

Definition of Terminology

Friday, October 18, 2013

Types of Delivery	
Face-to-Face	Instructor + students in classroom setting – not virtual.
Online	<p>Activities are delivered through technology and are online. Most online learning situations allow students to master coursework at their own pace. Some require assignments to be submitted on a time frame, others not.</p> <p>Sometimes referred to as distance education or e-learning.</p>
Blended/Hybrid	Courses that integrate online with traditional face-to-face class activities in a planned, pedagogically valuable manner; and where a portion (institutionally defined) of the face-to-face time (seat time) is replaced by online activity.
MOOC	<p><i>Massive Open Online Course</i></p> <p>Aimed at large-scale interactive participation and open access via the web.</p>
Flipped	The flipped classroom inverts traditional teaching methods, delivering instruction online, outside of class. Class time is then used for higher order, active problem solving by students and one-to-one or small group interactions with the teacher.
Enhanced	Technology is included to augment the curriculum.
Synchronous	Occurring at the same time, real-time, simultaneous.
Asynchronous	Activities that take place outside of real time, instructors and learners complete activities at their own pace within course guidelines.
Pathways to Learning	
Instructor-Led	Learning is directed by the instructor, students typically learn at the same pace with each other.
Self-Paced	Learner moves through activities when they have mastered skills.
Self-Directed	Learning on your own, self-teacher, usually a part of the overall learning experience.
Individualized	Instruction is paced to the learning needs of different learners. Learning goals are the same for all students, but students can progress through the material at different speeds according to their learning needs. For example, students might take longer to progress through a given topic, skip topics that cover information they already know, or repeat topics they need more help on.
Differentiated	Instruction is tailored to the learning preferences of different learners. Learning goals are the same for all students, but the method or approach of instruction varies according to the preferences of each student or what research has found works best for students like them.
Personalized	Instruction is paced to learning needs, tailored to learning preferences, and tailored to the specific interests of different learners. In an environment that is fully personalized, the learning objectives and

	content as well as the method and pace may all vary (so personalization encompasses differentiation and individualization).
Adaptive	Is data-driven (usually through software) and continually takes data from students and adapts their learning pathway to change and improve over time for each student.
Engagement Strategies	
Mobile	Learners are not restricted by geographical locations and learning takes place on the go anywhere, anytime (sometimes referred to as m-learning).
Gamification	Applying game-design thinking to non-game applications to make them more fun and engaging.
Collaboration	Collaboration gives people the opportunity to communicate, to collectively author, edit and review materials to develop a community of learners who are working toward a shared outcome.
Tools	
Lecture Capture	Technology that lets instructors digitally record lectures using audio and/or video, screen capture, powerpoint and make those recordings available to students.
OER	Open Educational Resources (also called open content or open courseware) are educational materials that are found online and are openly licensed. OERs can be shared, redistributed, improved and used by everyone.
Social Media	Use of social media can increase communication between instructors and students, between students and students, and between students and experts. Social media can become a learning community.

Additional Resources:

- A Visual Guide to Online Learning: <http://www.edudemic.com/2013/07/a-visual-guide-to-online-learning/>
- The Teacher’s Quick Guide to Blended Learning: <http://www.edudemic.com/how-and-why-teachers-should-get-started-with-blended-learning/>
- Flipped Learning Explained Visually: <http://www.educatorstechnology.com/2013/07/flipped-learning-explained-visually.html>
- Flipped Learning Network: <http://flippedlearning.org>
- Flipped Learning Resources: <http://www.educatorstechnology.com/search/label/flipped%20classroom>
- Gamification Resources: <http://gamification.org/wiki/Gamification>
- Personalization vs Differentiation vs Individualization Chart: <http://barbarabray.net/2012/01/22/personalization-vs-differentiation-vs-individualization-chart/>
- Learning to Adapt: <http://www.insidehighered.com/views/2013/04/04/adaptive-learning-could-reshape-higher-ed-instruction-essay>
- How Competency-Based Learning Actually Works: <http://www.edudemic.com/how-competency-based-learning-actually-works/>
- 12 Principles of Collaboration in Learning: <http://www.teachthought.com/learning/12-principles-of-collaboration-in-learning/>
- 7 Ways Teachers Use Social Media in the Classroom: <http://mashable.com/2013/08/18/social-media-teachers/>