Index

A

- A-law encoding 197
- academic fraud 36
- accessibility 206
- action learning 243
- active discovery 238
- activity form 158
- aesthetic characteristics 238
- aesthetic experience 238
- aesthetic framework 237
- aesthetic literature 238
- agency 218
- agent software 217
- agent technology 217
- AI research 219
- aided problems (with hints) type 269
- alliances 32, 36
- analogies 6
- Anatomical Structure of Tables 270
- APP 196
- artificial intelligence 273
- assessment manager 166, 176
- assessment phase 175
- asynchronous communication 61
- asynchronous courses 173
- audio conferencing application 193
- audio streaming 190
- audio-on-demand applications 199
- Author Information page 266
- Automated Correspondence Course Strategy 29
- autonomous agents 220
- autonomous internet agents 223
- autonomy 219

B

- backward prediction 200
- BargainFinder 222
- beginner level 187
- behaviorist teaching 256
- BID 266
- Bodker Computer Literacy Scale 186
- browser mentality 101

C

- campus community 153, 156
- campus-wide network 80
- case-based learning 243, 245
- case-based learning scenario 245
- CBA system 204
- change management 18
- channel design 154
- channel system 151
- channels 151
- cheating 211
- Cisco Certified Network Associate Certification 167
- classroom community 153, 156
- client side 192
- client-server courses 273
- cognitive aesthetics 236
- cognitive flexibility theory 256
- cognitive load 103
- cognitive overhead 103, 255
- cognitive psychology 254
- communication 210
- community 151
- competition 32, 35
- Computer Aided Learning (CAL) 222
- Computer Assisted Assessment (CAA) 203
Computer Based Assessment (CBA) 203
Computer Based Training modules 183
computer graphics 273
Computer Managed Learning (CML) 222, 224
computer screen design 91
Concept maps 6
conditional replenishment 201
constructivism 3, 255
constructivist learning 4, 256
constructivist thought 2
contact study 158
content repository tool 159
content-type field 192
context 18
context study 158
continuous improvement 51
continuous information 51
cooperation 219
cooperation tool 159
cooperative learning 10
corporate distance training 16
countermeasures 213
course assignments 232
course delivery 67
course development 67
course generation system 264
course objectives 46
course structure 46
CourseRoom 166, 176
cover page 266
cross functional management 51
cultural change 20
curve 231
customer satisfaction 49
drive out fear 52
discrete time control 273
disorientation 255
distance education 16, 43, 44, 110, 172
distance learning 44, 152
distance learning technology 27
distance teaching 79
distance training 15
“drill-and-practice” approach 143
drilling 269
e-Learning 125
educational technologies 78
electronic commerce 60
electronic technology 52
electronic tutelage 180
Elementary Streams (ES) 200
empowerment 49
encoding 93
Enter/Edit course information 145
Enter/Edit/Select quiz questions 146
equal learning 48
evolutionary step 223
exam questions table fields 272
exams table 271
experiential learning 243
extended abstract outcome 254
extension 195
extensive writing experience 81
face-to-face instruction 61
face-to-face teaching 59
face-to-face teaching models 59
faculty factors 72
faculty recompense 32, 33
felt freedom 238
first tier 222
focused attention 238
forward prediction 200
fraud 32
frontal teaching 158
funding 32, 34
E
data communications systems 168
data stream 193
database design 270
decoding time stamps 200
deliberative 218
development phase 175
developmental psychology 254
dialogue 10
differential coding 200
digitizer board 192
G

global competition 121
Global System for Mobile Communications 197
globalization 111
glocal model 120
grading 209
grading method 231
graphic organizers 6
Graphical User Interface (GUI) 91, 205, 228
group-oriented learning 152
guest lecturer strategy 29
guided tours 256

H

higher education 110
HTML pages 266
hyperlink 267
hypermedia environments 102
hypertext 90
Hypothesis Making and Testing 7

I

implementation phase 175
informatics 254, 256
Information and Communication Technologies (ICT) 242
information storage 65
information technology 60, 115
information/Internet agents 222
infrastructure 83
instructional delivery media 126
integrated themes 9
interaction 90
interaction/process design 154
interactive lectures 158
interactive multimedia 243
Interactive System-Wide Learning (ISL) system 117
interactivity 95
interface agent 226
Internet Group Management Protocol 202
Internet platform 155
Internet Softbot 222
Internet telephone 199
Internet-based community 151
Internet-delivered courses 181
intrinsic gratification 238
Introductory page 266

J

Jasper 222
JavaScript 273
Javascript 143
jitter 193
journaling 9
JPEG format 199

L

large lecture hall strategy 30
leadership 50
learner-centered 135, 164
learning 219
learning community 151
learning cycle 11
learning environment 43, 62
learning innovations 176
learning network 122
learning outcomes 254
learning process 48
learning taxonomy 245
learning/teaching network 115
lecture 229
level of interaction 67
Linear Prediction Coder 197
Local Area Networks (LANs) 168
logical space 151
“lost in hyperspace” 248
Lotus Learning Space 163, 166, 176
Lotus LearningSpace 176
Lotus Notes Client 166
Lotus Notes Server 167
LS central 166

