

INDEX

A

Abernathy, Donna 287
aborting a function 89
absolute knowing 65
abstract 182
access 85
access login 96
access to technology ix
accessibility ix
accessibility guidelines ix, 47
action model xxiii
action plan xii
active learning ix
active links 136
adaptive technology xxvi
adult learners 64
advanced organizer xii, 224
advanced search techniques 96
affective taxonomy 7
age ix
aggregate 263
Aguilera 125
Alberta Freedom of Information and
Protection of Privacy xxviii
alertbox 141
alphabet 203
alternative delivery xix
ambiguous schemes 206
American Cancer Society 208
amortize 30
analogy 226
anchored setting 124
andragogy 70

animations 83
annotate 77
applets 95
architecture 46
archive 151
archived discussions 99
argumentation 210
assessment testing 253
associative learning 206
asynchronous xxii
Atlas Ti 276
audience profile 70, 178
audience-specific organization 208
audio xxv
aural 178
authentic assessment 17
authentic learning 2
authenticating 124
Avaya and Cap Gemini Ernst & Young
297

B

bandwidth xxiii
barriers to access 89
Bates, Tony xxiii
Bell Mobility 297
benchmarks xxvii
Blackboard xxi, 297
blended approach 33
blended learning xiv, xxii
Bloom, Benjamin 5
Blue Web'n 109
Bobby 48
bodily-kinesthetic intelligence 79
bolded text 145
Boolean operators 96
booting up 89
breadth 163
building queries 96
Bull, Emma 136
bulleted lists 160
Burgstahler, Sheryl 82

C

campus portals xiii

captions 143
 case-based learning 227
 category 203
 category scheme 203
 Center for Universal Design 84
 Centra 29
 Characteristics of Adults as Learners (CAL) 70
 Choo, Chun Wei 125
 chunking techniques ix, 76
 Cisco 110
 clarity 119
 closed captioning 179
 co-designer 42
 co-discovery 269
 co-discovery learning 260
 coaching 260, 269
 cognitive challenges ix
 cognitive development 39
 cognitive flexibility theory 70
 cognitive load 119
 cognitive strategy ix
 cognitive taxonomy 6
 cognitive tool 187
 cognitive walkthrough 262, 269
 coherence 119
 ColdFusion 276
 collaboration tools 229
 collaborative learning xxvi
 collaborative social learning 228
 collaborative software 290
 collaborative work ix
 collect 77
 color 52
 color symbolism 52
 colorblind 82
 communication services xiii
 communication tools xxii
 communities of practice xiii, 116
 comparative data 268
 comparative tests 245
 compliance 48
 composite-picture techniques 184
 computer conferencing xxii
 computer-assisted instruction 211

computer-based training 211
 concept attainment 227
 concept guide xii
 concrete concepts 182
 connectivity 88
 constructivist approach 4
 constructivist learning 230
 consumer culture xiv
 content accuracy 105
 content arrangement 89
 content delivery xxv
 content management 217
 content representation 200
 content-rich site 217
 contextual cues 168
 contextual knowing 65
 continuous assessment 88
 continuum 203
 converged technologies xxiii
 cost-benefit analysis 30
 course delivery 34
 courseware development 97
 crashing 89
 credentials xvii
 critical attributes 227
 critical information literacy 9
 critical thinking 9
 cultural artifacts 57
 cultural assumptions 54
 cultural barriers 57
 cultural community 50
 culturally inclusive e-Writing 58
 culture ix, 49
 curriculum conversion 195
 customizability 112, 138
 cycles of design 244

D

data set 258
 database 96
 DeBry 53
 decode 180
 deductive process 227
 degradation of information 292
 delivery models 33

demographics xi
 depth 163
 design co-owner 42
 design shell 196
 designer bias 256
 designing Web usability 242
 Detlor, Brian 125
 development time 28
 developmental stages 78
 Dewey, John 78
 diagnostic tests 245
 didactic presentation 65
 digital convergence xxvi
 digital divide xvi
 digital media 96
 digital texts xiii
 digitize 29
 discussion board 99
 disease of familiarity 246
 disinhibition 49
 Distance Education: Guidelines for Good
 Practice xxvii
 distance learning xiv
 distributed content management 218
 distributed learning xiv
 distributed learning environments xxvi
 distribution printing 168
 diversity checklist 64
 docent content delivery server 293
 documentation 136, 263
 Dodge, Bernie 212
 domain 5, 96
 dominant culture 49
 downloading 119
 DreamWeaver 28
 drilling 136

