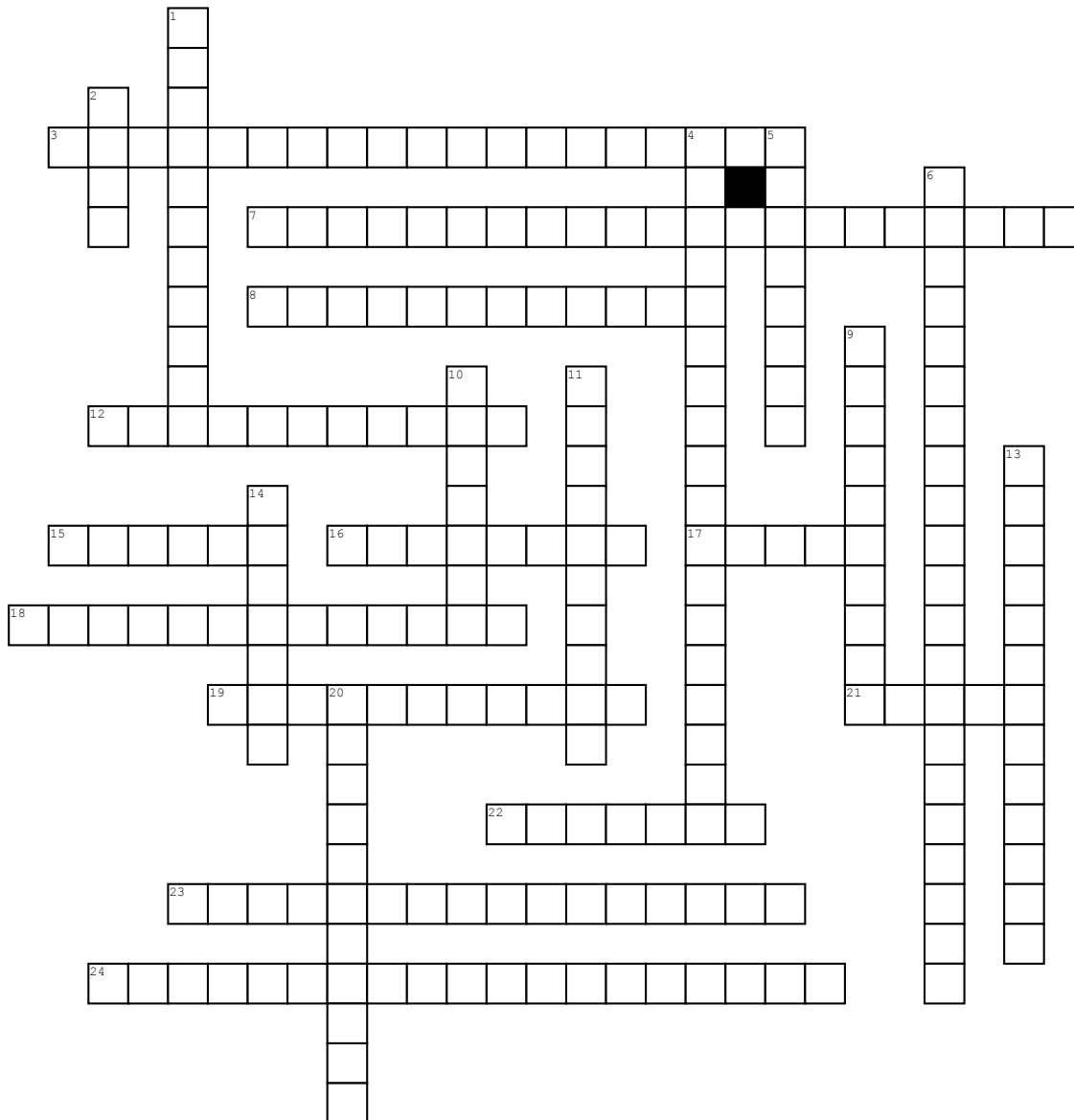


e-Learning Terminology



Across

3. A classroom equipped with multimedia devices that are used to enhance learning.
7. Modules delivered by an instructor either in a classroom or web-based conference setting.
8. Type of learning that allows learners to train individually at the time, place, and pace that suits them.
12. The delivery of information and activities that facilitate learner's attainment of intended learning goals.
15. Modular Object-Oriented Dynamic Learning Environment: Open source learning platform mostly implemented in education settings.
16. A teacher-centered approach to educational activities in online and face-to-face environments by selecting the best methods to convey information to learners.
17. Sharable Content Object Reference Model: A set of specifications that, when applied to course content, produces small, reusable learning objects.

18. A characteristic of technology that enables people with disabilities to use it.
19. The online course instructor who aids learning in the online, student-centered environment.
21. Analysis, Design, Development, Implementation, and Evaluation.
22. The combination of traditional face-to-face (synchronous) learning methods and technology-based online learning (asynchronous) methods.
23. Delivery of educational content via a Web browser over the public Internet or a private intranet.
24. SME's are the people who hold the knowledge needed for e-Learning courses or are experts in the field.

Down

1. A learning event in which a group of students are engaging in learning at the same time.
2. A specialized site that allows an individual or group of individuals to share a running log of events and personal insights with online audiences.

4. Software for which the source code is publicly available for use and development free of charge.
5. Information about content that allows it to be stored in and retrieved from a database.
6. The person who applies instructional learning theory to the organization and design of learning programs.
9. Presentation of information and instruction through a combination of graphics, audio, text, or video.
10. An episodic series of digital audio or video files which a user can download and listen to.
11. Describes how learners move through a course, website or document.
13. A method of delivering content to users in small, specific bursts.
14. Seminar or workshop in which the facilitator and participants view the same screen at the same time.
20. Content that aids learning by encouraging users to actively engage with it.