Glossary

3G You can sometimes see the words 3G on your phone screen in the corner. This means the phone is on a third generation (3G) wireless network. A 3G network has faster data transfer rates than previous versions (e.g. 2G). Important if you are opening webpages or things like that.

4G Fourth-generation mobile telephone technology. Not available yet everywhere, but when it is imagine this will be just like 3G, only quicker.

ADSL ADSL stands for asymmetric digital subscriber line. It's a line that allows faster data transmission over copper telephone lines than a conventional voiceband modem.

Angry birds Currently the most popular game for smartphones. Your students, if they have a mobile phone that allows apps, will almost certainly have Angry Birds.

App See **Mobile Application**

Augmented reality is a live view of a real-world environment whose elements are *augmented* by computer-generated input such as sound, video, graphics or GPS data. The way it works is by holding up your mobile phone's camera and activating the augmented reality app. You will see the changes in your phone's camera screen.

Asynchronous Learning Asynchronous learning means that the student and teacher are not necessarily participating at the same time in the programme. For example, the teacher sets a task and the student has a set time to do it. Other examples would be self-paced or online tutorials.

Blended Learning Blended learning usually means a combination of classroom, face to face (f2f) learning and online learning.

Blog Short for 'web log', a blog is essentially an online journal or diary. Think like a mini web site. Blogs have evolved a lot over the past years, they now can feature text, audio, photos and video files. Readers can comment on a blog, but cannot change it.

Bluetooth Bluetooth is a technology that enables your computer, mobile phone, mouse, keyboard, PDA or anything with a Bluetooth chip to communicate by short-range radio instead of cables. Teens often will exchange photos, songs or ringtones via bluetooth. Not only teenagers, actually.

Courseware Software designed to be used as part of an existing course, most likely in the classroom or online course environment.

Digital Natives A completely overused term, in my opinion. A digital native is a person for whom digital technologies already existed when they were born, and has grown up with this technology. It assumes that these "natives" also are very proficient in the technology, which is not always the case.

Firewall A system that can block traffic to a computer. Many school internet access systems have strong firewalls which can make accessing certain sites very difficult. If you can open a website perfectly well at home, and can't when you are at school trying to show it to your students it's probably because of the firewall.

Flash Adobe Flash (previously called Shockwave Flash and Macromedia Flash) is a set of multimedia software created by Macromedia and currently developed and distributed by Adobe Systems. Notably not on the ipad though.

Geotagging To geotag something, you add geographical data to things like web sites or images.

GPS Global Positioning System; refers to the use of satellite-to-handheld receiver signals to determine location. If you have a phone with this activated then you can see where you are on a map.

Learning Management System A program that manages the administration of training. Sometimes called a VLE (Virtual Learning Environment), a LMS will allow an institution to set up online courses, register students and put them in groups, track student progress and assessment.

Megapixel 1,000 pixels. Pixels are tiny, tile-like picture elements; digital images consist of many thousands of these. The higher the megapixel count, the more closely packed these elements are and the sharper the image is on screen.

Micro-blog This is like mini blogging. Users send brief comments; there is usually a limit on the characters used (140) in much the same way as a text message. Microblogging allows contributions from mobile devices. The most famous example is Twitter.

mLMS Mobile Learning Management System (mLMS) – a learning management system for mobile devices.

MMS Multimedia messaging service (MMS). This is like an SMS but can include multimedia objects (images, audio, video, rich text).

Mobile Application A software application that runs in a handheld device such as a smartphone.

Mobile A "mobile" is the British English word for a cellphone; however, a "mobile device" can refer to any portable device including a PDA, MP3 player or laptop.

Mobile browser A web browser designed for the small screens of mobile phones. Smartphones with web capability come with their own web browser.

Operating system (OS) The base software of a computer device. Different mobile devices may use different OS. Some examples are OS5 (for iphones etc) Palm OS, PocketPC, Android and Symbian.

Personal digital assistant (PDA) A small handheld computer, typically providing a calendar, contacts address list, calculator and notetaking applications. It may also include other applications, such as a web browser and a media player. There is often a small keyboard too. These are being replaced now by smartphones.

Podcast This term originally comes from iPod and a podcast is a multimedia broadcast hosted on a web site. It can be audio or video, and is delivered in a format that is compatible with computers and most mobile devices, generally MP3 or MPEG-4. A podcast can be regularly updated and automatically downloaded. The term has comes to mean any type of audio file recorded by or used on an MP3 device.

QR code A two-dimensional barcode which a camera phone equipped with the correct reader software can scan to provide information for the user. For example, information about bus times and numbers can be accessed from a QR code placed at a bus stop.

RSS feed RSS stands for Really Simple Syndication. It's often depicted with a little orange icon, and it's a way of sharing and broadcasting content from a web site. When you subscribe to a website's RSS, new items are automatically downloaded into a special 'reader' so you can read them later. It means you don't have to come back to the website each time.

SD card Secure Digital Memory Card. MiniSD and microSD are popular on many mobile phones, and they are useful if you have a lot of photos, videos or audio files on your phone.

SIM Subscriber Identity Module – this is part of a removable little circuit card, also known as SIM cards. SIM cards are used for mobile phones they are where you number is kept amongst other things.

Smartphone A mobile phone with lots of extra functions, almost like a mini PC. Smartphones will have full internet capabilities and often also a full keyboard.

SMS Short Message Service (SMS) – better known as text messages (of up to 160 characters) via mobile phones.

Streaming A way of sending audio and video files over the Internet in such a way that the user can view or listen to the file while it is being transferred.

Synchronous Learning: A learning program in which the student and instructor participate at the same time. Chats or video conferencing are two examples of synchronous learning.

Tablet PC A Tablet PC is a wireless PC that, nowadays, mainly features a touch screen. Tablets are similar in size and thickness to a paper notepad. The most famous of the tablet PCs is the ipad, but there are many other models available. It looks as is tablets will be the future educational tool of choice for students.

Twitter A popular micro-blogging site. Users can send mini messages of up to 140 characters in length. Is being used more and more now as a tool for sharing and developing among language teachers.

VLE Abbreviation for 'virtual learning environment'. A VLE is a software system designed for an educational institute and allows courses or parts of courses to be delivered online. See also LMS.

Web 2.0 A term given to an evolution of the World Wide Web; it describes a range of technologies and functionality that enable anyone to have a presence on, and 'author' content on, the World Wide Web. Encompasses technologies such as blogs, wikis and sundry other forms of interaction. Provides many opportunities for interaction via mobile devices.

Wi-Fi Sometimes known as 'wireless broadband' or wireless fidelity, this is the trade name for the popular wireless technology used in home networks, mobile phones, video games etc.

Windows Mobile An **OS** developed by Microsoft for some mobile devices.

Wiki A type of web site that allows users to easily add, remove, or otherwise edit or change the site's content.