course Engagement and Satisfaction.

By Yana Rulinsky

Context

SOTL Inquiry Focus: Impact of instructional videos on students' engagement and satisfaction with an online, asynchronous course.

Participants: 7 graduate students and 1 business professional.

Two Courses:

- A text-only online course (Control)
- A text + instructional videos online course (Treatment)

Figure 1. Text-Only Sample Course Module

The screenshot displays a course module interface. On the left is a sidebar with a header image and the text 'Basics for Graduate Students' and '0% COMPLETE'. Below this is a list of course items: '1. Course Introduction', '2. Networking Basics and Vocabulary', 'Quiz - Module 2 (5 mins.)', '3. Your Networking Message', 'Quiz - Module 3 (5 mins.)', '4. Networking Strategies and Settings', 'Quiz - Module 4 (5 mins.)', '5. Networking Dos and Don'ts, Etiquette, and Boundaries', 'Quiz - Module 5 (5 mins.)', and 'FINAL EXAM and TWO SURVEYS (15 mins.)'. Each item has a circular progress indicator. The main content area is titled 'Section 2 of 10' and '2. Networking Basics and Vocabulary' by 'Yana Rulinsky'. It contains two sections: 'What Is Professional Networking?' and 'Why Is Networking Important?'. The first section defines networking and lists common goals. The second section explains why networking is important and lists three primary benefits.

Basics for Graduate Students
0% COMPLETE

- 1. Course Introduction
- 2. Networking Basics and Vocabulary
- Quiz - Module 2 (5 mins.)
- 3. Your Networking Message
- Quiz - Module 3 (5 mins.)
- 4. Networking Strategies and Settings
- Quiz - Module 4 (5 mins.)
- 5. Networking Dos and Don'ts, Etiquette, and Boundaries
- Quiz - Module 5 (5 mins.)
- FINAL EXAM and TWO SURVEYS (15 mins.)

Section 2 of 10

2. Networking Basics and Vocabulary

YR Yana Rulinsky

What Is Professional Networking?

Networking is the practice of intentionally building professional relationships with people you can learn from or may work with in the future. For graduate students the most common networking goals are: (1) learning about career paths, (2) finding collaborators for research or projects, and (3) finding referrals for internships or jobs.

Why Is Networking Important?

Because networking requires consistent work, it might not be at the top of your to-do list. You might be thinking: “I can get by on my own,” “I don’t need help,” or “My calendar is already packed.” But networking isn’t something you should push aside.

For graduate students networking yields three primary, measurable benefits: (1) intelligence — learning about roles, industry norms, and career paths; (2) access —

Note. This figure illustrates sample module contents of a text-only course.

Basics for Graduate Students V3

0% COMPLETE

1. Course Introduction

2. Networking Basics and Vocabulary

Quiz - Module 2 (5 mins.)

3. Your Networking Message

Quiz - Module 3 (5 mins.)

4. Networking Strategies and Settings

Quiz - Module 4 (5 mins.)

5. Networking Dos and Don'ts, Etiquette, and Boundaries

Quiz - Module 5 (5 mins.)

FINAL EXAM and TWO SURVEYS (15 mins.)

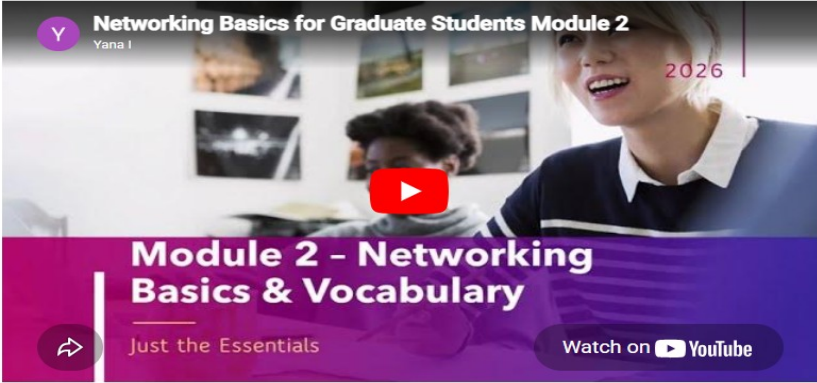
Short Instructional Video

Y

Networking Basics for Graduate Students Module 2

Yana I

2026



What Is Professional Networking?

