



O2-A1 DISTANCE LEARNING GLOSSARY LIST



Di2Learn:

DISTANCE-DIGITAL TEACHING AND LEARNING IN THE POST-COVID-19 ERA

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TABLE OF CONTENTS

Contents

1. Introduction	4
2. The Glossary of Distance Learning	5
2. References	17



1. Introduction

The Covid-19 pandemic has caused a great alternation in the educational systems worldwide, bringing about temporary closures of schools while **digital learning became the new normality**. It imposes **new ways of teaching**, enhancing the importance of **digital literacy**, the **use of technology tools**, the resilience of educational procedures and the readiness of educational bodies to offer constancy high-quality teaching, learning and assessment.

Di2LEARN project aims **at supporting distance digital learning and teaching** by:

- Backing up **schools** to develop their own distance learning action plan,
- Empowering **teachers** through upskilling and re-skilling opportunities,
- Develop a capacity building series of workshops both on and offline to support **parents'** role,
- Support **students** with study, personal and organisational skills for remote learning

The partners of the project seek to **upgrade teaching, learning and assessment provision** by strengthening teachers' profiles to deal with the modernization and digital transformation of formal schooling and empowering students during distance learning!

All the above will be achieved through the development of the e- DISTANCE LEARNING ACADEMY which will be set up aiming to guide, support and equip educators, with a targeted TOOL KIT, PEDAGOGY and GUIDELINES to introduce high quality distance learning in schools. The development of an adequate methodology and a glossary for distance learning will clarify terms, procedures and techniques, whereas the e-DISTANCE LEARNING PLATFORM will enable educators to create a HUB for organizing, managing, monitoring and assessing.



2. The Glossary of Distance Learning

The GLOSSARY OF DISTANCE LEARNING is another innovative tool in the hands of teachers which will help them to understand the terms used widely and interchangeably causing in most cases confusion about their meaning.

It will explain, present, and clarify terms – concepts which have been widely used in the Covid-19 period as a result of the sudden shift to distance and online learning.

Here as follows, there is the **list of 131 terms and expressions** which will be deepened in the GLOSSARY OF DISTANCE LEARNING.

NR	TERMS	DEFINITIONS
1	21st CENTURY SKILLS	A set of knowledge, skills, work habits, and traits that are identified to be critically important for the success in 21st century society.
2	ACCESSIBILITY	The quality or feature of being easy to approach, enter, or use it.
3	ADAPTIVE LEARNING	A technique that uses computer algorithms to deliver customized learning paths that address the unique needs of a student (rather than providing a one-size-fits-all learning experience).
4	ADAPTIVE TECHNOLOGY	The creation of specialized versions of already existent technologies for people with a specific disability.
5	APPLIED LEARNING	An educational approach where students learn by engaging in direct implementation of skills, theories and models.
6	ASSISTIVE TECHNOLOGY DEVICE	Any technology utilized by people with disabilities for performing functions that may otherwise be difficult or inaccessible.
7	ASSISTIVE TECHNOLOGY SERVICE	Any service that directly aids a person with a disability in the choice, purchase, or using an assistive technology device.
8	ASYNCHRONOUS TEACHING	General term used to define forms of education, instruction, and learning that do not happen in the same place or at the same time.



9	AUDIOCONFERENCING	A conference in which people at different people communicate with each other via telephone or Internet connections.
10	AUTHENTICATION	An act of confirming that something (i.e., an identity, an artwork, or a financial transaction) is real, true, or genuine.
11	AUTHORING TOOL	A tool which helps creating digital content.
12	BACKUP	A copy of information kept on a computer which is saved separately from the computer.
13	BIASED	Giving inaccurate results because information has not been obtained correctly.
14	BLENDED COURSE	A course includes face-to-face classes that are occurring with online materials and activities, particularly a mix of both live and online learning.
15	BLENDED LEARNING	An approach to education that integrate online educational materials and opportunities for interaction online with conventional physical classroom methods.
16	BLOG	A regular record of one's or a small group's thoughts, ideas, or experiences that is put on the internet for other people to read.
17	BROWSER	A computer program that provides reading information on the internet.
18	CACHE	An area or kind of computer memory where information which is usually in use can be stored temporarily.
19	CHAT ROOM	An area on internet where people can communicate and discuss with one another.
20	COMPETENCY-BASED LEARNING	An educational approach which focuses on the student's demonstration of desired learning outcomes as central to the learning process.
21	COMPUTER-BASED LEARNING (CBL)	Use of computers for teaching purposes to deliver instructions to students utilizing by various instructional strategies.
22	COMPUTER-BASED TRAINING (CBT)	An education which is primarily managed using computers rather than an in-person instructor.
23	CONNECT TIME	Amount of time spent by a person in being connected to a network (i.e., the Internet).



