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¹ This article reported 2 studies.

APPENDIX A: Glossary of Selected Terms in Online Learning

Asynchronous Communication - “Not at the same time.” Often used to refer to communication by e-mail or via a discussion list, where the recipients of the e-mail or the participants in the discussion do not have to be present at the same time and can respond at their own convenience.

Blended Learning - Integration of seemingly distinct approaches, such as formal and informal learning, face-to-face and online experiences, directed learning paths and self-direction, with digital references and collegial connections.

Chat Room - A synchronous, mainly text-based communication facility, offering a Web-based environment where people either drop into a virtual space or arrange to meet there and chat at specific times.

Discussion Forum - A method of building knowledge by means of interaction around topics, especially when done asynchronously online.

Distributed Learning - Orchestrated mixtures of face-to-face and virtual interactions among a group of learners often with an online instructor, facilitator, or coach.

Groupware - Computer technologies used to support group interaction.

E-Learning - The use of Internet technologies to create and deliver rich learning environments that include a broad array of instructions and information resources and solutions.

Online - Communication through technology, especially over the Internet or an intranet.

Podcast - An audio file, most commonly in MP3 format, made available via the Internet in a way that allows software to automatically download it for listening at the user's convenience, i.e. time shifted listening.

Real-Time Video - Display of moving pictures on a computer screen as they happen. A television broadcast could be broadcast on the Internet. The pictures will be displayed as they arrive at the computer, instead of all being stored in a file first.

RSS - Really Simple Syndication. A technology that enables users to subscribe to Websites that change or add content regularly.

Simulation - Predefined but dynamic model of a system or situation that allows the user to pretend to do things that might be impossible, impractical, or dangerous in real life.

Synchronous Communication - “At the same time” digital communication

Threaded Discussion - An asynchronous method of communicating in which comments to an original post are listed below, and indented under, the original post.

Video Conferencing - A system that allows a group of users in different locations to conduct a “virtual conference.”

Web 2.0 - Refers to the shift from a World Wide Web that is “read only” to one described as “Read Write Web.”

Webquest - Activity in which the learner draws on material mainly from different Websites to achieve a specific goal, e.g. researching a topic and producing a short essay or answering a series of questions posed by the teacher.

Wiki - Website where multiple authors can convene online to quickly generate and modify content.