ELEARNINGNEWS ARTICLE

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The eLearning Glossary - Part II

There are many terms of eLearning that you need to know in order to start distance learning and keep up with an ever-changing sector.

Some words used in eLearning are often superimposed or simply not understood because they are expressed in English. Making a list of all the vocabulary would be long, and not very productive, we have already given some technical clarifications in the article " eLearning Glossary". Below is a selection of terms related to eLearning for those taking their first steps in online training.

ASYNCHRONOUS AND SYNCHRONOUS LEARNING

They are two different ways of doing eLearning. **Asynchronous learning** involves the student completing the learning units in total autonomy by choosing how, where and when to learn. In **synchronous learning**, on the other hand, the lessons are guided by a trainer who gives deadlines for the delivery of quizzes at the end of the module and organizes meetings in a virtual classroom or through a webinar. Learn more about **synchronous and asynchronous learning**.

BLENDED LEARNING

Blended learning, as the word itself says, involves a mix of traditional and online training techniques. Students and trainers can meet in the classroom and then work online independently or through live sessions with the trainer.

ELEARNING

The term **eLearning** refers to the provision of training courses in digital format and was coined in 1999 by Elliott Masie.

GAMIFICATION

Gamification is an eLearning strategy that involves the use of game elements as an educational tool. There is a story, a mission to accomplish and final prizes.

HTML5

HTML5 is a free web standard that allows you to merge audio and video within a browser, so it lends itself to the multimedia character of eLearning.

INSTRUCTIONAL DESIGNER

The **instructional designer** is a professional specialized in the management of eLearning projects from needs analysis to the use of an authoring tool for the creation of the course. In essence, he is an online training designer.

LMS

An **LMS or Learning Management System** is a software that allows you to create, deliver, manage and analyze online course results.

MOBILE LEARNING

The term **mobile learning** refers to the use of eLearning content via mobile phone. More and more users take online courses from their smartphone or tablet and not only from their computer. Discover the **6 main benefits of learning from mobile**.

PODCAST

Podcasts are digital audio files that can be listened to on the internet and are used as an educational tool in eLearning. Discover " useful podcasts for people working in eLearning"

SCORM

It is a standard used in eLearning to allow different LMS to communicate with each other. By exporting an online course as a SCORM package it is in fact possible to transfer content between different LMS as long as they support this protocol. Discover also " How to create an online course step by step with DynDevice".

AUTHORING TOOL

The **autohoring tool** is a tool for online course authors. It is used to create course content using a mixture of text, audio, video, animation and more.

WEBINAR

A **webinar** is an online meeting of a group of people for work and training purposes. Unlike a **virtual classroom**, involves a large number of people interacting only with the trainer at predetermined times. Read also " How to make your webinars more interactive".