24	CONTENT ON DEMAND (COD)	Delivering customized content on the social media, email, website, blog, etc.
25	CONTENT REPOSITORY	Database of digital content with a connected set of data management, search and access techniques letting application-independent access to the content.
26	COOKIE	Text files with small pieces of data (i.e., username and password) which are utilized to identify your computer as you use a computer network.
27	COOKIE PROFILING	The use of persistent cookies to follow a person's overall activity online.
28	COURSEWARE	A software program particularly created for educational purposes.
29	CYBERBULLYING	Activity of the use of internet aiming for harming or frightening another person, particularly by sending unpleasant messages.
30	CYBERSECURITY	Implementation of technologies, processes and controls to secure systems, networks, programs, devices and data from cyber-attacks.
31	DATA SECURITY	Process of protecting data from unauthorized access and data corruption during the whole of its lifecycle.
32	DIGITAL CITIZENSHIP	A person who has the knowledge and abilities to effectively use digital technologies to communicate with other people, take part in society and design and use up digital content.
33	DIGITAL DISTANCE LEARNING	A form of education in which the main components contain physical separation of teachers and students during teaching and the use of digital technologies to facilitate student-teacher and student-student communication.
34	DIGITAL DIVIDE	The gap between people who benefit from the Digital Age and people who do not.
35	DIGITAL FOOTPRINT	Information about a specific person which exists on the internet as a consequence of their online activity.
36	DIGITAL LEARNING	Any kind of learning that is aided by technology or by instructional practice that makes use of technology effectively.
37	DIGITAL LEARNING ENVIRONMENT	An online platform which provides students and teachers digital solutions which boost the learning experience.



38	DIGITAL LITERACY	Having the competences, one needs to live and work in a society where communication and access to information is increasingly via digital technologies like internet platforms, social media, and mobile devices.
39	DIGITAL PLATFORM	Systems and interfaces that constitute a commercial network or market facilitating business-to-business (B2B), business-to-customer (B2C) or customer-to-customer (C2C) transactions.
40	DIGITAL SKILL	A range of competences to use digital devices, communication applications, and networks to access and manage information.
41	DIGITAL TEACHING	Any type of teaching that is aided by technology or by instructional practice that makes use of technology effectively.
42	DIGITAL TOOL	Programs, websites or online resources which can ease to complete tasks.
43	DIGITAL TWIN	A virtual model constructed to accurately reflect a physical object.
44	DIGITAL VISUALIZATION TOOL	Thought processes are boosted when ways are found to link external perception with internal mental processes by the use of graphic aids.
45	DISCUSSION BOARD	A messaging system which teachers and students can share information asynchronously.
46	DISCUSSION THREAD	The act of bringing together all comments or discussion on the same topic.
47	DISINFORMATION	False information spread in order to mislead people.
48	DISTANCE LEARNING	A way of studying in which one does not participate a school, but study from where one lives, generally being instructed and given work to do via internet.
49	E-ACTIVITY	Every action one does on internet.
50	E-BOOK	A book publication which is provided in digital form, including text, images, or both, readable on the flat panel display of computers or other electronic devices.
51	E-COURSE	A self-paced and asynchronous course which allows students to accomplish course requirements entirely online.