M

managing tool 159
marker 195
market issues 35
market pressures 111
markets 32
MBA Foundation Project 175
MBone 201
MCQ exam questions table fields 272
MCQ type 269
meaning-intention 3
media clips 190
media server 190
media streaming technology 190
MediaCenter 166
medical imaging systems 273
medical instrumentation 273
medium 151
mental models 104, 255
message design 96
message design factors 96
meta-cognitive learning strategies 152
metaphors 6
Michael Porter 30
micro-based software 186
mixer 194
mobile 218
models 6
motion compensation 200
motion detection 199
MPEG 197
Multicast system 194
multiculturality 206
multilinguality 206
multistructural outcome 254

N
navigation 102
navigation inefficiency 255
NetAcademy 155
new learning paradigm 152
new teaching approach 233
Normal page 266

O
object directedness 238
office skills-based course 185
online 110
online approach 168
Online Learning Community 150
Online Learning Systems 190
Online practice quizzes 142
operating expense 34
organization 151
organization development (OD) initiative 20
organizational change 114
organizational design 154
organizational perspective 28
outsourcing 28

P
packet loss 192
packetization 196
padding 195
page styles 265
paper-based case 247
payload type 195
pedagogical paradigm 135
perceptual aspects 92
personnel 32
personnel category 32
Pexam questions table fields 272
playout-buffer 193
Porter’s strategy 31
portfolios 10
practice quizzes 142
predictive coding 200
presentation time stamps 200
prestructural outcome 254
proactiveness 220
problems type 269
productivity paradox 112
profile 176
public dissemination 127

Q
quality output 48
quality philosophy 47, 48
quantization 196
question management 207
quiz generator 144

R
Randomize statement 272
rate-adaption 192
rational pedagogy 128
reactive 218
reactivity 219
Real Time 191
Real Time control protocol 194
real time media delivery 193
Real Time transport protocol 193
real world problems 232
receiver report 192, 196
relational outcome 254
reporting tool 159
restricted availability 208
RTCP Packet 195
RTP Audio/Video profile 198
RTP Data Transfer Protocol 195
RTP data transport 194
RTP Level Relay 194
RTP stack 193
streaming protocol 191
Student Data Form 185
student empowerment 53
student-centered 135
subject management 224
supply chain management 113
survivability 210
Synchronization Source Identifier 195
synchronous 61
syntactic knowledge 93
Syntactic-Semantic Model of Objects and Actions 93
syntax 230
system clock 200

S

sample interleaving technique 199
sampling 196
schedule 176
schema 239
screen density 96, 97
screen design 92
screen layout 92
security 209
self study 158
semantic aspects 93
semantic knowledge 93
semantic webs 6
sender report 196
server side 192
situated action 255, 256
social ability 219
social form 158
societal pressures 111
SOLO (Structure of the Observed Learning Outcome) 254
SOLO taxonomy 257
sound compression schemes 197
sound player 192
source description 196
special editor 267
speech encoder 198
static 218
strategic alliances 115
strategic planning 18
strategic planning team 21
strategies 28

T

Table of Contents 266
tabula rasa 1
target blocks 200
teacher-centered 135, 164
teaching environments 63
teaching network 115
technological design 154
technological pressures 111
technology changes 35
telecommunication management 168
test analysis 205
test building support 204
Test Delivery System (TDS) 204, 205
Test Management System (TMS) 204, 208
testing 7
Testing and Assessment Center 184
text density 96
theory of structuration 111
theory of the beautiful 236
Third World 78
Title page 266
Total Quality Management (TQM) 43
traditional lectures 158
trails 256
transfer 247
transformation 239
translator 194
tunnels 202
tutorials 207
Two-Way Interaction 66
ulaw encoding 197
unistructural outcome 254
unity/wholeness 238

Venn Diagrams 6
vertical disintegration 113
video compression 199
video conferencing 190
video streaming 190
virtual classrooms 135
virtual education 132
virtual educational organizations 60
virtual office hours 177
Virtual Reality Modeling Language 264
Visual Basic (VB) 228
visual beauty 236
visual complexity 99

wayfinding 102
Web enabler 204
Web page design 90
Web site design factors 90
Web teaching models 64
Web-based courses 180
Web-based education 1, 59, 60, 73
Web-based environment 68
Web-based instruction 90, 93, 94
Web-based teaching 66, 72, 78, 80, 87
Webwatcher 222
Wide Area Networks (WANs) 168
windowing environments 98
windows 98
word-processing software 84
WWW 252