

GLOSSARY

Accessibility	Refers to problems encountered by Internet users with perceptual challenges, physical conditions or other factors such as language, which limits use of the Web.
Active learning	Refers to the process by which learners do something new with information, which can include making choices or interacting with others in an e-Learning environment.
Affective	Domain concerned with emotional learning.
Animation	A particular form of video, which is comprised of cartoons or moving diagrams, that helps learners form useful mental models.
Applets	According to the TechEncyclopedia (May, 2003), an applet is a "small application, such as a utility program or limited-function spreadsheet or word processor. Java programs that are run from the browser are always known as applets." http://www.techweb.com/encyclopedia/defineterm?term=applet
Authentic assessment	Learning evaluations, which reflect a match between the learning activity and its demonstration in a real context.
Cognitive	Refers to the knowledge shared in memory. Its central principal is that most behaviour is controlled by internal memory processes rather than by external circumstances.
Cognitive Load	The quantity of information, which the reader is required to absorb.
Collaborative learning	Learners work together and cooperate to complete specific learning activities. For example learners may work collaboratively to solve problem or address a case study. Collaborative learning is based on a set of five assumptions: (1) Learning is an active, constructive process (2) Learning depends on rich contexts

	(3) Learners are diverse (4) Learning is inherently social (5) Learning has affective and subjective dimensions
Comparative tests	Comparative tests allow a developer to compare two versions of his/her own material or to compare his/her design to another, similar design.
Compliance	To adhere to standards of accessibility or benchmarks of good practice in the development and delivery of online learning.
Constructivism	Learning is an active process. Meaning is made through building and reshaping personal knowledge through interactions with the world. Effective learning environments support collaboration, autonomy, critical reflection, and authentic interaction with the real world.
Converging Technologies	Newly developed technologies, which are based upon or combine previous technological innovations.
Design Shell	The design shell refers to the course framework. The shell can be organized in many disciplines, and other factors. For example, the shell may reflect a topic organization.
Diagnostic tests	Diagnostic testing occurs during development and is meant to identify what is working well and what is not, so that you can fix problems before they become too big to handle easily. A diagnostic test is best done frequently.
Downloading	The process of receiving a file transmitted over a network.
e-Book	Literature which is available online and is produced in a Web format.
Electronic documents	Ready made resources available online.
Extrinsic motivation	When a person's impetus for learning comes from an outside source. For example, a person may learn a program because an employer requires it.
Formative evaluation	Term that describes an iterative evaluation that takes place during the design, development and implementation stages of a new content, curriculum, textbooks, programs, software, etc.
Free-standing	Learning objects, which are designed to be useful without the user having to update their hardware or software requirements substantially.

Genre	A literary form that is accompanied by expectations, limitations, and conventions, and is the categorization of information.
Goal-based	A design shell based on case-based learning.
Granularity	Granularity refers to the size of the learning object. Each learning object addresses one instructional objective. This level of "granularity," or size maximizes the usefulness of the resource for assembly and reassembly to diverse learning environments.
Hit and Run	The process by which someone visits a site, scans the first page quickly, clicks on a link, and then moves on.
Information architecture	The way in which an environment is organized to support learning and information retrieval.
Inquiry	Evaluators seek information about the users' needs and preferences, perceptions and attitudes as they use the system for real work.
Inspection	One of three types of usability evaluation methods. Inspection involves a team of usability professionals who examine usability-related aspects of the system. The other two methods are testing and inquiry.
Instructional wrap-around	Interactive online discussions centered on a specific topic or other activities designed to organize the learning.
Interface	On the Web, the site architecture is revealed in the visual design, elements with which users interact. Visual design and the interactions it reflects are called the interface. The interface is the bridge between the content and the learner.
Intrinsic motivation	When a person's impetus for learning stems from personal or professional goals, such as self-esteem, quality of life, or increased job satisfaction.
Just-in-time learner	Describes previously excluded readers and learners like real-estate agents, professional learners like dentists, and pre-professional learners like articling law students.
Keyhole problem	The keyhole problem occurs when users/learners become disorientated or confused as a result of scrolling through an extensive amount of on-line text since they are unaware of the depth of the information.
Knowledge construction	See Constructivism.
Learning object	Refers to the process of modularizing the development process, which can be used as a single resource or combined to form a much larger unit of construction.