52	E-LEARNING	Online or electronic learning which is the obtain of knowledge which is provided via electronic technologies and media.
53	E-LIBRARY	An online database of digital objects that can contain text, still images, audio, video, digital documents, or other digital media formats or a library accessible via internet.
54	END USER	A person who ultimately utilizes or is intended to ultimately utilize a good or service.
55	E-SCHOOL	An online school teaches students fully or mainly online or via Internet.
56	E-TEACHER (OR E-INSTRUCTOR)	Instructors who teach online, through the Internet.
57	FACE-TO-FACE	An interaction that happens in person.
58	FILE	A collection of related data or program records stored as a unit with a single name.
59	FULLY ONLINE LEARNING	A kind of education whereby students learn in a completely virtual environment.
60	GAME-BASED LEARNING	The use of certain gaming principles and implementing them to real-life settings to engage students.
61	GAMIFICATION	The process of adding games or similar elements to something in order to encourage participation.
62	HYBRID LEARNING	An educational model where some students participate class in-person, while others attend the lesson virtually from out of the classroom.
63	HYPERLINK	A link from a hypertext document to another location, directed by clicking on a highlighted word or image.
64	INFOGRAPHIC LANGUAGE	A demonstration of information in a graphic format designed to make the information easily coherent at a glance.
65	INFORMATION LITERACY	A set of skills requiring people to acknowledge when information is needed and to be able to locate, evaluate, and use effectively the needed information.
66	INFORMATION TECHNOLOGY (IT) EQUIPMENT	Any equipment or interconnected system or subsystem of equipment that is used in the automatic acquisition, storage, manipulation, management, movement, control, display, switching, interchange, transmission, or reception of data or information by the executive agency/User.



67	INSTANT MESSAGING (IM)	Also shortened to "IM." A software that lists a user's buddy list (who may consist of friends, family, co-workers, classmates, etc.) who are also online and enables users to exchange text-based messages. Some instant messenger programs also include voice chat, file transfer, and other applications.
68	INTERACTIVE MULTIMEDIA	Interactive multimedia allows learners to provide input to an online course and receive feedback as a result of the input. The input might consist of a mouse click or drag, gestures, voice commands, touching an input screen, text entry and live interactions with connected participants.
69	INTERNET	A vast computer network connecting users worldwide via TCP/IP protocol. It can also be described as an electronic communications network that connects computer networks and organizational computer facilities around the world.
70	INTERNET COMMUNICATION TECHNOLOGY (ICT)	Information and Communication Technologies (ICTs) is a broad term, which refers to all communication technologies that enabling users to access, retrieve, store, transmit, and manipulate information in a digital form. The "C" reflects the important role that computers now play in communications.
71	INTERNET OF THINGS (IOT)	A system of interrelated computing devices, mechanical and digital machines, objects, animals or people that are provided with unique identifiers (UIDs) and the ability to transfer data over a network without requiring human-to-human or human-to-computer interaction (ex. a heart monitor implant).
72	INTRANET	A private network inside a company or educational organization and used over its LAN (Local Area Network). A sort of local Internet. Contrasted with Internet, which is publicly available.
73	LEARNING COMMUNITY	A learning community is a group of students and instructors where pupils can share many ideas, complete important research, ask numerous questions and provide educational presentations. Learning communities are usually managed by instructors, who create academic lessons, examine each student's opinions and provide detailed feedback.
74	LEARNING MANAGEMENT SYSTEM (LMS)	A learning management system is a software application or Web-based technology used to provide an instructor with a way to create and deliver content, monitor student participation, and assess student performance.



