## Glossary

Asynchronous - in the context of distance education, learners choose when and where their learning experiences take place (Simonson, Smaldino, Albright, & Zvacek, 2003).

Auditory Processing - a term used to describe what happens in the human brain when recognizing and interpreting sound.

Behaviorism - the belief that all behavior can be explained through stimulus-response reactions.

Cognitivism - the idea that internal mental functions can be described using models which were derived from empirical investigation.

Cognitive Load Theory - states that optimum learning in humans occurs when limited information is entered into working (short-term) memory to allow for more information to be processed in long-term memory (Sweller, 1988)

Compatibility - The degree to which an innovation is perceived as being consistent with the existing values, past experiences, and needs of potential adopters (Rogers, 1995).

Competency - knowledge, skills or attitude which enables an individual to effectively perform the activities of a given occupation or function to a specified standard.

Complexity - The degree to which an innovation is perceived as difficult to understand and use. While some innovations are readily understood by members of a social system, others are more complex and will be adopted more slowly. New ideas which are simpler to understand are adopted more rapidly than innovations that require the individual to develop new skills (Rogers, 1995).

Confirmative evaluation - the process of determining whether over time learners have maintained their level of competence, the instructional materials remain effective, and the organizational problems have been solved. Confirmative evaluation occurs after formative and summative evaluation (Seels and Richey, 1994, p. 126).

Constructivism - the idea that individuals learn by constructing their own personal knowledge through reflection upon previous experiences and societal reactions to those situations.

Heuristics - A problem-solving technique in which the most appropriate solution is selected using rules. Interfaces using heuristics may perform different actions on different data given the same command. All systems using heuristics are classified as intelligent.

Innovation - Something new or altered. In the case of ISD: projects, programs, environments, materials, and delivery systems (Seels & Glasgow, 1998, p.330)

Learning style - an individual's preferred means of acquiring knowledge and skills. Related Terms: Cognitive style, multiple intelligences.

Macro level - the unit of practice which is designated as the social institutional or large social system level. Products are programs and curricula.

Micro level - the unit of practice which is designated as the individual or small group level. Products are lessons and modules.

Observability - The degree to which the results of an innovation are visible to others. The easier it is for individuals to see the results of an innovation, the more likely they are to adopt it (Rogers, 1995).

Relative Advantage - The degree to which an innovation is perceived as better than the idea it supersedes. An individual must perceive that an innovation is advantageous. The greater the perceived relative advantage an innovation has increases the rate of its adoption (Rogers, 1995).

Synchronous - in the context of distance learning, this occurs when instruction takes place at the same time for all learners, but different place (Simonson, Smaldino, Albright, & Zvacek, 2003).

Trialability - The degree to which an innovation may be experimented with on a limited basis. An innovation that is trialable represents less uncertainty to the individual considering it for adopting because it is possible to learn by doing (Rogers, 1995).

Visual Literacy - The ability to understand and use images, including the ability to think, learn and express oneself in terms of images (Bradin & Hortin, 1982, p. 13).