E

e-Book 288
 e-commerce xii
 e-Learning 78
 e-Readers 126
 e-Support xiii
 e-Texts 49
 e-Writing xi

ease of use 101
 educational objects viii, xxi
 educational technology 48
 effectiveness 271
 efficiency 271
 elaboration 166
 electronic bulletin boards 290
 electronic slide show 187
 Ellis 125
 embedded questions ix
 emphasis 142
 encoding 224
 equal access 81
 ethics 81
 ethnicity 39
 evaluate 77
 evaluation methods 19
 evaluation rubric 109
 evaluation testing 253
 evidence-based decisions 178
 expert thinking 216
 expertise contributor 42
 explorative testing 253
 extend 182
 eyestrain 126

F

face-to-face delivery (F2F) viii
 facilitator xxvi
 failure story 262
 fatal errors 89
 feature inspection 262
 feedback device 296
 field observation 263
 Filemaker Pro 276
 Flash 27, 28
 Fleming, Jennifer 250
 flexibility 116
 floating teachers 290
 focal point 183
 focus groups 263
 fold-up keyboard 292
 formal usability testing 259
 formative evaluation ix, 243
 free exploration 275

free-standing 95
 functional design 200
 functional impairment 278

G

Gardner, Howard 78
 Gardner's Multiple Intelligences frame-
 work 78
 gender 62
 genre 44
 geography ix
 gesture recognition 88
 global economy xiv, xix
 global knowledge 293
 global navigation system 234
 global repositories ix
 global search and replace 218
 globalization xi
 goal-based scenarios 222
 Graham, Jeffery 253
 granularity 95
 graphics xxv

H

handheld devices 287
 Harris, Paul 286
 Harvard University Medical School 296
 headings ix
 hearing impairments 82
 heuristic evaluation 262
 Hewlett-Packard 297
 hierarchical classification scheme 206
 hierarchical navigation scheme 233
 high-speed Internet access 86
 higher order thinking 5
 highlighting function 76, 225
 hit and run 119
 home schooling 280
 Horton, William 56
 HTML 29
 human-computer interaction (HCI) 46,
 243
 human-computer interface 46
 hybrid format viii

hybrid scheme 209
 HyperChem 297
 Hypercube 297
 hyperlinked environment 51
 hypermap 149
 hypermedia environments 9
 hyperspace 124
 hypertext 76
 hypertext poem 201
 hypertextual environment 131

I

ICT xviii
 IMS Global Learning Consortium 48
 incentive xxviii
 independent knowing 65
 inductively 138
 informal usability testing 259
 information xix
 information architects 217
 information architecture 141, 196
 information hierarchies 140
 information management 291
 information outcomes 4
 information processing 4
 information retrieval 17
 informed consent 256
 infrastructure 20
 inhibition 49
 input speeds 292
 inquiry 245
 inquiry-oriented activity 212
 inspection 245
 Inspiration 133
 Institute for Higher Education Policy
 xxvii
 instructional blueprints 48
 instructional designer ix
 instructional systems design (ISD) 48
 instructional technology ix
 instructional wrap-around 119
 intellectual authority 120
 intellectual property rights 112
 intelligences 11
 interactive environments 71

interactive mystery 200
interconnectivity 290
intercultural dynamics 50
interface 46, 196
interlace 127
interlinked 132
internationalization 50, 278
interpersonal intelligence 79
interviews 263, 270
intrapersonal intelligence 79
Isopia Learning Management System 293
italics 145
iterative evaluation process 243

J

job aids 287
journaling 254
just-in-time training xviii
Jutta Degenera 167

K

keyboard 124
keyboarding 292
keyhole problem 76
keyword descriptors 101
keywords 96
killing a file 89
knowledge claims 66
Knowledge management xxi
Knowles, Malcolm 70

L

language ix
language of interactivity 136
language translation 88
lateral thinking 70
layer 151
layering tools 165
layout cues 156
learnability 271
learner profiles 39
learner support 30
learner's experience 70

learning and content management
 systems (LCMS) xxi
learning at the bedside 288
learning community 50
learning design viii, 272
learning design theory ix
learning disabilities 82
learning goals 4
learning needs ix
learning object viii, 28, 97
learning object repositories xxi
learning organizations xi, 288
learning orientation 71
learning portals xiii
learning providers xiv
learning shell 229
learning space 212
learning style inventories 41
learnware industry 48
lecture 29
legibility 147
life-centered 71
lifelong learning xvii, 278
likert scale 265
line lengths 147
linear 119
linguistic intelligence 79
linking conventions 165
literary genres 44
live chat xxiv
local navigation system 234
localization 278
location 203
location scheme 204
logical scheme 210
logical-mathematical intelligence 79
lower order thinking 5