Networking is the practice of intentionally building professional relationships with people you can learn from or may work with in the future. For graduate students the most

Note. This figure illustrates sample module contents of a text + video course.

Figure 3. Sample Instructional Video Content

Core Vocabulary Terms

Elevator pitch – 20–30
second introduction

Informational interview –
short career conversation

Referral – connection to
career opportunity

Follow-up – brief thanks
+ next step

Note. This figure illustrates sample content of an instructional video. Adapted from OpenAI. (2026). *ChatGPT* (March 3, GPT-5.3 version) [Large language model]. <https://chat.openai.com/chat>

Figure 4. Sample Instructional Video Embedded Question

Networking Basics for Graduate Students Module

Yana I

Reflection
Question:

Pause and think: Which one of the three benefits – intelligence, access, or credibility – would matter most to you right now? Take 20 seconds and write a one-sentence reason.

Note. This figure illustrates sample embedded question in an instructional video. Adapted from OpenAI. (2026). *ChatGPT* (March 3, GPT-5.3 version) [Large language model]. <https://chat.openai.com/chat>

Problem

SOTL Inquiry Purpose:

- Understand impact of instructional video on students' course **satisfaction** and **engagement**.
- Inform Instructional Design (ID) decisions and contribute to the ID field.

SOTL Questions

Two SOTL Inquiry Questions:

1. In an asynchronous online higher education graduate course, how does adding short supplementary instructional videos to a course containing text-only instructional materials affect students' engagement in the course?
2. In an asynchronous online higher education graduate course, how does adding short supplementary instructional videos to a course containing text-only instructional materials affect students' satisfaction with the course?

Procedure

Participant-Related Procedure Steps:

- Participant Completes Consent Form
- Participant Assigned to Group (Control or Treatment)
- Participant Completes Course, Assessments, and Two Surveys
- Participant Completes Optional Zoom Interview or Questionnaire

Data Collection

Quantitative Data:

- Behavioral Engagement Data - Quiz Scores, Quiz Time, Final Exam Score
- Adapted OSE Engagement Survey
- Adapted eLSS Satisfaction Survey

Qualitative Data:

- Field Notes
- Semi-Structured Interview or Questionnaire

Data Analysis

Quantitative - Inferential Statistics:

- Cronbach's Alpha (OSE=0.85, eLSS=0.81)
- Mean
- Standard Deviation
- Welch's t-test and p value
- Cohen's d value

Qualitative - Thematic Analysis:

- Transcription
- Keyword selection
- Coding
- Theme Development

Findings (part 1)

Quantitative Data:

- Higher satisfaction in video (Treatment) group
- Possible higher engagement in video (Treatment) group
- Lower quiz scores for video (Treatment) group
- Final exam scores are nearly identical (Treatment & Control groups)

Findings (part 2)

Interview / Questionnaire:

- Videos are helpful learning aids.
- Multimodal content reinforces learning.
- Multimedia absence results in lower satisfaction and engagement.

Field Notes:

- Multimedia is expected in an online course.
- Presence of multimedia in online course signals quality.
- Studies with human participants present many challenges.

Table 1. Summary of Results by Participant

Table 1. Summary by Participant

Participant	Group	OSE Mean	eLSS Mean	Avg Quiz %	Final Exam %	Avg Quiz Time (sec)
P1	Control	3	4	97.5	95	132
P2	Control	3.45	4.3	100	100	126
P3	Control	3.7	4.2	100	100	91
P4	Control	3.6	4.3	100	100	132
P5	Control	3.85	4.3	97.5	95	93
P6	Treatment	4.2	4.9	92.5	100	92
P7	Treatment	4.3	4.7	95	100	106
P8	Treatment	4.05	4.7	90.8	100	100

Note. This table shows summary of course performance and mean survey data for each inquiry participant.

