E-LEARNING JARGON BUSTER

This jargon buster or glossary of words contains the definitions of some of the most commonly used E-Learning words or phrases.

APPS – an application a self-contained program or piece of software designed to be downloaded by a user to a mobile device. Apps represent just one facet of M-Learning (see definition below) and are popular because of their ease of accessibility.

ASYNCHRONOUS LEARNING – online learning that can be accessed by learners at different times and doesn't require their online attendance at a particular time.

AUTHORING TOOLS – software development tools to create content. Due to the pre-programmed elements, the software allows users to integrate an array of multimedia to create professional, engaging and interactive content.

BLENDED LEARNING – a combination of traditional classroom based training or learning and online learning. Also referred to as hybrid learning.

BLOG – a web page used by an individual or a group of people to record their personal opinions, experiences and insights.

BYOD – an acronym for 'Bring Your Own Device'.

CHUNKING CONTENT – a practice carried out by instructional designers, where large pieces of learning content are broken down into their smallest form, keeping only essential learning components.

CPD – an acronym for 'Continuing Professional Development'

DIGITAL STORYTELLING – the production of a small digital media project that tells a story. It may include animation, photos, audio and video. Digital stories are popular within the E-Learning industry because they are engaging and memorable.

DISCUSSION FORUM – a place online where learners can speak and interact with other learners.

GAMIFICATION – the use of game mechanics to 'gamify' learning content to engage and entice learners by encouraging and rewarding progress.

HYBRID LEARNING – see 'Blended Learning'

INFORMAL LEARNING – the unofficial way we learn most things in life. Informal learning happens outside of the classroom. Often it is referred to as learning by experience.

INSTRUCTIONAL DESIGN (also called **Instructional Systems Design (ISD)**) is the approach used to deliver information to support learning.

LEARNING MANAGEMENT SYSTEM (LMS) – a software application which allows administrators to manage all aspects of online learning; including administration, tracking learner

progress and the delivery of E-Learning.

LEARNING PORTAL – a website allowing a group of learners to access learning and training from a number of sources online.

LOCALISATION – the process of adapting learning content to another language or to suit another culture.

M-LEARNING – a shortened version of 'Mobile Learning', M-Learning refers to learning delivered on a mobile device. It is characterised as learning that is concise, accessible at any time and any place.

MOOC –is the abbreviated term for 'Massive Open Online Course'. MOOCs are a type of Open Educational Resource aimed at unlimited learner participation via the web.

PEDAGOGY – the practice of education. Many use this word to refer to the various theories or ideas within teaching and instruction.

RAPID AUTHORING TOOLS – content development tools that allow trainers to create new learning content at a low cost and high speed.

RESPONSIVE WEB DESIGN – an approach to web design that ensures content is easy to read, navigate and aesthetically pleasing across a range of devices.

SCORM – This is an acronym for 'Sharable Content Object Reference Model'. SCORM is the industry standard for software interoperability and is a set of technical specifications that allows web programmers to write code that is compatible with other E-Learning software.

SME – In the E-Learning industry the acronym SME generally isn't in reference of the more commonly known meaning of 'Small-Medium Enterprise', but instead refers to 'Subject Matter Expert'.

SOCIAL LEARNING – learning that comes from interactions with others, particularly in a group setting.

STORYBOARDING – it is standard practice for Instructional Designers to plan out the layout and content of an E-Learning programme or campaign before the resource begins to be developed.

SYNCHRONOUS LEARNING – an online learning event that requires learners to simultaneously engage. Learning takes place at set times and often will involve some interaction or activity.

TIN CAN API - a tool that provides the capability to track a learner's progress.

UI – An acronym for 'User Interface'

UX – An acronym for 'User Experience'

VIRTUAL LEARNING ENVIRONMENT – an online learning platform that creates a structure and community for users to engage in E-Learning within. It may include learning modules, quizzes, project assignment and a learning library. Many institutions use a virtual learning environment to supplement face-to-face training.