Learning outcome	The result of completing a unit of learning.
Learning style	The way in which a learner processes information.
Message design	Message design refers to how concepts and information are conveyed to the learners. Good message design is a case of designing for learning. And, designing the message in the optimal way for learners to be able to achieve defined learning outcomes.
Metadata	The description assigned to learning objects, which are being stored for distribution.
Metaphor	The development of an e-Learning environment is likened or modeled after a direct comparison to another concept or idea.
Mind tools	Cognitive tools or Jonassen's <i>mind tools</i> , help learners develop a deeper understanding of key learning concepts by organizing and re-presenting information, annotating and elaborating, and building on learners' experience through scaffolding. Mind tools require that learners undergo self-assessment, reshape knowledge, and reflect critically.
m-Learning	The intersection of mobile computing and e-Learning which extends to an anytime, anywhere learning experience.
m-Learning Environments	The use of mobile computing in controlled situations, which is now being utilized by colleges, universities, training organizations, libraries and the private sector.
Mobile computing devices	Instruments that facilitate the use of e-Learning resources such as PDAs, cell phones or laptops.
Modular course design	Instructional planning in which smaller learning objects are combined together in order to create a larger whole.
Monolith	Until recently, traditionally taught campus-based courses have been thought of in terms of monoliths. In other words, the course is a single entity and its quality depends heavily on the time and ability of the instructor to incorporate new elements or ideas. Frequently, the materials and content of the course are tied to the instructor most heavily involved with the teaching of the course. When he/she leaves or works in other projects, much of the expertise involved in delivering the course is gone as well.
Navigation	The way in which users will get around in the program.
Organizational scheme	The way in which information is sorted into standard frameworks meant to be understood internationally.

Peer review	A process by which peers or colleagues review e-Learning content, courses and learning objects to ensure quality.
Personal digital assistant	According to TechEncyclopedia (May, 2003), a PDA is "a handheld computer that serves as an organizer for personal information." www.techweb.com/encyclopedia/defineterm?term=PDA
Prototypes	A partial or full version of a program, course, website in the early phases of design and development. Prototypes can be tested for usability before going into full scale production.
Psycho-motor	Domain concerned with physical learning ("psycho" acknowledges the cognitive aspect to physical skill).
Qualitative data	Data, which can be attained through qualitative research methods such as observations, journaling, interviews and focus groups.
Quantitative data	Data, which can be attained through quantitative research methods such as scientific experiments and quantitative surveys.
Reflexive	Interactive environments can be responsive and reflexive. They can permit free exploration at a personal pace, with immediate feedback. They can also represent a real world context in which to obtain and use new information.
Repository	An online learning resource storage facility.
Re-purpose	To redesign course materials for suitability in a Web-based learning environment.
Search Engine	Online program which facilitates the location of information or resources on the Web, MERLOT for example.
Semantic Linking	Making sense of information through organization and categorization.
Social constructivism	See Constructivism
Spatial Map	Demonstrate relationships of information and concepts versus contents lists.
Standards	Guidelines and specifications that e-Developers must meet to ensure the accessibility and quality of e-Learning environments.
Streaming	According to TechEncyclopedia (May, 2003), streaming refers to "the continuous transmission of data, typically audio or video." www.techweb.com/encyclopedia/defineterm?term=streaming

Transfer	According to TechEncyclopedia, transfer means to send data over a computer channel or bus. www.techweb.com/encyclopedia/defineterm?term= transfer , accessed on 01/05/03 at 10:30pm.
Triangulation	The use of three methods in a usability test in order to facilitate the comparison of data against two other tests in order to pinpoint gaps in the information or to ensure that you have the information you need and that the data is consistent.
Usability Testing	Usability testing comprises a large set of methods for identifying how your users <i>actually</i> interact with your content. The goal, quite simply, is to find out what is working well and what is not working well, or at all. Generally, usability testing is a systematic, iterative process that involves testing your content or site and then using the results to improve the design and content to meet the users' needs.
Virtual reality displays	Media, which involves a screen that wraps around the field of vision, creating the sensation of actually being inside or apart of a specific situation.
Ways of knowing	Patterns of reasoning which evolve as a result of experiences and cognitive development, resulting in a shift in values and other factors.
Webcast	According to TechEncyclopedia (May, 2003), there are two components to webcast: “(1) To send live audio or video programming over the Web. It is the Internet counterpart to traditional radio and TV broadcasting. (2) To send selected Web-based information (text, graphics, video, audio, etc.) to Internet users based on individual requirements.” www.techweb.com/encyclopedia/defineterm? term=webcast
