

GLOSSARY-D

Use also: <http://www.webopedia.com/> ; www.wikipedia.com

A

ADDIE – *Analysis, Design, Development, Implementation, and Evaluation,*

Adult Learning Theory- theory of learning applied to adults,

ASTD- *American Society for Training and Development,*

Authoring tools- tools for the generating the eLearning lessons or to solving a part of the generation phases,

B

Blogging - the using of one web-site where one individual or a group may sporadically to generate media

Blogging tools- tools for blogging

C

CBT – *Computer Based Learning,*

Content Analysis- The analyse of the desired content of the handbook,

Coherence principle- Learning without the distracting influences of sounds, distracting stories etc.

D

DVD- *Digital Versatile Disk; Digital Video Disk*

Drag and Drop- The possibility of moving on the screen of the objects displayed on the screen

E

eLearning- learning supported through CD-roms or web-sites,

EPSS- *Electronic Performance Support System,*

F

Feedback – The reaction of one process, used for the evaluation of the respective process, for instance of training process,

H

HPI – *Human Performance Improvement*,

HRD- *Human Performance Development*,

I

ISD – *Instructional System Design*,

J

JavaServer Pages - is a Java (programming language) that allows to dynamically generate HTML, XML, etc.

K

Knowledge hub- source of different knowledge,

L

Long-Term Memory- the part of the cognitive system which store the information on the long time,

M

Media Element- Text, sounds, graphics,

Modality principle- learning based on the combination of multimedia and related narrations,

MPEG- *Motion Picture Experts Group*,

N

NIC- *Network Interface Card*,

NOS- *Network Operating System*,

O

Outsourcing - the use of externalized production or services

P

P2P- Peer to Peer

R

Rehearsal- the organizing of the knowledge in the cognitive system,

S

Synchronous Interactions- possibilities to interact at the same time,

T

Testing tools- tools for the verification of the level of knowledge, for instance quizzes,

U

URL- The web addresses named *Uniform Resources Locator*,

USB- *Universal Serial Bus*,

V

VLE-*Virtual Learning Environment* – the environment created by electronic means of training, for instance at distance, through web-sites and navigation,

W

Web-sites- the content placed on the web servers,

Worked example- instances which denote how to solve one problem,

W3C- *World Wide Web Consortium*,

WBT- *Web Based Training*,

X

XML- *Extensible Markup Language*

XSL- *Extensible Stylesheet Language*