M

m-Learning xiii, 286
Magolda, Marcia Baxter 64
mapping tool 133
March, Tom 212
marginalia 151
marginalized groups 86

marginalized learners 91
 MASIE 154
 matrix 137
 McGraw-Hill Ryerson 297
 me-Learning xiii
 media attributes 176
 Melick Library at Eureka College 294
 mental representations 226
 menu structures 197
 message design 119, 139
 metadata 95, 101
 metaphor 133
 metaphor-driven organization 208
 metrics 88
 Microsoft Excel 276
 milestones 29, 249
 mind tools 222
 minority cultures 49
 mnemonics 226
 mobile learning xiii
 mobility ix, 290
 mobility impairments 82
 modalities xxiv
 modeling 185
 modular approach 99
 modular course design 95
 Mok, Clement 120
 Monolith 95
 monotreme 227
 motif 163
 motivation 71
 motor impairments 292
 multi-channel 177
 multimedia simulations xxvii
 multimedial Web-based environments 71
 multimodal xxiv
 multimodality 136
 multiple survey strategy 268
 multipurpose devices 88
 musical intelligence 79

N

narration 184
 narrative power 185
 narrative scheme 210

National Learning Infrastructure Initiative xxi
 naturalistic intelligence 80
 navigation 46
 navigation bar 234
 navigation software 290
 Nielsen, Jacob 81
 nested organizational scheme 206
 new economy xvii
 Nine Events of Instruction 211
 non-examples 227
 non-niche audience 164
 non-text blank space 147
 non-verbal data 264
 Norman, Donald 241
 Northern Alberta Institute of Technology (NAIT) 296
 note-taking 187
 notes outline 187
 novelty effect 294
 Nudist 276

O

observable form 4
 off-line 34
 Open and Distance Learning Quality Council 55
 open-ended survey 268
 organization of concepts 147
 organizational scheme 196
 organize 77
 organizing metaphor 236
 orientation to learning 71
 outcome statement 4
 outcomes 1

P

page design elements 149
 Palm 293
 paper prototype 273
 partial screens 82
 participatory design 41
 passive voice 156
 patterns of reasoning 64

Paulsen, Morten Flate 16
PDF format 134
Pearson Education (Prentice-Hall) 297
Pedrito 254
peer evaluators 257
peer review xxi
perceptual challenges ix
perceptual strategies 179
performance measurement 260, 269
personal digital assistant (PDA) 286
perspective-based inspection 262
pervasive computing xxvi
PhotoShop 27
Piaget 78
Placeware 29
pluralistic view of intelligence 78
pluralistic walkthrough 262, 270
PocketClassroom 296
polling system 296
pop-up menus 136
Portable Emergency Physician Information Database 296
portable learning environments 288
portals xiii
Power of the Internet, The 88
PowerPoint 98
practice community 229
pre- and post- tests 270
pre-instructional information 224
print xxv
print conventions 121
print-based xxv
prior experiences 228
priority one checkpoints 84
priority three checkpoints 84
privacy xxviii
problem-solving 9
procedural actions 186
productivity tools 51
professional development 87
Project Numina 297
promotion xxviii
proprietary software 296
prototypes 245
psychomotor taxonomy 6

pull-down menus 136

Q

qualitative data 244
quality assurance xi, 256
quantitative data 244
question-asking 260, 269
questionnaires 263
Quinn 286

R

rapid instructional design 29
rapid prototype 273
rational stance 89
re-purpose viii, 29
re-usable digital resources ix
readability 46, 118
readability checkers 156
readability level ix
reader disorientation 168
reader preference 166
readiness to learn 71
real-time discussion 197
real-time feedback xxvii
realistic scenario 270
recall 180
recognition rates 292
redundancy 181
redundant functionality 292
reflection ix
refresh 126
Rehabilitation Act xv
relational processing abilities 127
relativistic-oriented traditions 89
relevancy 71
remote test 254
repositories xxi, 97
repurposing content 118
restructuring 121
retention of information 180
retrieval 102, 224
retrospective test 254
reuse 116
reward structures xxviii

rich case studies xxvii
 rich media 291
 richer information experience 180
 rights management 116
 Ring, Geoffrey 299
 Robinson, Alexa 200
 rollovers 136
 Rowland, Cyndi 81
 royalties 112
 royalty fees 112
 rule of three 233

