

Glossary

Aboriginal and Torres Strait Islander Communities: Indigenous peoples who form part of the 500 indigenous nations belonging to Australia prior to European colonization.

Active Sessions: A session is defined as the series of requests that a Web user asks from a Web site in a given time period. An active session is a session where the user does more than just look at the home and explanatory pages, but either undertakes some searches or browses some of the content of the Web site.

Andragogy: The theory that there is a difference in the way that adults learn from how children learn.

Australian Educational Institutions: The various educational systems that educate Australians from early childhood through school age education, including technical colleges and higher education institutions.

Avatar: A graphical digital character in a computer game.

Back-End: Back-end aspects of educational technology are functions that occur “behind the scenes,” processes invisible to the end-user such as database and network functions.

- Cache:** High speed memory storage allocated from main memory or a storage device.
- Cadastre:** The details of land parcel boundaries, property rights and ownership recorded by governments. This is known as a property cadastre.
- Central Processing Unit (CPU):** A computer silicon chip that processes the information required to run programs.
- Clan:** Within a tribe there will normally be distinct groups (which may well occupy specific areas of land) that would normally consist of a few (or possibly many) related families. The term usually adopted for such a group is “clan.”
- Community-Based Tourism (CBT):** Community-based tourism occurs when the residents of the destination manage tourism operations, usually in the form of home stays and associated guiding, catering and handicraft sales activities. It usually involves some form of cultural exchange where tourists meet with local communities and witness and/or engage in aspects of their lifestyle.
- Community Online Access Centres:** Computer centres established with Internet access for indigenous community members.
- Computer Simulation:** A computer representation of a real world event.
- Cookies:** A file on a Web user’s hard drive that is used by Web sites to record data about the user.
- Country:** The term “country” is used to indicate the territory of an indigenous tribe or clan.
- Cultural Assimilation:** The total absorption of an ethnic group into the larger, more central host society.
- Cultural Construction of ICT:** A perspective that looks at the relationships between culture and technology. It assumes that ICT is not comprised of neutral technologies, but is embedded in the cultural considerations of its users, in this case indigenous peoples.
- Culture:** Encompasses sets of learned rules and standards shared within a group that describe a range of behaviours and beliefs that are proper, acceptable, valid and promote the survival of the group. Cultures and traditions are constructed within specific sociopolitical contexts and they all share four basic components: symbols, language, values and norms. Components include technology, language, community, enculturation, religion, legend, aesthetics and politics.
- Decentralized Contextualization:** Refers to localization processes that rely on distributed user input. Rather than programming different versions

themselves, technology developers design a process that allows end-users to customize their software individually.

Deregulation: A concept that describes the removal, reduction or elimination of government regulations, restrictions or policies regarding a particular market or industry.

Digital Divide: A term used to describe the discrepancy between those who have access to information and communication technology and those who do not. Also used to describe the discrepancy between those who have pertinent ICT skills and knowledge and those who do not. Used in contrast to those in certain geographical areas, higher socio-economic groups and with a formal education; and on a global scale, contrasting industrialized and developing countries.

E-Learning: Encompassing term that includes various instructional materials delivered via CD-ROM, networks and the Internet. It includes computer-based training (CBT), Web-based training (WBT), electronic performance support systems (EPSS), distance and online learning.

Electronic Commerce for Community-Based Tourism (e-CBT): Computer-based tourism (CBT) that is marketed by tourism operators using information and communication technologies (ICTs).

Ethnocomputing: Use of computer simulations in order to “translate” between indigenous practices and Western technical concepts.

Facsimile: A photographic reproduction of a page that is as true to the original as possible.

Front-End: Front-end aspects of educational technology are functions and attributes visible to the end-user, including interface and interactions.

Geographic Information Systems (GIS): A computer-based system for collection, storage, analysis and display of geographic data, usually as map overlays.

Geo-Tourism: Tourism that sustains or enhances the geographical character of the place being visited — its environment, culture, aesthetics, heritage, and the well-being of its residents.

Governance: This comprises the traditions, institutions and processes that determine how power is exercised, how citizens are given a voice, and how decisions are made on issues of public concern.

Health Informatics: The collection, storage, retrieval, communication and optimal use of health-related data, information and knowledge.

Indigenous Intellectual Property: Specific intellectual property laws that consider the cultural specificity of indigenous and tribal peoples.

- Indigenous Learning Styles:** The theory that indigenous peoples tend to learn using methods based on their traditional learning patterns. This style differs from that predominant in Western culture on which much educational practice is based.
- Information and Communication Technology (ICT):** Broadly defined as computers, software, networks, satellite links and related systems that allow users to access, analyse, create, exchange and use data, information and knowledge. The infrastructure that it creates brings together people in different places and time zones, with multimedia tools for data, information and knowledge management. Some researchers use it also to include radio, telephone, television, loudspeakers, newspapers and other hard copy formats.
- Information Architecture:** The organization, nomenclature and design of information in a Web site or multimedia application.
- Information Marginalisation:** Refers to the fact that indigenous populations have largely been excluded from access, control or ownership of information outlets.
- Information Society:** A notion that became popular in Europe in the mid 1990s to refer to the increasing importance of information in the global economy. Today it is used to conceptualise a global society based on information networks, products, flows and markets. It also refers to the social formations in civil society that base their work on networked information and communication technologies.
- Instructional Design and Technology (IDT):** IDT is a well-defined field with guidelines and models to direct the development of instructional sequencing. It encompasses the analysis of learning and performance problems, design, development, implementation, evaluation and management of instructional and non-instructional processes and resources intended to improve learning and performance. The instructional goals are accomplished through systematic procedures and a variety of instructional media.
- Internet Banking:** People who have a bank account can access their accounts via the Internet to do a range of transactions themselves.
- Interoperability:** The ability of different computer systems to be able to share data in a meaningful and valid manner.
- IP Address:** A 32-bit number that identifies each sender or receiver of information that is sent across the Internet. An IP address has two parts: the identifier of a particular network on the Internet and an identifier of the particular device (which can be a server or a workstation) within that network.

