

Glossary of Terms

Asynchronous Learning - is a general term used to describe forms of education, instruction, and learning that do not occur in the same place or at the same time. The term is most commonly applied to various forms of digital and online learning in which students learn from instruction—such as prerecorded video lessons or game-based learning tasks that students complete on their own—that is not being delivered in person or in real time. Yet asynchronous learning may also encompass a wide variety of instructional interactions, including email exchanges between teachers, online discussion boards, and course-management systems that organize instructional materials and correspondence, among many other possible variations.

Synchronous Learning - is a general term used to describe forms of education, instruction, and learning that occur at the same time, but not in the same place. The term is most commonly applied to various forms of televisual, digital, and online learning in which students learn from instructors, colleagues, or peers in real time, but not in person. For example, educational video conferences, interactive webinars, chat-based online discussions, and lectures that are broadcast at the same time they delivered would all be considered forms of synchronous learning.

Collaboration - Collaboration is a working practice whereby individuals work together to a common purpose to achieve business benefit.

Distance Education – is a generic term used to define the field of distance learning. Distance learning is a mode of delivering education and instruction, often on an individual basis, to students who are not physically present in a traditional setting such as a classroom.

Sources –

Edglossary.org (asynchronous and synchronous learning)

<http://www.aiim.org/What-is-Collaboration> (collaboration)

https://en.wikipedia.org/wiki/Distance_education (distance education)