Index

A
accreditation agencies 2
active participant 36
adaptive hypermedias (AH) 169
adaptive testing 141
AIED system (Artificial Intelligence for EDucation) 166
application of theory 225
attrition rate 222
autonomous agent negotiation (AAN) 238
B
balancing constraint testing 149
Bloom’s taxonomy 223
BTE concentration 3
BTE student concerns 5, 9, 16
BTE student viewpoints 3
BTE students 3
BTE students at Miami University 10
business application development 226
business technology (BTE) 1, 2
C
causal link testing 146
causal link-referenced questions 157
causal links 147
Center for Scholarship in Teaching and Learning (CSTL) 111
Chi-square 117
COCA (CO-operative Classroom Assistant) 160
collector 242
commercial partnership 83
commitment 82
“computer literate” 9
computer mediated communication (CMC) 111
computer skill guidelines 11
computer-based training 193, 194
consumer agent (CA) 241
textual granularity 148
contextual redundancy 148
correspondence course 194
correspondence study 193
course contents 108
coursework equivalency 5
curriculum 82
curriculum design 2
D

data collection 111, 112
data protection directive 240
“déjà vu learning advantage” 64
dependent variables 97
design dimension 98
distance education 97, 193, 201, 237
distance education innovations 238
distance learning courses 5
distance learning program 1, 2, 3, 12, 17, 19, 23, 27
driving readiness course 210
dynamic agents 260
dynamic ordering constraints 152

E

e-learners 221
e-learning 192, 193, 194
“e-learning bandwagon” 200
e-learning developer 192
e-learning initiatives 192
e-learning participant 257
e-learning provider 238
e-learning recommendations 200
e-learning’s effectiveness 192
e-learning’s failure 199
e-learning’s strengths 192, 195
e-learning’s success 196
e-learning’s weaknesses 198
e-performance 193, 194
e-service 237, 240
e-service model 240
e-training 193
ease of use 37
education quality 75
educational broadcast 194
educational component modeling 172
educational components (EC) 166, 170
educational engineering 167
educational engineering foundations 168
educational software component 166
“educational software component” interpretation 170
educational software model 42
electronic resources 15
“equivalent quality” 73
evaluation tests 64
evolution of distance learning 22
examples demonstration 64
exercises resolution 64
experience storage 260

F

faculty support 83
final evaluation 47
FITS (Framework for ITSs) 160
formative evaluation 47
full degree programs 73
fully adaptive testing strategies 158

G

generic tutoring environment (GTE) 159
generic tutoring systems 155, 158
generic tutoring systems approaches 159
GPA 227

H

“hands-on” computer proficiency test 11
health care information 242
high-achievement group 228
human dimension 98
“hybridization” 24
hypermedia technologies 8
hypertext 36

I

IDE-Interpreter 159
illustration 179
independent variables 97
information technology 32, 96
institutional context 82
instruction 82
instructional design environment (IDE) 159
instructional technology 193
instructor feedback 100
instructor-to-student interaction 102
integrated development environment (IDE) 227
intelligent tutoring system (ITS) 169
interaction 101
interaction ranges 101
interaction with classmates 101
interaction with content 101
interaction with instructors 101
interactive courserooms 1
Internet service provider 13
isolation from classmates 16

J
Java agent development framework (JADE) 259

K
K.I.T. eLearning 75
"Know, Want to Know, Learned" (KWL) chart (KWL chart) 208, 212

L
learner-to-instructor interaction 101
learning content management system (LCMS) 169
learning management system (LMS) 169
“learning object” interpretation 170
long distance learning (LDL) 35
low-achievement students 228

M
matching of privacy policies 246
maximum likelihood (ML) 117
meta-language XML 141
Miami University 2
mid-level achievers 221
Middle States Commission on Higher Education (MSACHE) 80
middle-achievement group 228
model assessment 115
modification 115
multi-media capabilities 1
multi-person conference calls 23
multiple-choice format 144

N
naive testing 146
negotiation 250, 253
negotiation in uncertainty 254
negotiation trees 257

O
Occupational Safety and Health Administration (OSHA) 205
one-way multimedia 194
online academic programs 1
online application: 33
online course 3, 24, 103
online course delivery system 98
online course development 24
online course learning outcomes 117
online education 74, 79
online faculty staff 83
online instructors 17
online learners 18
online learning 1, 2, 3, 23, 73
online learning at the undergraduate level 4
online learning business technology courses 5
online learning environment 221
online learning network 23
online multimedia educational application (OMEA) 31, 32, 40
online program description 81
online program development 73
ordering constraint 147
ordering constraint testing 147
ordering constraint-referenced questions 157
organizational multimedia 31, 40, 49

P
paper-based instruction 194
parallel operator 181
participant interaction 101
“partnerships in practice” 7
Pearson correlations 113
pedagogical interface 175
Personal Information and Electronic Documents Act 240
“plug and play” media 198
“policy matching” 237
post-secondary academic institutions 1, 4
post-secondary distance education 96
pre-tests 227
privacy legislation 240
privacy management 237, 241
privacy policies (PP) 237, 241
privacy policy compliance 249
privacy policy specification 245
privacy principles 242
problem-based learning situations (PBLs) 165
problem-solving class 227
“professional philosophy” 32
program logistics 2
program managers (PM) 82
prototype with a class on animation 56
prototype with a class on image 51
prototype with a class on sound 53
prototype with a class on video 59
provide agent (PA) 241

Q
query reputation 260
questionnaire design 111

R
rapid application development (RAD) 227
reputation 254
reputation agent 257
retention time 245
return on investment (ROI) 203
root mean square error of approximation (RMSEA) 117

S
“self select” 78
semi-adaptive testing strategies 141, 146
sequence operator 181
skills 9
standardized e-learning platform (LMS) 34
statechart modeling 176
structural equation modeling (SEM) 98, 115, 118
student evaluation 144
student integration 107
student perception 77
student satisfaction 76
student satisfaction surveys 73, 84
student self-motivation 104
student support 83
student to student interaction 103
students’ abilities 141
students’ integration of efforts 107
students’ knowledge 141
students’ personality/learning style 106
success 9

T
teaching multimedia 31
test paradigms 146
total quality management (TQM) 73, 79
total quality management approach 80
traditional lecture-based course 3, 8
traditional tests 144
two-way multimedia 194

U
undergraduate program 3
unified modeling language 166
user satisfaction 97

V
video conferencing 194
virtual classroom environment 74
virtual community 18
virtual environment 39
Visual Basic 222
Visual Basic course 226
Visual Basic programming class 227
Visual Studio IDE 227
W

Web-based course quality 101
Web-based courses 97
Web-based generic tutoring system 141
Web-based instructional systems 96
Web courses 222
Web-delivered programming courses 221
Western academics 74