Table 2. Group Summary Statistics

Table 2. Group Summary Statistics

Variable	Control Mean	Control SD	Treatment Mean	Treatment SD
OSE Engagement	3.52	0.55	4.19	0.53
eLSS Satisfaction	4.22	0.3	4.77	0.12
Quiz Accuracy (%)	99	2.24	92.8	4.93
Final Exam (%)	98	4.47	100	0
Quiz Time (sec)	114.8	53.3	99.3	16.9

Note. This table shows the mean and standard deviation values by participant group assignment (control vs. treatment)

Table 3. Inferential Statistics

Table 3. Inferential statistics

Outcome	Test	t	p-value	Cohen's d	Interpretation
eLSS Satisfaction	Welch t-test	-3.7	0.011	2.19	Treatment higher effect
OSE Engagement	Welch t-test	-1.73	0.151	1.25	Not significant
Quiz Accuracy	Welch t-test	4.34	0.0035	-3.09	Control higher
Final Exam	Welch t-test	-0.94	0.37	0.63	No difference
Quiz Time	Welch t-test	0.58	0.57	-0.36	No difference

Note. This table shows inferential statistics data and interpretation of statistics for each SOTL Inquiry outcome. From OpenAI. (2026). *ChatGPT* (March 3, GPT-5.3 version) [Large language model]. <https://chat.openai.com/chat>

Table 4. Quiz Performance by Participant Group

Table 4. Quiz Performance by Group

Quiz	Control Mean (%)	Treatment Mean (%)	Difference
Module 2 Quiz	100	93	Control higher
Module 3 Quiz	100	95	Control higher
Module 4 Quiz	97	90	Control higher
Module 5 Quiz	99	93	Control higher

Note. This table show quiz performance by participant group (control vs. treatment)

Table 1. Interpretation of SOTL Inquiry Outcomes

Outcome type	Result	Interpretation
Course satisfaction (eLSS)	Significantly higher in video group	Strongest statistical evidence
Engagement (OSE)	Higher mean but not significant	Suggestive but underpowered
Quiz performance	Higher in text group	Likely measurement artifact
Final exam	Essentially equal	Learning outcomes equivalent

Note. This table shows the result and interpretation of each SOTL Inquiry outcome.

Discussion

Expected Findings: Increased student satisfaction and possible increased engagement in the video (Treatment) group.

Surprising Findings: Reduced average quiz scores and lesser time spent on quizzes in the video (Treatment) group.

Unexpected Findings: Presence of multimedia is expected and signals online course quality.

My Positionality in SOTL Process

Multiple Points of Influence: design authority, data control authority, data analyst authority, reporting authority.

Possible Bias: personal regard for multimedia learning solutions.

Safeguards Against Bias: validated survey instruments, anonymized student data, neutral language used in all instruments and communication, disclosure of positionality.

Revisiting Literature

Findings Confirming Prior Research:

- Videos positively affect student satisfaction and engagement in an online course. (Choe et al., 2019) (Draus et al., 2014) (Noetel et al., 2021)
- Videos may reduce students' Cognitive Load. (Chandler & Sweller, 1991) (Mayer & Moreno, 2003)
- Videos may enhance students' understanding via Dual-channel Cognitive Processing. (Mayer & Moreno, 2003) (Mayer, 2024)

Findings NOT Confirming Prior Research:

- Videos are unlikely to hurt and usually improve student learning and performance. (Noetel et al., 2021) (Zhu et al., 2022)

Implications

For Instructional Designers:

- Videos may increase students' satisfaction and engagement in an online course.
- Videos and multimedia are expected in an online course.
- Videos signal course quality.

For Faculty and Educators:

- Videos may affect students' study behavior in a course.
- Videos may affect students' academic performance in a course.

