

Index

A

A-law encoding 197
 academic fraud 36
 accessibility 206
 action learning 243
 active discovery 238
 activity form 158
 aesthetic characteristics 238
 aesthetic experience 238
 aesthetic framework 237
 aesthetic literature 238
 agency 218
 agent software 217
 agent technology 217
 AI research 219
 aided problems (with hints) type 269
 alliances 32, 36
 analogies 6
 Anatomical Structure of Tables 270
 APP 196
 artificial intelligence 273
 assessment manager 166, 176
 assessment phase 175
 asynchronous communication 61
 asynchronous courses 173
 audio conferencing application 193
 audio streaming 190
 audio-on-demand applications 199
 Author Information page 266
 Automated Correspondence Course Strategy 29
 autonomous agents 220
 autonomous internet agents 223
 autonomy 219

B

backward prediction 200
 BarginFinder 222
 beginner level 187
 behaviorist teaching 256
 BID 266
 Bodker Computer Literacy Scale 186
 browser mentality 101

C

campus community 153, 156
 campus-wide network 80
 case-based learning 243, 245
 case-based learning scenario 245
 CBA system 204
 change management 18
 channel design 154
 channel system 151
 channels 151
 cheating 211
 Cisco Certified Network Associate Certification 167
 classroom community 153, 156
 client side 192
 client-server courses 273
 cognitive aesthetics 236
 cognitive flexibility theory 256
 cognitive load 103
 cognitive overhead 103, 255
 cognitive psychology 254
 communication 210
 community 151
 competition 32, 35
 Computer Aided Learning (CAL) 222
 Computer Assisted Assessment (CAA)
 203

Computer Based Assessment (CBA) 203
Computer Based Training modules 183
computer graphics 273
Computer Managed Learning (CML)
 222, 224
computer screen design 91
Concept maps 6
conditional replenishment 201
constructivism 3, 255
constructivist learning 4, 256
constructivist thought 2
contact study 158
content repository tool 159
content-type field 192
context 18
context study 158
continuous improvement 51
continuous information 51
cooperation 219
cooperation tool 159
cooperative learning 10
corporate distance training 16
countermeasures 213
course assignments 232
course delivery 67
course development 67
course generation system 264
course objectives 46
course structure 46
CourseRoom 166, 176
cover page 266
cross functional management 51
cultural change 20
curve 231
customer satisfaction 49

D

data communications systems 168
data stream 193
database design 270
decoding time stamps 200
deliberative 218
development phase 175
developmental psychology 254
dialogue 10
differential coding 200
digitizer board 192

discrete time control 273
disorientation 255
distance education 16, 43, 44, 110, 172
distance learning 44, 152
distance learning technology 27
distance teaching 79
distance training 15
“drill-and-practice” approach 143
drilling 269
drive out fear 52

E

e-Learning 125
educational technologies 78
electronic commerce 60
electronic technology 52
electronic tutelage 180
Elementary Streams (ES) 200
empowerment 49
encoding 93
Enter/Edit course information 145
Enter/Edit>Select quiz questions 146
equal learning 48
evolutionary step 223
exam questions table fields 272
exams table 271
experiential learning 243
extended abstract outcome 254
extension 195
extensive writing experience 81

F

face-to-face instruction 61
face-to-face teaching 59
face-to-face teaching models 59
faculty factors 72
faculty recompense 32, 33
felt freedom 238
first tier 222
focused attention 238
forward prediction 200
fraud 32
frontal teaching 158
funding 32, 34

G

- global competition 121
- Global System for Mobile Communications 197
- globalization 111
- glocal model 120
- grading 209
- grading method 231
- graphic organizers 6
- Graphical User Interface (GUI) 91, 205, 228
- group-oriented learning 152
- guest lecturer strategy 29
- guided tours 256

H

- higher education 110
- HTML pages 266
- hyperlink 267
- hypermedia environments 102
- hypertext 90
- Hypothesis Making and Testing 7

I

- implementation phase 175
- informatics 254, 256
- Information and Communication Technologies (ICT) 242
- information storage 65
- information technology 60, 115
- information/Internet agents 222
- infrastructure 83
- instructional delivery media 126
- integrated themes 9
- interaction 90
- interaction/process design 154
- interactive lectures 158
- interactive multimedia 243
- Interactive System-Wide Learning (ISL) system 117
- interactivity 95
- interface agent 226
- Internet Group Management Protocol 202
- Internet platform 155
- Internet Softbot 222
- Internet telephone 199
- Internet-based community 151

- Internet-delivered courses 181
- intrinsic gratification 238
- Introductory page 266

J

- Jasper 222
- JavaScript 273
- Javascript 143
- jitter 193
- journaling 9
- JPEG format 199

L

- large lecture hall strategy 30
- leadership 50
- learner-centered 135, 164
- learning 219
- learning community 151
- learning cycle 11
- learning environment 43, 62
- learning innovations 176
- learning network 122
- learning outcomes 254
- learning process 48
- learning taxonomy 245
- learning/teaching network 115
- lecture 229
- level of interaction 67
- Linear Prediction Coder 197
- Local Area Networks (LANs) 168
- logical space 151
- “lost in hyperspace” 248
- Lotus Learning Space 163, 166, 176
- Lotus LearningSpace 176
- Lotus Notes Client 166
- Lotus Notes Server 167
- LS central 166

