ONLINE TERMS YOU SHOULD KNOW …

Asynchronous: Learning in which interaction between instructors and students occurs intermittently with a time delay. Students in asynchronous courses are not required to log in at a specific time to watch a lecture or participate in a discussion, but rather can do their work on their own schedule.

Audio conferencing: Audio conferencing refers to a connection between three or more locations that involves a voice-only connection. This can be done via telephone or via the computer. When the audio conference is done between computers over the Internet, it uses a technology known as VOIP (Voice Over Internet Protocol).

Blended Learning (Hybrid Learning): Blended learning is an instructional approach that includes a combination of online and in-person learning activities. For example, students can complete online self-paced assignments by a certain date and then meet on-site or online for additional learning activities.

Blog - Web log. Similar to an electronic bulletin board, except that only one individual or group can create the initial post and participants can only respond to the post. An example is http://www.blogger.com.

Content - What is taught in a course, class, or lesson. The training objectives are often a list of the content of a course

Distance Education (Distance Learning): Distance Education/Learning occurs when students and their instructors are in different geographical locations and the instruction occurs on an electronic device, such as a computer or mobile phone. The learning can occur in a synchronous environment, in which all participants are connected at the same time or in an asynchronous environment, when participants are engaged in learning at different times.

Discussion boards: An online forum where students can interact with their classmates and instructor by posing and answering questions in the form of short posts. Participation in discussion boards is a requirement in many online courses.

eLEARNING: eLearning (short for electronic learning) is an umbrella term that refers to all types of training, education and instruction that occurs on a digital medium, like a computer or mobile phone.

Electronic mailing list - Also [incorrectly] called a "listserve." Members send email to the list, which the list service then mails to all members individually. Members can then read and respond (called a *post*), or email the member directly. An example is http://groups.google.com.

LCMS - Learning Content Management System. A system for collaborative development of E-Learning content with inbuilt resources sharing and project management processes.

Learning management systems: The platform where students can view their syllabus, learn how to contact their professor and access most course materials, including online readings, videos, audio files and other resources. In some systems, students can also email and message their classmates and instructors. Common learning management systems include Blackboard, Moodle and Desire2Learn

Massive open online courses: These courses, commonly known as MOOCs, are entirely online and open to anyone with an Internet connection. MOOCs differ from typical online courses in two ways: They can draw hundreds or thousands of students; and they are usually, but not always, free. Students enrolled at universities offering MOOCs can get credit for the courses. The American Council on Education has also recommended several MOOCs for credit

Mobile Learning: Learning that takes place on a hand-held device, such as a mobile phone, that can take place anytime and anywhere.

Multimedia: Multimedia refers to the presentation of information and instruction through a combination of graphics, audio, text, or video. Multimedia instruction is often interactive.

Online Learning: The term online learning is often used synonymously with eLearning. It is an umbrella term that includes any type of learning accomplished on a computer and usually over the Internet.

Self-Paced Learning: Self-paced learning refers to the type of instruction that allows a person to control the flow of the courseware. It implies the learning environment is asynchronous.

Streaming Media: Streaming media refers to video and audio that is downloaded to a computer from the Internet as a continuous stream of data and is played as it reaches the destination computer.

Synchronous: An online class structure similar to that in an on-ground class, in which students meet with their instructor in real time and communicate with each other. Students and their instructor log on at the same time, using tools such as Skype, Google Hangouts, Meetings.io and other platforms to interact.

Virtual Classroom: The virtual classroom refers to a digital classroom learning environment that takes place over the Internet rather than in a physical classroom. It is implemented through software that allows an instructor and students to interact.