Conclusion

Inquiry findings show that:

- Instructional videos may increase students' satisfaction and engagement in an asynchronous, online course.
- Instructional videos may affect study behavior or students' academic performance in an asynchronous, online course.

**Thank You very much
for your time and attention!**

References (part 1)

- Chandler, P., & Sweller, J. (1991). Cognitive load Theory and the format of instruction. *Cognition and Instruction*, 8(4), 293–332. https://doi.org/10.1207/s1532690xc0804_2
- Choe, R. C., Scuric, Z., Eshkol, E., Cruser, S., Arndt, A., Cox, R., Toma, S. P., Shapiro, C., Levis-Fitzgerald, M., Barnes, G., & Crosbie, R. H. (2019). Student satisfaction and learning outcomes in asynchronous online lecture videos. *CBE—Life Sciences Education*, 18(4), ar55. <https://doi.org/10.1187/cbe.18-08-0171>
- Draus, P. J., Curran, M. J., & Trempus, M. S. (2014). The Influence of Instructor-Generated Video Content on Student Satisfaction with and Engagement in Asynchronous Online Classes. In Robert Morris University, Strayer University, & DeVry University, *MERLOT Journal of Online Learning and Teaching*, 10(2) https://jolt.merlot.org/vol10no2/draus_0614.pdf
- Gurcan, F. (2024). Analyzing 40 years of educational technology trends: insights from advanced text mining and machine learning. *Multimedia Tools and Applications*. <https://doi.org/10.1007/s11042-024-20294-9>
- Hollister, B., Nair, P., Hill-Lindsay, S., & Chukoskie, L. (2022). Engagement in Online Learning: Student attitudes and behavior during COVID-19. *Frontiers in Education*, 7. <https://doi.org/10.3389/feduc.2022.851019>
- Lawson, M. A., & Lawson, H. A. (2013). New conceptual frameworks for student engagement research, policy, and practice. *Review of Educational Research*, 83(3), 432–479. <https://doi.org/10.3102/0034654313480891>
- National Center for Education Statistics. (2023). *Characteristics of Postsecondary Students*. Condition of Education. U.S. Department of Education, Institute of Education Sciences. Retrieved January 21, 2026 from <https://nces.ed.gov/programs/coe/indicator/csb>.

References (part 2)

- Noetel, M., Griffith, S., Delaney, O., Sanders, T., Parker, P., Del Pozo Cruz, B., & Lonsdale, C. (2021). Video Improves Learning in Higher Education: A Systematic review. *Review of Educational Research*, 91(2), 204–236.
<https://doi.org/10.3102/0034654321990713>
- Mayer, R. E. (2008). Applying the science of learning: Evidence-based principles for the design of multimedia instruction. *The American Psychologist*, 63(8), 760–769. <https://doi.org/10.1037/0003-066X.63.8.760>
- Mayer, R. E. (2024). The past, present, and future of the Cognitive Theory of Multimedia Learning. *Educational Psychology Review*, 36(1).
<https://doi.org/10.1007/s10648-023-09842-1>
- Mayer, R. E., Fiorella, L., & Stull, A. (2020). Five ways to increase the effectiveness of instructional video. *Educational Technology Research and Development: ETR & D*. <https://doi.org/10.1007/s11423-020-09749-6>
- Mayer, R. E., & Moreno, R. (2003). Nine ways to reduce cognitive load in multimedia learning. *Educational Psychologist*, 38(1), 43–52.
https://doi.org/10.1207/S15326985EP3801_6
- OpenAI. (2026). *ChatGPT* (March 3, GPT-5.3 version) [Large language model].
<https://chat.openai.com/chat>
- Zhu, J., Yuan, H., Zhang, Q., Huang, P., Wang, Y., Duan, S., Lei, M., Lim, E. G., & Song, P. (2022). The impact of short videos on student performance in an online-flipped college engineering course. *Humanities and Social Sciences Communications*, 9(1), 327. <https://doi.org/10.1057/s41599-022-01355-6>