Q1.1.

We appreciate your willingness to review an updated version of our Perceptions of Online Learning Scale (POOLS). In this review, we ask you to review two components of our survey (1) the construct definitions and (2) the items related to each construct.

- (1) For reviewing the construct definition, we would like to get your opinion on whether the construct is relevant to online learning. For this purpose, we have provided a response scale of Disagree, Agree, or Needs Revision. We welcome all comments on how to improve our definitions.
- (2) For reviewing the items under each construct, we have provided the format we plan to use when administering the instrument. We would like your opinion on whether each statement is an appropriate indicator of the defined construct. For this, we have provided a response option of Disagree or Agree to the side of the actual response scale (this will not be included in the final survey). Again, any comments on how to improve each statement is also welcome.

For each statement, we ask respondents to describe their perceptions of online learning in relation to a more traditional face-to-face learning environment. The response is meant to depend on the individual respondent's experience with both environments of learning. We fully expect that an "it depends" would be the response individuals would give if applicable. However, we want to force respondents to make a relative judgement about these two learning environments. A major part of future research with this scale is to unpack the individual differences in perceptions of online learning based on their prior experience.

We greatly appreciate your willingness to review this survey about perceptions of online learning.

Q2.1. Construct: Effective Learning

Definition: Effective learning is defined as learning in which students masterfully acquire and utilize relevant new knowledge and/or skills, as witnessed through application and assessment that occur within or outside the immediate classroom.

Does the definition align with your experience of what makes Effective Learning?

- Disagree
- Agree
- Needs Revision

Combining acquisition of knowledge and application of it includes cognitive and behavioral domains of learning. Good.

Q2.3. In your experience with traditional face-to-face (F2F) and online learning environments, when you compare F2F to online learning, you perceive that online learning...

		Item	n Response Fo	ormat		Expert Rating of Item			
	Definitely less than F2F	Somewhat less than F2F	About the same as F2F	Somewhat more than F2F	Definitely more than F2F	Disagree	Agree		
permits students to acquire content knowledge.	0	0	•	0	0	0	•		
permits students to develop conceptual understanding.	0		•	\circ	0	0	•		
is effective for learning about the topics in the curriculum.	\circ			\circ	0	0	•		
is effective for building knowledge.	\circ			\circ	0	0	•		
supports student achievement.	\circ			\bigcirc	0	0	•		
prepares students for high stakes assessments.	\circ			\bigcirc	0	0	•		
prepares students for work.	\circ			\bigcirc	0	0	•		
accomplishes the goals of the curriculum.	\circ	\circ		\circ	0	0	•		
promotes higher-ordered thinking skills such as analysis, synthesis, and evaluation.	\circ			\circ	0	0	•		
effectively assesses student performance.	\circ		0	0	\circ	0	•		
assessments provide teachers with reliable information on student progress.	0		0	0	\circ	0	•		
encourages academic integrity and adherence to intellectual property standards.	0	0	0	0	0	0	•		

Q2.4. What comments do you have about this set of items?

These seem to be good items. While I read the description of the assessment, I'm not sure what your RQs or your hypotheses are. So, it's difficult for me to know if you have the right items in the assessment. But these do seem to be relevant to online education.

Q3.1. Construct: Student Centered

Definition: Student-centered approach is characterized with high levels of student direction – student – based activities, interactions, and assessments.

This definition is a little confusing. I'm not sure define student-centered in comparison to teac					wing me off. It r	may be helpfu	ıl to
3.3. In your experience with tradition mpare F2F to online learning, you				earning env	vironments,	when you	
		Item	n Response F	ormat		Expert Ra	
	Definitely less than F2F	Somewhat less than F2F	About the same as F2F	Somewhat more than F2F	Definitely more than F2F	Disagree	
is student centered.	0	0	0	0	0	0	•
offers students choices.	0				\circ	0	
permits differentiation based on student needs.	0	0		0		0	•
supports flexible pacing for students.					\circ		•
supports learner-customized pacing. Ok, this item should be in favor of online every time. Does this present a bias?	0		0	0	0		•
aligns instruction to individual learning goals.	0			0	\circ		•
is personalized and adaptive.	0				\circ	0	
encourages individualized assessment (as compared to standardized assessment).	0			0	0	0	•
3.4. What comments do you have a	bout this set	t of items?					