S

sans serif font 145
 satellite 29
 satisfaction 271
 scaffolding 227
 scaffolds 77
 scenario 33
 scenario building 260, 269
 Schcolnik, Miriam 299
 Schrock, Kathy 148
 screen captures 164
 screen formats 170
 screen page 150
 screen real estate 150
 screen resolution 126
 screen-sharing 230
 scroll 168
 scrolling 135
 search engine 95
 search performance 147
 searchable storage 96
 Section 504 of the Rehab Act 47
 secure site 216
 security xxviii
 security risks 292
 seizure disorders 82
 self-concept 70
 self-direction 70
 self-reflection 57
 semantic linking 119, 237
 semantic networks 222
 semantic nodes 299
 semantic Web 133

Seneca College 297
 sensory immersion 88
 sensory modality 177
 sequence of content 211
 serialized lists 160
 serif font 145
 set tasks 275
 sex ix
 shared desktops 274
 Shetterly, Will 131
 shorter 158
 sidebars ix, 136
 sideheads 151
 signal phrases 225
 single digital component 104
 site architecture 196
 site maps 234
 slides xxv
 smart classrooms xxii
 Smokeout Campaign 208
 social and political contexts xi
 social learning 230
 social learning theory 70
 socio-political xiv
 socioeconomic status ix
 spatial intelligence 79
 spatial maps 76
 spatial metaphors 236
 spatial processing abilities 127
 specifications 48
 speech impairments 82
 speech production 292
 SPSS 276
 stability 292
 stakeholders 249
 stand-alone solution 290
 standards 48
 standpoint theory 91
 Stanford University 295
 Stansberry 43
 state of readiness 268
 storyboard 150
 streaming 95
 structural relationships 180
 structured interview 265

student response pad 297
Student Web Answer Technology Template 297
style elements 145
stylus 291
sub-module 102
success story 262
survey 29
sustainability 99
SWATT 297
synchronous tool xxii
systems behaviors 186

T

tactile-kinesthetic 178
target audience 39
target learners 249
task-oriented scheme 207
teaching method 260, 269
technical layouts 53
technical standards xxvi
technocentric approach 57
technology enhanced education 116
tenure xxviii
text captions 83
text entry 292
text-based tools xxii
text-to-text conversion 88
thinking-aloud 269
thinking-aloud protocol 260
ThinkQuest 164
third person 158
threaded discussions xxvii
three-dimensionality 136
thumbnails 183
time 203
time on task 272
time-shifted discussion 197
timelines 29
title bars 291
tools viii, 77
topic sentences 161
topical organization 207
tracking 88, 102
trajectory 146

transcriptions 83
transfer 8, 222
transitional knowing 65
trends ix
triangulation 244
Turnbull, Don 125

U

U.S.C. Section 794 47
umbrella scheme 205
underlining 145
unidirectional 128
unit of content 168
University of Western Australia 91
unstructured interview 265
uppercase 145
usability ix
usability expert 28
usability methods 258
usability research 82
usability testing ix
usage errors 272
use case 262
usefulness 271
user choice 51
user control 165
user-centered design viii
user-centered design framework 39

V

verbal 178
verbal learners 178
verification testing 270
video xxv
video streaming 57
videoconferencing 50
virtual course 34
Virtual Field Trip, The 212
virtual reality display 288
visibility 145
visual 178
visual acuity 144
visual design 46
visual e-Texts 182

visual hierarchies 237
visual impairment 56, 82
visual mass 146
visual metaphors 184
visual representation 236
visualization 136
vocabulary of hypertext 136
vocabulary of print 124
voice-over-IP xxii

W

W3C 84
Wake Forest University 296
WAP technology 299
ways of Knowing 64
ways of understanding xxv
Web Accessibility In Mind (WebAIM) 81
web genre 44
Web usability 243
Web-based learning xiv
Webcam 18
WebCT xxi
WebQuest 212
webserver 296
Westlaw, Inc. 293
whitespace 143
Williams 105
wireless device 286
wireless technologies xxvi
workplace xiv
workplace learning 278
World Wide Web Consortium 47
Writer as Researcher 43
writing for clarity 170
Wurman 198