


1. Interactive elements in health information

	<p>Recommendation</p> <p>“Interactive elements may be used in health information.”</p> <p>Agreed: 9, Disagreed: 0, Abstentions: 1</p> <p>Quality of the evidence: moderate quality</p>
<p>Comment on the recommendation:</p> <p>The recommendation refers to the comparison of health information without and with additional interactive elements.</p> <p>This comparison showed a positive effect for health information with interactive elements in one study on the cognitive outcome <i>risk perception</i> and in two of six studies on the outcome <i>knowledge</i>.</p> <p>Positive effects for the use of interactive elements could be shown in two of three studies on the affective outcomes <i>acceptance / attractiveness</i>. The third study points to an effect in favor of interactive elements.</p>	

Summary of the findings

Characteristics of the included studies

For this comparison six studies with a total of 1,555 participants were included (3-6, 10, 11). In the studies computer-supported health information with interactive elements was tested against videos (4), printed matter (3, 6, 10) and computer-supported information without interactive elements (5, 11). The interactive elements consisted of integrated knowledge issues (4, 6), games and sound/video sequences (3), personalized risk presentations (and value clarification tools) (11), and dynamic avatars (5). Content information was provided on the consequences of alcohol misuse (4), anticoagulant therapy for atrial fibrillation (10), cancer respectively cancer screening (3, 6), prenatal tests (11) and Type 2 diabetes (5).

All of the studies were carried out in the USA and included different age groups (3-6, 10, 11). Included in one study each were adolescents aged between 12-18 years (3), pregnant women (11) and African-Americans of both sexes (6).

Results on the relevant outcomes

No clear effects could be seen for the cognitive outcomes (11) (3-5, 10). For the outcome *acceptance / attractiveness* positive effects or tendencies were shown for interactive elements.