M

- managing tool 159
- marker 195
- market issues 35
- market pressures 111
- markets 32
- MBA Foundation Project 175
- MBone 201

MCQ exam questions table fields 272
 MCQ type 269
 meaning-intention 3
 media clips 190
 media server 190
 media streaming technology 190
 MediaCenter 166
 medical imaging systems 273
 medical instrumentation 273
 medium 151
 mental models 104, 255
 message design 96
 message design factors 96
 meta-cognitive learning strategies 152
 metaphors 6
 Michael Porter 30
 micro-based software 186
 mixer 194
 mobile 218
 models 6
 motion compensation 200
 motion detection 199
 MPEG 197
 Multicast system 194
 multiculturality 206
 multilinguality 206
 multistructural outcome 254

N

navigation 102
 navigation inefficiency 255
 NetAcademy 155
 new learning paradigm 152
 new teaching approach 233
 Normal page 266

O

object directedness 238
 office skills-based course 185
 online 110
 online approach 168
 Online Learning Community 150
 Online Learning Systems 190
 Online practice quizzes 142
 operating expense 34
 organization 151

organization development (OD) initiative 20
 organizational change 114
 organizational design 154
 organizational perspective 28
 outsourcing 28

P

packet loss 192
 packetization 196
 padding 195
 page styles 265
 paper-based case 247
 payload type 195
 pedagogical paradigm 135
 perceptual aspects 92
 personnel 32
 personnel category 32
 Pexam questions table fields 272
 playout-buffer 193
 Porter's strategy 31
 portfolios 10
 practice quizzes 142
 predictive coding 200
 presentation time stamps 200
 prestructural outcome 254
 proactiveness 220
 problems type 269
 productivity paradox 112
 profile 176
 public dissemination 127

Q

quality output 48
 quality philosophy 47, 48
 quantization 196
 question management 207
 quiz generaor 144

R

Randomize statement 272
 rate-adaption 192
 rational pedagogy 128
 reactive 218
 reactivity 219
 Real Time 191

Real Time control protocol 194
 real time media delivery 193
 Real Time transport protocol 193
 real world problems 232
 receiver report 192, 196
 relational outcome 254
 reporting tool 159
 restricted availability 208
 RTCP Packet 195
 RTP Audio/Video profile 198
 RTP Data Transfer Protocol 195
 RTP data transport 194
 RTP Level Relay 194
 RTP stack 193

S

sample interleaving technique 199
 sampling 196
 schedule 176
 schema 239
 screen density 96, 97
 screen design 92
 screen layout 92
 security 209
 self study 158
 semantic aspects 93
 semantic knowledge 93
 semantic webs 6
 sender report 196
 server side 192
 situated action 255, 256
 social ability 219
 social form 158
 societal pressures 111
 SOLO (Structure of the Observed Learning Outcome) 254
 SOLO taxonomy 257
 sound compression schemes 197
 sound player 192
 source description 196
 special editor 267
 speech encoder 198
 static 218
 strategic alliances 115
 strategic planning 18
 strategic planning team 21
 strategies 28

streaming protocol 191
 Student Data Form 185
 student empowerment 53
 student-centered 135
 subject management 224
 supply chain management 113
 survivability 210
 Synchronization Source Identifier 195
 synchronous 61
 syntactic knowledge 93
 Syntactic-Semantic Model of Objects and Actions 93
 syntax 230
 system clock 200

T

Table of Contents 266
 tabula rasa 1
 target blocks 200
 teacher-centered 135, 164
 teaching environments 63
 teaching network 115
 technological design 154
 technological pressures 111
 technology changes 35
 telecommunication management 168
 test analysis 205
 test building support 204
 Test Delivery System (TDS) 204, 205
 Test Management System (TMS) 204, 208
 testing 7
 Testing and Assessment Center 184
 text density 96
 theory of structuration 111
 theory of the beautiful 236
 Third World 78
 Title page 266
 Total Quality Management (TQM) 43
 traditional lectures 158
 trails 256
 transfer 247
 transformation 239
 translator 194
 tunnels 202
 tutorials 207
 Two-Way Interaction 66

U

ulaw encoding 197
unistructural outcome 254
unity/wholeness 238

V

Venn Diagrams 6
vertical disintegration 113
video compression 199
video conferencing 190
video streaming 190
virtual classrooms 135
virtual education 132
virtual educational organizations 60
virtual office hours 177
Virtual Reality Modeling Language 264
Visual Basic (VB) 228
visual beauty 236
visual complexity 99

W

wayfinding 102
Web enabler 204
Web page design 90
Web site design factors 90
Web teaching models 64
Web-based courses 180
Web-based education 1, 59, 60, 73
Web-based environment 68
Web-based instruction 90, 93, 94
Web-based teaching 66, 72, 78, 80, 87
Webwatcher 222
Wide Area Networks (WANs) 168
windowing environments 98
windows 98
word-processing software 84
WWW 252