

Distributed Learning Key Terms

Distributed Learning

1. Distributed Learning
 - a. Distributed learning uses technology to facilitate learning, whether on- or off-campus, in real-time or at student discretion, through a variety of modalities. ([Source](#))
2. Traditional Face-to-Face Delivery
 - a. Instruction is delivered in-person, in a classroom or lecture hall
3. Hybrid Delivery
 - a. Instruction is taught in a combination of Traditional Face-to-Face Delivery + Online Delivery
 - b. Delivery is 51% or more traditional and 49% or less online
4. Flipped Learning
 - a. Flipped learning is a pedagogical approach in which students gain first-exposure learning of course material outside of class, often through readings or lecture videos. Instructors then engage students during class meetings in more complex application, problem-solving or analysis.
 - b. In other words, students do less complex cognitive work (memorization, comprehension) on their own time. They then participate in hands-on activities and discussions in class. This approach helps move students to higher levels of learning.
5. Distance Education (Distance Learning)
 - a. Videostreaming/Lecture Capture
 - i. Lectures that may be streamed and viewed live or recorded and viewed at any time by a student. ([Source](#))
 - b. Two-way delivery – a faculty member is teaching live in a classroom with students present locally and in remote locations (other campuses, at home, etc.). Their lectures are streamed through either a one-way or a two-way camera system and may or not be recorded for viewing after class. A two-way audio/visual camera system allows for faculty and students to interact during the live class period.
 - c. Online (also referred to as e-Learning or Web delivery)
 - i. Courses on the Web are taught using one or more Internet components such as [streaming video](#), Blackboard chats, or Adobe Connect. The course may utilize [Blackboard](#). Students must have access to the Internet. If the course is available by streaming video or Adobe Connect, students must have access to a high-speed Internet connection. ([Source](#))
 1. Asynchronous – Instruction is delivered at one time and received at another. ([Source](#), page 7)
 2. Synchronous – Instruction is delivered and received simultaneously. ([Source](#), page 7)

5. Distance Education/Distance Learning (continued)

- a. Blended Delivery
 - i. Instruction is taught in a combination of Online Delivery + Traditional Face-to-Face Delivery
 - ii. Delivery is 51% or more online and 49% or less traditional

6. Distributed Learning Quality Review – Quality Reviews

- b. The Provost's Office instituted a Distributed Learning Quality Review process (DLQR) in 2013 as part of its commitment to ensuring high-quality distributed learning courses at the university. To successfully complete the review, each course must meet basic standards for design quality and ADA accessibility, which are spelled out in a review checklist approved by the Provost's Committee on Distributed Learning. The checklist is based on the [Quality Matters™ Rubric](#), a nationally recognized quality benchmark.

Library Services

1. OERs

- a. Open Educational Resources are educational materials offered freely and openly for anyone to use.
- b. Most licenses allow resources to be shared, remixed or customized for your class.
- c. Open educational resources include textbooks, full courses, course materials, modules, streaming videos, tests, software, and any other resources used to support access to knowledge.

2. E-Reserves

- a. Thomas Cooper Library is now offering Reserve materials electronically. TCL is happy to scan library materials or find links to resources for you, as well as address copyright concerns connected to posting these materials. You will be able to access your reserve information in Blackboard through Blackboard's Content System.

Teaching and Technology Services

1. Teaching and Technology Services

- a. Provides training and support in instructional technology, and course design to the University of South Carolina community and support the development and implementation of Distributed Learning classes offered by the University.

2. Blackboard Learning Management System

- a. Blackboard is an online learning management system that allows instructors to develop and deliver course materials online. Instructors use Blackboard to post documents, assignments, quizzes and exams, to moderate discussion forums and more.
- b. Blackboard is used for both traditional face-to-face classes and courses taught entirely online. A Blackboard course is automatically created for every university course.

3. Adobe Connect
 - a. Adobe Connect is an online meeting tool that allows you to deliver a class and give presentations – on campus or off – with web conferencing. With Adobe Connect, you and your students can join a virtual class, participate in discussions while sharing visual information, and collaborate on documents.
4. Adobe Presenter
 - a. Adobe Presenter an asynchronous presentation tool that allows you to enhance your Microsoft PowerPoint with multimedia content. You can develop self-running lectures that includes recorded narration, embedded video, interactive surveys and quizzes, and more.
5. VoiceThread
 - a. VoiceThread is an interactive, asynchronous presentation software. Faculty can create a presentation and assignments using a variety of files including PowerPoint, Word, PDF, video, audio and image files. Students can view the presentation and assignments and comment on them using a microphone, webcam, text, phone or audio file upload. Students can see each other's comments.
6. iClicker and REEF
 - a. Student response systems allow you to take attendance, and poll students in real time with questions projected in your classroom. You can track answers, automatically add scores to your Blackboard Grade Center, and even allow your students to review in-class questions for study. Students can use either a purchased iClicker or the mobile app, REEF Polling, on their smartphone to respond to your questions.

Accessibility Terms

1. Accommodations
 - a. Changes in how students learn (not what they learn) that remove barriers and provide students with equal access to learning ([Source](#))
2. Captions, Transcripts, and Audio Descriptions
 - a. Text versions of the spoken work presented within multimedia ([Source](#))
3. Accessible Documents
 - a. Formatting of documents (i.e., Microsoft Word or PowerPoint, PDFs) in such a way that they can be easily read by assistive technologies such as screen readers or Braille devices ([Source](#))
4. Assistive technology
 - a. Any product, equipment, and/or system that enhances learning, working and daily living for persons with disabilities ([Source](#))

Accessibility Terms (continued)

5. Screen Readers

- a. Software programs that convert text displayed on a screen/monitor to be read aloud with a speech synthesizer or braille display for blind or visually impaired users ([Source](#))