75	LEARNING OBJECT	A self-contained piece of learning material with an associated learning objective. Essentially, a learning object should be capable of being reused in a variety of applications and may be described as a Reusable Learning Object (RLO).
76	LEARNING OBJECT REPOSITORY	A space for storing digital learning resources, a kind of digital library. It enables educators to share, manage and use educational resources.
77	MALINFORMATION	Deliberate publication of private information for personal or corporate rather than public interest. In other words, a truth or fact used for harming another person, institution, or state.
78	MISINFORMATION	Unintentional mistakes such as inaccurate photo captions, dates, statistics, translations, or when satire - the use of humor, irony, exaggeration, or ridicule to expose and criticize people's stupidity or vices - is taken seriously.
79	MOBILE LEARNING	The use of mobile devices and/or mobile networks to deliver teaching and learning.
80	MOOC	MOOC stands for 'Massive Open Online Course'. The idea is that learning and training materials on a topic are made available to anyone and with, in principle, no limit on the numbers who can access and use them.
81	MULTIMEDIA	The integration of two or more types of information (text, images, audio, video, animation, etc.) in a single application.
82	NETIQUETTE	Etiquette on the Internet. A code of behavior for people communicating by email via the Internet. Informal rules of conduct for how to behave on the Internet. For example, in a distance learning course, it is poor netiquette to use ALL CAPITAL LETTERS in a message, as this is the equivalent of shouting.
83	OFFLINE	Not connected to a computer or network of computers. Often used in the sense of working with software stored on a stand-alone computer. For example, if you use a package such as Microsoft Word you are working with offline software.
84	ONLINE COURSE	Any course offered over the Internet. Online courses are the modern version of courses: you can create and share learning content in an organized way that allows users to



		progress in their understanding of a certain topic. Online courses can include videos, images, text and hyperlinks.
85	ONLINE COURSE PROVIDER	An organization that provides courses that are offered over the Internet.
86	ONLINE LEARNING	The use of the Internet to follow a course that usually results in the award of a diploma or certificate. Education in which instruction and content are delivered primarily over the Internet.
87	ONLINE LEARNING PROGRAM	An online learning program is an organized offering of courses delivered primarily over the Internet.
88	ONLINE LEARNING RESOURCE	Any digital material used for supporting student learning that is delivered in multiple delivery models.
89	ONLINE PROFESSIONAL DEVELOPMENT	Refers to professional development workshops, courses and programs that are primarily delivered online following asynchronous or synchronous approaches depending on the nature of topics and goals.
90	ONLINE SCHOOL	A formally constituted organization (public, private, state, charter, etc.) that offers full-time education delivered primarily over the Internet.
91	ONLINE TEACHER (OR INSTRUCTOR)	The person who holds the appropriate teaching certification and is responsible for instruction in an online course.
92	ONLINE TUTOR	Someone who supports student learning in specific content areas over the Internet.
93	OPEN LICENSE	Material that is copyright free, whose copyright has expired, or which cannot be copyrighted. A work is in the public domain only if it is explicitly stated to be so.
94	OPERATING SYSTEM	A suite of programs that starts up when you switch on your computer and manages and runs all the other programs installed on the computer.
95	PODCASTS	A method of publishing audio files or digital recordings to the internet for download and/or playback on mobile devices and personal computers. The generally accepted definition has expanded to include video as well.
96	PRIVACY	The balance between collection and dissemination of data, technology, and individuals' right to have their personal information kept private.



97	REAL-TIME COMMUNICATION	Communication in which information is received at (or nearly at) the instant it's sent. Real-time communication is a characteristic of synchronous learning.
98	REMOTE LEARNING	Remote learning refers to educational activities that have a variety of formats and methods, most of which take place online. Remote Learning can occur synchronously with real-time peer-to-peer interaction and collaboration, or asynchronously, with self-paced learning activities that take place independently of the instructor.
99	REMOTE LEARNING OFFICE HOURS	Specified time where teachers are available to answer questions and interact with students remotely using an online meeting platform.
100	SCREEN TIME	The amount of time a person spends watching or interacting with content on the screen of a computer, phone, TV, gaming console, etc.
101	SCREENCASTING	When a teacher makes a recording, often sharing the teacher's computer screen, with students. This allows the teacher to provide directions, show students how to maneuver sites, and even allows students to refer back to the video directions if they need assistance.
102	SELF-PACED LEARNING	Online courses in which students work at their own pace within an overall time frame.
103	SOCIAL MEDIA LEARNING	Social media learning refers to the acquisition of information and skills through social technologies that allow people to collaborate, converse, provide input, create content and share it.
104	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.
105	STREAMING VIDEO	Video sent in compressed form over the Internet that you view as it is being received, rather than waiting until for the entire file to be downloaded first.
106	SYNCHRONOUS COMMUNICATION	Live, real-time communication. Examples include a conversation at the grocery store, phoning your children to say hello when you're traveling on business, instant messaging or chatting in an AOL chat room.
107	SYNCHRONOUS LEARNING	Online learning in which the participants interact at the same time and in the same space (often using a video conference or e-chat).



