

# Index

## A

abstract windowing toolkit (AWT) 36  
academic “hype” 6  
accountability 186  
action learning 102  
add(myLabel) 55  
agency objectives 329  
application development 304  
architected applications development  
(AAD) 110  
architectural modeling 106  
argument approach 8  
Asian Pacific Economic Cooperation  
(APEC) 188  
Association to Advance Collegiate  
Schools of Business 240  
Australian Bureau of Statistics (ABS)  
188  
Australian Information Systems 215  
Australian Vice-Chancellors Committee  
(AVCC) 186  
authentic learning environments 18

## B

Beer’s Viable Systems Model 2  
binary codes 256  
blueprinting sense 101  
brainstorming 79  
brief row tutor 65  
business entry point (BEP) 417  
business factors 329  
business practices 299  
business process reengineering (BPR)  
6, 190  
business software applications 224  
business-to-business (B2B) 199  
business-to-consumer (B2C) 199

## C

career resilience 155  
case discussion 396  
case method 20, 397  
case studies 290  
chief information officer (CIO) 324

CIO competence 337  
 cognitive style 213  
 collaborative course development  
     process 269  
 common-component sense 100  
 communication skills 126  
 communicative action 369  
 community informatics (CI) 368  
 competencies for online teaching and  
     training 272  
 component-based development (CBD)  
     109  
 computer information systems (CIS)  
     12, 38, 89, 126  
 computer literacy 238  
 computer literacy course 256  
 computer skills 238  
 conference for IT curriculum (CITC) 174  
 constructivism 20  
 consulting skills 198  
 Contemporary Technologies Inc. (CTI)  
     93  
 cookbook approaches 2  
 creativity 78  
 criterion referenced instruction (CRI)  
     257  
 critical activities 341, 347  
 critical theory 369  
 Cultural Heritage Authority (CHA) 82  
 curricular decisions 259  
 curriculum 35

## D

data management for administrators  
     (DMA) 287  
 database administrators (DBAs) 93,  
     175  
 database management system (DBMS)  
     193  
 database specialization track 174  
 databases 304  
 Dauphine-UQAM executive MBA  
     program 398  
 design sense 101  
 disciplined study behavior 48

discourse 369  
 domain name service (DNS) 118

## E

e-business 314  
 e-business curricular programs 316  
 e-business education 314  
 e-commerce class development 201  
 e-commerce curricula 314  
 e-learning 358  
 Education Review Office (ERO) 381  
 educational software process (ESP) 37  
 educational technology 270  
 educational technology project (ETP)  
     273, 277  
 electronic business 186  
 electronic commerce 186  
 employability qualities 186  
 employers' needs 144  
 employers' skill requirements 146  
 end-user development 304  
 end-user training 133  
 enterprise resource planning (ERP) 135  
 European Union (EU) 417  
 exigency 318  
 expert 49  
 expert to learner paradigm 369  
 explain item 51

## F

forgetting 51  
 framework sense 101  
 framing 127

## G

gateway to educational materials (GEM)  
     273  
 gender 149  
 general education computer course 223  
 geographic information systems (GIS)  
     92  
 graduate qualities (GQs) 286  
 group environments 19  
 group work 307

**H**

human computer interaction (HCI) 28  
 human factors 329

**I**

individual creativity technique 80  
 information channel 146  
 information communication technologies (ICT) 368  
 information gathering 309  
 information literacy 228  
 information management (IM) 181  
 information quality (IQ) 155  
 information resources management (IRM) 298  
 information systems 26, 213  
 information systems curriculum 239  
 information systems development methodologies 3  
 information technology (IT) 89, 239  
 Information Technology Association of America (ITAA) 12  
 information technology education 240  
 information technology industry 144  
 information-gathering strategies 145  
 instructional system design (ISD) 257  
 instructional system design theory 258  
 instructional technology 229  
 instrumental rationality 369  
 integrated development environment (IDE) 38  
 International Computer Driving License (ICDL) 262  
 International Society for Technology in Education 270  
 IP layer 119  
 IS graduate 13  
 ISO layered model 117  
 IT education 78  
 IT management 135  
 IT vision contextual setting 344  
 item correct 50  
 item familiarity 57  
 item identification 58

**J**

Java 35  
 Java virtual machine (JVM) 36

**L**

lateral comments 81  
 layer-system concept 107  
 leading teachers 231  
 learn unit 49  
 learner-centered approach 367  
 learning communities 368  
 learning groups 372  
 learning needs model 155  
 learning styles 217  
 life wide learners 368  
 lifelong learning 287

**M**

mall-to-medium enterprises 185  
 manage critical relationships activities 342  
 management information systems (MIS) 126  
 manufacturing extension partnership (MEP) 200  
 Master of Science in Information Technology (MSIT) 35  
 methodology 4  
 modeling concept 107

**N**

National Council for Accreditation of Teacher Education 270  
 National Information Infrastructure (NII) 332  
 new public management (NPM) 420  
 new technology high school (NTMS) 19  
 New York State Forum for Information Resource Management 336

**O**

object-oriented technology (OOT) 35  
 observe Item 50  
 older people 136

online case discussion 398  
online courses 358  
online degree programs 358  
online programs 358  
Oracle DBA 91

## P

performance-based training (PBT) 257  
personality types 214  
problem solve 287  
problem-based learning (PBL) 20, 99,  
290  
professional practice 186

## Q

quality software education (QSE)  
98, 99

## R

rate 48  
relational database management  
systems (RDBMS) 177  
remote access 88  
Remote Access Unix Lab (RAUL) 89  
requirements determination 78  
research methods course 27  
research students 26  
role play 5, 291  
row familiarity 60

## S

school library media 269  
self-assessment 238  
self-paced learning 367  
Separation of Concerns concept 107  
server-focused courses 89  
shared discourse 369  
simulation game 117  
skill, knowledge, or attitude (SKA) 257  
small to medium enterprises (SMEs)  
199  
social presence 372  
soft skills 163  
software assessment tests 224

software Issues 308  
SoloBrainstorming (SBS) 80  
stages of growth 377  
stream correct 50  
structured group research project 26  
student-centered approach 367  
students' learning outcomes 298  
student's perceptions 18  
students' performance 298  
subject delivery 406  
surf school 137  
synchronous discussion 397  
synchronous technologies 397  
systems analyst (SA) 82  
systems development life cycle (SDLC)  
2

## T

TCP/IP 117  
teaching and learning strategies 290  
team building 21  
team project 198  
technical factors 329  
technical training 47  
technobabble 328  
technology education 231  
technology literacy 269  
text currency 372  
The Ultimate Software Consultants  
(TUSC) 95  
three modes of teacher-student interac-  
tion 371  
transport control protocol (TCP) 118  
tunnel vision 369

## U

Unix Lab 88  
user-developed applications (UDAs)  
304

## V

very small business (VSB) 188  
virtual environment 397  
virtual team 372

## **W**

- weak tie networks 374
- Web-based learning 397
- WELES (Web-Enhanced Learning  
Environment Strategies) 272
- wireless 88
- Wireless Mobile DBA 95
- wizards 306
- work experience 149