

Appendix A – Academic Technology Glossary

Educational Technology, encompasses technologies used in learning as well as instruction. Richey defined educational technology as "the study and ethical practice of facilitating learning and improving performance by creating, using and managing appropriate technological processes and resources"ⁱ (Richey, 2008). The Association for Educational Communications and Technology (AECT) denoted instructional technology as "the theory and practice of design, development, utilization, management, and evaluation of processes and resources for learning"ⁱⁱⁱ (Lowenthal & Wilson, 2010). As such, educational technology refers to all valid and reliable applied education sciences, such as equipment, as well as processes and procedures that are derived from scientific research and in a given context may refer to theoretical, algorithmic or heuristic processes: it does not necessarily imply physical technology.ⁱⁱⁱⁱ^v

Classroom Technology – Classroom Technology refers to the tools used in the physical instructional environment, such as media, machines, networking and considers the underlying theoretical perspectives for their effective use. Technology includes an array of approaches, components and delivery methods, including electronic and mobile. Media could include text, audio, images, animation and streaming video, etc.

Synchronous Learning – Synchronous learning describes educational experiences delivered in a setting where all participants must meet at the same time (physically or virtually) to complete learning activities. This format is commonly delivered as a live lecture, lab, or seminar, and can also be delivered via web-conferencing, video conferencing, livestreaming and web-based Voice over IP (data network).

Asynchronous Learning – Asynchronous learning refers to learning activities that do not require synchronous class meetings and can include pre-recorded lectures and other media, self-paced activities, discussion boards, chat, projects and collaborative assignments in which students may participate as their time permits.

UNM IT – As used in standards documents refers to the Information Technologies department reporting to UNM's Chief Information Officer.

IT – As used in refers to general information technology use and provisioning in general, and does not refer to a specific organizational unit.

ITSAC – IT Strategic Advisory Committee which reports to the President. <http://president.unm.edu/campus-community-engagement/information-technology-strategic-advisory-committee/index.html>.

Instructional Environments or settings include physical and virtual classrooms, which includes any general classrooms and lecture halls, labs, performance spaces used for teaching.

Learning Management Software (LMS) is a software application for the administration, documentation, tracking, reporting and delivery of electronic educational technology (also called [e-learning](#)) courses or training programs. LMSs range from systems for managing training and educational records to software for distributing [online](#) or blended/hybrid college courses over the Internet with features for online collaboration and backend integration with administrative systems. Colleges, universities, school districts, and schools use LMSs to deliver online courses and augment on-campus courses. LMSs also act to augment the lessons the teacher is giving in a brick and mortar environment, not just replace them. Corporate training departments use LMSs to deliver online training, as well as to automate record-keeping and employee registration.^v At UNM this applies to many technologies, including but not limited to: UNM Learn, Learning Central, Coursera and Moodle software.

Virtual Classroom. A virtual classroom is an online learning environment that allows participants to communicate with one another, view presentations or videos, interact with other participants, and engage with resources in work groups. The environment can be web-based and accessed through a portal or be software-based and require

a downloadable executable file. Virtual learning can take place synchronously or asynchronously. Other Virtual Classroom resources:

- American Society for Training & Development (ASTD). <http://www.td.org>.
- International Society for Performance Improvement (ISPI) <http://www.ispi.org>.
- Association for Educational Communications and Technology (AECT). <http://www.aect.org/newsite>.
- International Board of Standards for Training, Performance and Instruction (ibstpi). <http://ibstpi.org>.

ⁱ Richey, R.C. (2008). "Reflections on the 2008 AECT Definitions of the Field". *TechTrends* 52 (1): 24–25. [doi:10.1007/s11528-008-0108-2](https://doi.org/10.1007/s11528-008-0108-2).

ⁱⁱ Lowenthal, P. R.; Wilson, B. G. (2010). "Labels do matter! A critique of AECT's redefinition of the field". *TechTrends* 54 (1): 38–46. [doi:10.1007/s11528-009-0362-y](https://doi.org/10.1007/s11528-009-0362-y).

ⁱⁱⁱ https://en.wikipedia.org/wiki/Educational_technology

^{iv} D. Randy Garrison and Terry Anderson; Definitions and Terminology Committee (2003). *E-Learning in the 21st Century: A Framework for Research and Practice*.

Routledge. ISBN 0-415-26346-8. Al Januszewski A.; Molenda Michael. (2007) *Educational Technology: A Definition with Commentary* ISBN 978-0805858617

^v https://en.wikipedia.org/wiki/Learning_management_system