108	TRANSVERSAL DIGITAL SKILL	The capability of a student to interpret information and rework it by using competences gained in other fields. Such skills are typically considered as not specifically related to a particular job, task, etc. and that can be used in a wide variety of situations and work settings.
109	TEACHING TOOL	An object (such as a book, picture, or map), device (such as a computer) or a strategy used by a teacher to enhance or enliven classroom instruction.
110	TECHNOLOGY SUPPORT STAFF (TSS)	Person assigned to a building to provide remote technical help with software and computers.
111	TELECONFERENCES	Two-way electronic communication between two or more groups in separate locations via audio, video, and/or computer systems.
112	TOUCHPAD	An instrument, typically found as part of a laptop keyboard, allowing the user to move and operate the cursor on a computer screen with the touch of a fingertip.
113	UNIVERSAL DESIGN FOR LEARNING (UDL)	An approach to teaching and learning that gives all students equal opportunity to succeed, which offers flexibility in the ways students access material and show what they know.
114	URL	URL stands for Uniform Resource Locator. A URL is the unique web address which every webpage has.
115	USB FLASH DRIVE	Universal Serial Bus (USB) is a type of connector that links devices. It is mostly used on PCs but can also be used on other devices such as the PlayStation, and the Xbox.
116	VIDEO CONFERENCING	A video conference is a 'meeting' between two or more people who are in separate geographical locations, and it is made possible by the use of video and audio monitors.
117	VIRTUAL ASSEMBLY	Online school assembly may occur in real time or may be pre-recorded.
118	VIRTUAL CLASSROOM	The virtual classroom refers to a digital classroom learning environment that takes place over the Internet rather than in a physical classroom.
119	VIRTUAL MEETING	Virtual meetings are real-time interactions that take place over the Internet using integrated audio and video, chat tools, and application sharing.



120	VIRTUAL RESIDENCY	A government issued digital identity and status that provides access to a country's transparent business and/or educational environment.
121	VIRTUAL SCHOOL	A virtual school or cyber-school describes an institution that teaches courses entirely or primarily through online methods.
122	VIRTUAL STAFF MEETING	Meeting hosted online in real time using an online meeting platform where staff can communicate with one another even though they are not in the same location.
123	VISUAL EDUCATION	Visual learning is a type of learning style in which students prefer to use images, graphics, colours and maps to communicate ideas and thoughts.
124	VODCAST OR VIDCAST	A method of publishing video/digital recordings to the internet for download and/or playback on mobile devices and personal computers.
125	WEB-BASED TRAINING (WBT)	Delivery of educational content via a Web browser over the public Internet, a private intranet, or an extranet. Web-based training often provides links to other learning resources and may include a facilitator who can provide course guidelines, manage discussion boards, and so forth.
126	WEBCAST	A broadcast of video signals that's digitized and streamed on the World Wide Web, and which may also be made available for download. (verb) To digitize and stream a broadcast on the World Wide Web.
127	WEBINAR	A small synchronous online learning event in which a presenter and audience members communicate via text chat or audio about concepts often illustrated via online slides and/or an electronic whiteboard. Webinars are often archived as well for asynchronous, on-demand access.
128	WHITEBOARD	The electronic equivalent of a blackboard and chalk on a computer screen that allows multiple, remote users to add text, create drawings or diagrams in a shared electronic workspace that is visible to all participants.
129	WI-FI	A type of network that makes use of radio channels to connect either to a local area network (LAN) or a router linked to the Internet.
130	WIKI	A wiki is a web application which allows users from around the world to collaborate. They are able to add, edit and



		delete content posted by other users. The most famous 'wiki' is the Wikipedia encyclopaedia.
131	WORLD WIDE WEB (WWW)	The World Wide Web is that part of the Internet which is made up of web sites. Each Web site is made up of one or more web pages.



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