

Elearning glossary

A

Accessibility

- The design of learning environments for people with disabilities.

Adaptive learning

- Adaptive elearning uses technology to create educational content that adapts to learners needs based on what they know and what they don't.

Application programming interface (API)

- A set of protocols for building software and applications.

Asynchronous learning

- Asynchronous elearning allows students to study at their own pace.

B

Blended learning

- Blended learning involves both face-to-face instruction as well as some component/s of elearning.

Blog

- A website made up of individual entries or 'posts'. Blogs can be created by a single user or collaboratively,

C

Cascading style sheets (CSS)

- "A stylesheet language that describes the presentation of an HTML (or XML) document. CSS describes how elements must be rendered on screen, on paper, or in other media."
<http://www.w3schools.com/css/>

Collaborative learning

- Collaborative learning occurs as a result of interactions between people in the completion of a common task

Content authoring tool

- Authoring tools are easy-to-use software packages like Storyline or Captivate that create elearning multimedia content.

Content management system (CMS)

- A computer application that allows users to create and edit content through one user interface.

E

Elearning

- Elearning involves the delivery of training via electronic means.

Eportfolio

- An online portfolio where earners collate multimedia evidence of their learning.

EXtensible Markup Language (XML)

- XML stores and transports data. XML is human and machine-readable.

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F

Flipped learning

- Flipped learning is where students study elearning content at home and then work with their teacher and other students to apply this knowledge in the classroom.

G

Gamification

- Using gaming principles in the development or delivery of an elearning resource to motivate the learner to engage with the subject matter.

Graphical user interface (GUI)

- A user interface that allows users to interact using visual icons (instead of text-based commands).

H

Hyper Text Markup Language (HTML)

- HTML is a markup language for describing web pages.

I

Internet of things

- Connecting everyday things to the Internet, allowing them to send and receive data.

K

Kickoff meeting

- The first project planning meeting with the project team and the client.

L

Learning analytics

- Learning analytics applies web analytics principles to education to gather and analyse data about learners to improve the learning environment.

Learning management system (LMS)

- A learning management system, or LMS, is a computer system developed for managing and delivering online courses.

Learning record store (LRS)

- "The Learning Record Store (LRS) The LRS is the heart of any Tin Can ecosystem, receiving, storing and returning data about learning experiences, achievements and job performance." <https://tincanapi.com/learning-record-store/>

M

M-learning

- Learning that occurs through the use of a mobile device such as a phone or tablet, thus enabling the learner to study at a time and place of their own choosing.

Metadata

- Data that describes other data, often for the purpose of enhancing searchability.

Micro-learning

- Micro-learning or nano-learning is a training method that presents learning content in bite-sized pieces without losing the story or context of the information.

MOOC

- A MOOC, or Massive Open Online Course, is a course offered online and free of charge.

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O

Open source

- "Open source software is software that can be freely used, changed, and shared (in modified or unmodified form) by anyone. Open source software is made by many people, and distributed under licenses that comply with the Open Source Definition." <https://opensource.org/>

P

Personalised learning

- Personalised learning allows learners to shape course content and the learning environment.

PHP

- "PHP is a popular general-purpose scripting language that is especially suited to web development." <http://php.net/>

Plug and play

- Software or devices that work automatically - without adjustment by the user.

Podcast

- An audio or video episode for online streaming or subscription (podcasts you have subscribed to automatically download to your computer or mobile device).

Prototype

- In elearning, a prototype is a sample unit or topic which is developed as a 'Proof of Concept' (PoC). Once approved the prototype design is used throughout the course.

Q

Quality assurance (QA)

- The systematic process of checking elearning content meets specified technical and style requirements.

R

Responsive design

- Responsive design, or responsive web design (RWD), is a development approach aimed at creating sites that are easy to read and navigate on a range of devices, with a minimum of resizing, panning, and scrolling

S

SCORM

- SCORM, or Shareable Content Object Reference Model, is a standard that enables elearning content to 'talk to' different learning management systems and vice versa.

Search engine optimization (SEO)

- Improving visibility of a website or a web page in a web search engine's results.

Single sign on (SSO)

- An authentication process allowing users to access multiple applications with the same user name and password.

Social learning

- "Social media is technology used to engage three or more people. Social learning is participating with others to make sense of new ideas. And what's new is how powerfully they can work together." (Conner, 2007)

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Storyboard

- A series of illustrations or images used to plan a learning sequence.

Subject matter expert (SME)

- Someone who is an expert on the subject of a learning resource. The SME works closely with the instructional designer to make sure the content of the resource is accurate.

Synchronous learning

- Synchronous elearning is completed according to a particular timeframe or schedule.

T

Tin Can API

- Tin Can API is an elearning standard that makes it possible to collect data about the wide range of experiences a person has (online and offline).

U

Uniform resource locator (URL)

- A web address that uses the HTTP or HTTPS protocol.

User experience (UX)

- In an elearning context, the user's experience interacting with the delivery platform and all aspects of their learning and assessment. The aim is to create a seamless and intuitive experience for the learner.

V

Virtual classroom

- A Virtual Classroom is an online classroom where students interact, access presentations and resources and work in groups.

Vocational education and training (VET)

- "Vocational education and training (VET) enables students to gain qualifications for all types of employment, and specific skills to help them in the workplace."
<http://www.asqa.gov.au/about/australias-vet-sector/australias-vet-sector.html>