Does the definition align with your experience of what makes learning Student Centered?

Disagree

Q4.1. Construct: Interactive

Agree

Definition: Interactive learning involves three facets of interaction: (a) student to instructor, (b) student to
student, and (c) student to content. These interactions contribute to effective learning singularly as well as in
combination. All three facets of interaction can be present regardless of the learning mode (online or on-the-
ground).

Does the definition	align with	your experience	of what makes	learning Interactive?

- Disagree
- Agree
- Needs Revision

Q4.2. What comments do you have about the proposed definition of Interactive?

You could add a fourth domain, which would include experiential learning, student-context. In other words, what does one's context bring to bear on the interactivity within a course?

Q4.3. In your experience with traditional face-to-face (F2F) and online learning environments, when you compare F2F to online learning, you perceive that online learning...

		Item Response Format						
	Definitely less than F2F	Somewhat less than F2F	About the same as F2F	Somewhat more than F2F	Definitely more than F2F	Disagree	Agree	
supports student-to-student interaction.	0	0	0	0	0	0	•	
permits students to collaborate on learning tasks.	\circ		\circ	\circ	\circ		•	
encourages student-to-student discussion.	\circ	\circ	\circ	\circ	\circ		•	
provides a space for students to work in teams.	\bigcirc		\bigcirc	\bigcirc	0		•	
permits one-on-one interaction with the teacher.	\bigcirc		\bigcirc	\bigcirc	0		•	
builds community among students.	\bigcirc		\bigcirc	\bigcirc	0	0	•	
encourages academic dialogue.	\bigcirc		\bigcirc	\bigcirc	0	0	•	
is collaborative.								
facilitates interaction with course content.	\circ		\circ	\bigcirc	0		•	

Q4.4.	What	comments	do	you	have	about	this	set	of	items	?
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Q5.1. Construct: Engagement

Definition: Engagement includes the energy and effort that students present in their learning environment. Engagement can be observed in three areas: cognitive engagement, behavioral engagement, and affective engagement. Engagement can be influenced internal factors as well as environmental factors. Engagement theory posits that higher levels of engagement support more efficient learning, retention, and transfer.

Does the definition align with your experience of what makes learning Engaging	Does	the	definition	align	with	your	experience	of what	makes	learning	Engagi	ng
--	------	-----	------------	-------	------	------	------------	---------	-------	----------	--------	----

- Disagree
- Agree
- Needs Revision

Q5.2. What comments do you have about the proposed definition of Engaging?

In your next to last sentence, I i	pelieve you need a "by" after the word "influenced."

Q5.3. In your experience with traditional face-to-face (F2F) and online learning environments, when you compare F2F to online learning, you perceive that online learning...

		Expert Rating o					
	Definitely less than F2F	Somewhat less than F2F	About the same as F2F	Somewhat more than F2F	Definitely more than F2F	Disagree	Agree
connects learning to real work situations.	0	0	0	0	0	0	•
supports project-based learning.	0		\circ	\circ	0	0	•
supports creative thinking and innovation.	0	\circ			0	0	•
engages student in self-directed learning. word being defined is in the item. Is there an alternative to "engage?"	0	0	0	0	0	0	•
helps stud <u>ents transfer learning to no</u> vel situations.	0		\circ	0	0	0	•
builds time management skills.	0		\circ	0	0	0	•
requires time commitment.	0		\circ	\circ	0	0	•
engages student autonomy.	0		0	\circ	0	0	•

Q5.4. What comments do you have about this set of items?

Q6.1. What, if any, additional comments do you have about this survey of perceptions of online learning?

Most online courses and programs I've seen find their theoretical support from progressivism and constructivism. For a study of perceptions of online learning, it might be interesting to explore deeper the role of experience as well as discovery of knowledge as part of your constructs.