

# A complete glossary of essential learning technology jargon

Created by Virtual College

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Abbreviation	Term	Description
Adaptive Learning	Adaptive Learning	Adaptive learning platforms seek to support learners by providing guidance and direction based on previous learning activities undertaken in the platform. There is a great interest in how these platforms can predict likely performance, as well as highlight students at risk of failure or leaving the course.
App Dev Tools	App Development Tools	Tools used by developers to create applications.
AR Tools	Augmented Reality Development Tools	Tools used by developers to create applications that have AR aspects to them.
Augmented Reality	Augmented Reality	Augmented reality (AR) is a live direct or indirect view of a physical, real-world environment whose elements are augmented (or supplemented) by computer-generated sensory input such as sound, video, graphics or GPS data.
BYOC	Bring Your Own Content	Learners sourcing and selecting their own learning content.
BYOD	Bring Your Own Device	The use of the learners' smartphone, tablet or PC in the educational establishment or workplace for learning (and work based activities).
cMOOC	Collaborative MOOC	Massive Open Online Course. The "c" is to emphasise the collaborative nature of the course.
COPE	Corporate Owned Personally Enabled	A mid-point on device usage and ownership designed to allow control and flexibility.
e-assessment	electronic assessment	Digital driven assessment.
e-book	electronic book	A book publication made available in digital form consisting of text, images, or both.
e-portfolio	electronic portfolio	A means for recording learning and reflection digitally.
EPSS	Employee Performance Support Systems	Any computer software program or component that improves user performance.
e-pub	electronic publication	e-pubs is a standard for the production of e-books and publications.

Game Dev Tools	Game (serious game) Development Tools	A game development tool is a specialized software application that assists or facilitates the making of a computer or video games.
HCMp	Human Capital Management Platform	Human capital management platform arguably derived from the LMS.
HTML5	HyperText Markup Language	A markup language used for structuring and presenting content on the World Wide Web. It is the fifth and current version of the HTML standard.
iBooks	iBooks	Apple book standard.
LAF	Learning Analytics Framework (CALIPER)	An IMS standard for learning analytics.
LAP	Learning Analytics Platform	A platform for Big data about learning.
LCMS	Learning Content Management System	A platform for managing e-learning content, useful for large deployments and where content is volatile.
LMS	Learning Management System	A software application for the administration, documentation, tracking, reporting and delivery of e-learning courses or training programmes.
LRS	Learning Record Store	The new post SCORM standard for recording learning using the xAPI.
MOOC	Massive Open Online Course	A Massive Open Online Course is an online course aimed at unlimited participation and open access via the web.
Native Apps	Native Apps	Native Apps are those Apps distributed to devices from App stores such as Google Play.
OER	Open Education Resources	Courses that are freely available to use, without charge.
Open Badges	Open Badges	From the Mozilla foundation, a digital badge of recognition of learning.
PAR	Predictive Analytics Reporting	The branch of data mining concerned with the prediction of future probabilities and trends. The central element of predictive analytics is the predictor, a variable that can be measured for an individual or other entity to predict future behaviour.
R Web Des	Responsive Web Design	Web design to allow the web page to resize effectively thereby making the interface suitable for use on varying screen sizes.
ReLD Tools	Rapid e-learning Development Tools	Software tools designed to allow the rapid creation of e-learning courses without the need to have programming skills.
SCORM	Shareable Content Object Reference Model	An interoperability standard to allow any conformant e-learning content to work on any conformant learning management systems (LMS).

Self Tests	Self Tests	Test used by learners to assess their own level of learning.
SLMS	Social Learning Management system	A take on the LMS, but orientated towards Social learning and knowledge sharing.
SPOC	Small Private Online Classes	An educational take on the Virtual Classroom and the polar opposite to a MOOC.
TMS	Talent Management System	Can be seen as a derivative of the LMS designed to support the organisation in talent management from recruiting and rewarding (and more) right through to redundancy.
UGC	User Generated Content	Courses created by learners.
VOOC	Vocational Open Online Course	An open online course aimed at the Vocational market designed to give an experiential learning experience of a career choice for example.
xAPI	Experience API (Tin Can)	The new post SCORM standard.
VR Dev Tools	Virtual Reality	Typically refers to computer technologies that use software to generate realistic images, sounds and other sensations that replicate a real environment.
XHTML	Extensible Hypertext Markup Language	Part of the family of XML markup languages. It mirrors or extends versions of the widely used Hypertext Markup Language (HTML), the language in which Web pages are formulated.
xMOOC	Massive Open Online Course	Massive Open Online Course. The "x" is to emphasise the one to many nature of the course, often delivered by videos of lecturers and using assessments.

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