

TECHNOLOGY ENHANCED LEARNING: A GLOSSARY

This guide offers a glossary of key terminology to help you navigate through the technology enhanced learning landscape.

ACADEMIC INTEGRITY

A term referring to honest, ethical, responsible and respectful academic conduct, including, but not limited to, refraining from cheating, plagiarism, collusion and falsifying data.

ASSISTIVE TECHNOLOGY

Assistive technology is technology used by people with disabilities to perform functions that might otherwise be difficult or impossible. Assistive technology can include hardware, software, and peripherals that assist people with disabilities in accessing computers or other technologies to engage with learning.

ASYNCHRONOUS LEARNING

Any form of learning or teaching that does not occur in the same place or at the same time. For example, student use of online resources to enable interaction and information sharing that is not in real-time. It is most commonly used in the context of online or digital learning.

BLENDED LEARNING

A method of teaching and learning that integrates face-to-face and online delivery methods. The blend may comprise of different proportions of each method depending on context.

BLOG

'Blog' is an abbreviated version of 'weblog', a term used to describe websites that maintain an ongoing chronicle of information. A blog features diary-type commentary and links to articles on other websites, usually presented as a list of entries in reverse chronological order.

COMPUTER-BASED ASSESSMENT

A method of assessment where both the delivery of the learning and the assessment are completed solely on the computer.

CREATIVE COMMONS LICENSING

A licensing scheme which provides a way to share and reuse copyright resources under flexible, legal terms. Creative Commons licences are increasingly applied to teaching resources that are typically made available using the internet. (see also open educational resources / practices).

CURATED CONTENT

Material that is found, reviewed and selected to be relevant to your audience. This often relates to online material (e.g. YouTube or Vimeo, e-journals etc.) but can relate to hard copy (e.g. hard copy journals, books etc.).

DIGITAL EDUCATION

An umbrella term for any education that is conducted at least partly in, with or through digital technologies. This includes the use of technology in traditional classrooms, blended learning and education that takes place entirely online.

DIGITAL LEARNING RESOURCES

Digital materials included in the context of a course that support the learner's achievement of the described learning outcomes. These materials include of a wide variety of digitally formatted resources including:

- graphics images or photos
- audio and video
- simulations
- animations
- learning activities

DIGITAL LITERACIES

The capabilities which fit someone for living, learning and working in a digital society. Digital literacies can also be described as the cognitive and practical skills, understanding of social context and ability to utilise digital tools and techniques to think differently about the world. Staff and students need to be digitally literate.

DISTANCE EDUCATION / DISTANCE LEARNING

Learning and teaching that is provided remotely. This often makes use of technology and / or the internet and online resources.

E-ASSESSMENT / E-EXAMS

E-assessment is when an assessment is created, written, delivered and marked with technology, usually a specialist assessment platform. In other words, any form of assessment that uses technology for any part of the process.

E-LEARNING

The 'e' stands for 'electronic'. It usually means learning using a computer or online.

E-PORTFOLIO

An e-portfolio is a collection of digital artefacts, created by the learner, articulating experiences, achievements and learning. It may be presented electronically or online. It may be used as a form of student assessment or as a record of professional practice.

FACE-TO-FACE LEARNING

Learning and teaching that takes place in person (i.e. in the same location) and in real-time (i.e. at the same time). (Also referred to as 'in-person' learning.)

FLIPPED CLASSROOM

A pedagogical model in which the learning material (e.g. lecture, video, reading, homework activities/ questions) is provided prior to the session, enabling the session to be used for a more interactive approach to deepen understanding and application of concepts / practices.

FORMATIVE ASSESSMENT

Formative assessments are those which are primarily designed to help you to learn, and which enable you to assess your progress and provide an opportunity to receive constructive feedback.

IN-PERSON LEARNING

Learning and teaching which takes place 'in person' (i.e. physically in the same space) and in real-time. (Also referred to as 'face-to-face' learning.)

LEARNING OBJECT

An individual object that is

- self-contained,
- reusable (can be used or adapted for use in multiple learning events),
- accessible (can be stored a way that allows for easy search-ability),
- manageable - can be tracked and updated over time, and
- may be portable between learning systems or delivery tools.

For example, an audio file. Courses are typically made of many learning objects.

LECTURE CAPTURE

The process of recording a lecture and making them available for students to view.. (See also 'recording of face-to-face teaching'.)