Log File: Electronic log book which records information regarding visitors to the Web site. It can also record the history of single user's visits to different Web sites.

Metadata: Data that is used to describe other data, such as a table or index.

Microfiche: A small sheet (4" x 6") containing microfilmed images of pages, read with a microfilm reader. Many pages of text fit onto a single fiche, and their major advantage is in saving shelf space.

Multimedia: The use of computers to present text, graphics, video, animation and sound in an integrated way.

Neo-Consumer: High yield consumers across all age and gender groups with a range of spending, attitudinal, behavioural and psychological characteristics including a desire to be in control of their own lives, a passion for authenticity, an urge for the hand-made, a desire for change and an appetite for technology. Travel is a must-have component of their lifestyle.

Networking the Nation: An initiative by the Australian Federal Government to fund projects which aim to improve the telecommunications infrastructure and services in rural and remote regions of the country.

Online Learning: The use of computing, telecommunications, and the Internet to create a learning and teaching community. Instructional materials are presented on the Web and on CD-ROM. E-mail, bulletin boards and chats are used for interaction.

Outcamps: Information communication technology learning centres based within isolated aboriginal communities.

Runtime: The period of time during which a program is being executed.

Self-Determination: Since the 1960s, indigenous leaders, advocates and activists have been calling for the acknowledgement of the basic right of self-determination for indigenous peoples. The principles of self-determination in international law refer not only to a number of specific human rights, but more precisely to the right of indigenous nations to have and manage their own distinctive politico-territorial identities. The very notion of an indigenous nation is intimately tied to the notion of territory, and indigenous groups have actively demanded their right to govern themselves and have a more proactive role in the decision-making instances that concern their political, economic and cultural future.

Self-Representation: The concept refers to the ways in which indigenous and Tribal peoples around the world choose to represent themselves in the public domain and through a variety of media, including television, film, arts and the Internet. In recent years it has become an essential aspect of the struggle for cultural survival in many indigenous movements worldwide.

The concept is linked to other rights demanded by indigenous peoples like self-determination.

Server: A computer which stores data, files and applications for many users.

Server Side: A program that resides on the server allowing a user to interact with it.

Three-Tier Architecture, Three-Tier File Structure: A three-tier file-structure separates the files that make up a piece of software into three layers. In general software parlance, these layers are divided such that the underlying database and processes are hidden from the end user. In order to create easily modifiable educational multimedia, layers are divided so that the complexity of the application is hidden from the teachers and students modifying the software. The first layer contains the multimedia application, connected by the second layer — a database: to the third layer, which contains the media files that are modified. Those media files are integrated into the multimedia application at runtime, so that teachers and students can make edits to individual images and texts without needing to understand how to operate the more complex multimedia application.

TIFF: Tagged Image File Format, a commonly used file format for images on computers.

Transaction Log Analysis: An analysis that is undertaken on the data that have been recorded in a Web log. A Web log will record all requests for pages, often called hits, that are made to a Web server.

Tribe: A range of different terms have been applied to groupings of indigenous peoples. At the larger end of social categories (describing hundreds or thousands of individuals) the most common term is “tribe.” It is noted that some people feel that the term “tribe” can carry with it notions of primitivism. For these reasons (and others) the term “language-group” is sometimes used, although this does not necessarily refer to the same group of people as would the term “tribe.”

Ultra-High Frequency (UHF): This refers to the radio frequency range from 300 MHz to 3 GHz.

United States Bureau of Indian Affairs: The United States federal government agency that fulfills the government’s trust responsibility and promotes self-determination on behalf of tribal governments, American Indians and Alaska Natives.

WAV: File format for storing sound files, developed by Microsoft and IBM.

Web Browser: A software package that enables a user to display and interact with documents hosted by Web servers.

Web Cache: A Web cache fills requests from the Web server, stores the requested information locally and sends the information to the client. The next time the Web cache gets a request for the same information, it simply returns the locally cached data instead of searching over the Internet, thus reducing Internet traffic and response time.

Web Robot: Also known as a Web wanderer or Web spider, it is a program that traverses the Internet automatically by retrieving a document, and recursively retrieving all documents that are referenced. The data recorded in transaction logs by this type of activity is termed “non-human” and can lead to misleading results; consequently it must be removed when undertaking transaction log analysis.

Web Server: A Web server is a computer that runs Web server applications that allow access to Web pages for Web users. Every computer on the Internet that contains a Web site must have a Web server program.

Workplace Learning: A broad term that covers learning that takes place in the workplace both through practice and direct instruction.