Academic Engagement

Description

Productive involvement with an academic activity is at the core of academic engagement. This includes both observable and unobservable qualities of student interactions with learning activities. Engagement is multidimensional including (but not limited to):

Behavioral: involvement in academic tasks and class-based activities including effort, persistence, attention, concentration, and help-seeking.

Cognitive: self-regulating, setting learning goals, persisting on challenging tasks.

Emotional: positive emotional reactions to teachers, peers, and classroom activities, as well as valuing learning and having interest in the learning content

Why is this important?

Engagement is critical to academic success. Without engaging in an academic activity behaviorally, cognitively, or emotionally, the likelihood of employing the behaviors, strategies, and motivation necessary for learning and success decreases significantly. Higher engagement has been related to class attendance, course performance, cumulative GPA, and eventual graduation in higher education.

Implementation Examples

| In-class polling | | |
|-------------------------------------|----------|----------|
| Attendance trackers | | |
| Student focus trackers | | D |
| Content for flipped classroom | Ø | |
| Gamification or game-based learning | | |
| Adaptive learning | Ø | |
| Goal setting and reflection | Ø | |
| Formative practice assessments | Ø | |

available in







*in select courses

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Sources: Burnstein & Lederman, 2001; Cleary & Zimmerman, 2012; Harbour et al., 2015; Huang, 2018; Jackson & Trees, 2003; Pekrun & Linnenbrink-Garcia, 2012; Skinner & Belmont, 1993; Wang & Degol, 2014

Practical Applications

- ✓ Encourage attendance, as absenteeism can have detrimental effects on engagement
- Give students choice or autonomy in learning experiences
- Create learning environments that allow for more interactions with peers and instructors
- ✓ Implement typical elements of a game (e.g., points, badges, etc.) in the learning environment
- Teach and encourage self-regulated learning practices