MOBILE LEARNING

Using mobile devices e.g. mobile phones, tablets, to facilitate learning and teaching. (Also referred to as m-learning.)

MULTIMEDIA

Anything which incorporates more than one type of media e.g. combination of text, audio, images, animations, video and interactive content. For example, multimedia can be anything from a simple PowerPoint slideshow to a complex interactive simulation.

ONLINE LEARNING

An umbrella term that includes any type of learning conducted online (i.e. on the internet). The term online learning is often used synonymously with e-learning.

OPEN EDUCATIONAL RESOURCES (OER)

Open Educational Resources (OER) are teaching, learning and research materials in any medium – digital or otherwise – that reside in the public domain or have been released under an open license that permits no-cost access, enabling people to legally and freely use, adapt and re-share them with no or limited restrictions. Examples of OER include textbooks, curricula, syllabi, lecture notes, assignments, tests, projects, audio, video and animation.

OPEN EDUCATIONAL PRACTICES (OEP)

Open educational practices that those which are concerned with and promote equity and openness. Open educational practices make use of the freedoms of open licencing which provide the ability to retain, reuse, revise, remix, redistribute open educational resources.

PODCASTS

Originally a digital audio file made available online for download to computer or mobile device. Now the term can include video, e-books and radio broadcasts as well as audio. The video podcasts are sometimes called vodcasts/vidcasts.

RESPONSIVE BLENDED LEARNING

Combines active, supported online learning with contextually appropriate face-to-face learning opportunities responding dynamically to the changing external context. The approach was adopted by Heriot-Watt University in response to the Covid-19 pandemic as it, enables students to proceed with their studies alongside their peers whatever pandemic-related restrictions are lifted or imposed in specific contexts.

SCREENCAST

A video that captures what takes place on a computer screen. This is often accompanied by audio narration.

STUDENT RESPONSE SYSTEM (SRS)

Student response systems (also known as audience response systems) are classroom tools that allow you to quickly and easily pose question and polls to gather real-time feedback and answers from your students in order to encourage engagement and communication within teaching sessions.

SUMMATIVE ASSESSMENT

The process of evaluating learning against a standard or benchmark. Summative assessments are primarily designed to sum up what you have achieved after a period of time. Summative assessments include standardised tests delivered by examination.

SYNCHRONOUS LEARNING

Learning that occurs at the same time but not always in the same place. It is most commonly used in the context of online or digital learning.

TECHNOLOGY ENHANCED LEARNING

Technology enhanced learning is the use of technology to maximise the student learning experience. This includes learning with technology e.g. using communication, information and relates technologies to support learning, teaching and assessment e.g. computer assisted design (CAD), use of media in the classroom etc; and learning through technology e.g. online learning, mobile learning, and technology enhanced classrooms.

VIRTUAL CLASSROOM

An online teaching and learning environment in which students and educators can communicate, interact and engage with learning resources in real-time. Different virtual classroom providers offer different tools in the classroom. At Heriot-Watt the current virtual classroom is Blackboard Collaborate Ultra.

VIRTUAL LEARNING ENVIRONMENT (VLE)

An online platform for providing support for learning and teaching. The VLE can be used to host blended or online learning. There is a wide range of VLEs on the market, each comes with its own set of tools and customisability. Generally, a VLE will enable the hosting of documents and media, provision of communication channels, assignments, grades and feedback amongst other tools. At Heriot-Watt the current VLE is Blackboard Learn, however the university also calls it 'Vision'.

VLOG

A video blog or video log – shortened to 'vlog' is a form of blog in the medium of video. Vlogs often include video content with embedded text, images and/or metadata.

VODCAST / VIDCAST

See podcast

WEBINAR

A webinar is a web-based seminar i.e. a seminar or workshop which is held online using video conferencing software. Webinars are often held in virtual classrooms (see above) but can also be held using other video conferencing tools. Presenters and attendees at a webinar will join online, synchronously from wherever they are. Webinars are usually interactive, not just a lecture with Q&A. The different tools provided by virtual classroom software enables student engagement in webinars e.g. by text chat, answering polls, engaging in activities, asking questions, or discussion and activities in breakout rooms. At Heriot-Watt webinars are generally held in the virtual classrooms on Blackboard Collaborate Ultra.

NOTES



This work is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License