Table of Contents

Asynchronous Learning.................................................................................................................................. 2
Blended Learning.............................................................................................................................................. 2
Distance Education........................................................................................................................................ 2
eLearning ....................................................................................................................................................... 2
Flexible and Blended Learning......................................................................................................................... 2
Flexible Learning.......................................................................................................................................... 2
Flipped Classroom ........................................................................................................................................ 2
Information and Communication Technologies (ICT) .................................................................................... 2
Learning Management System (LMS)............................................................................................................. 2
Learning Technologies..................................................................................................................................... 3
Massive Open Online Course (MOOC)........................................................................................................... 3
mLearning....................................................................................................................................................... 3
Online Learning ............................................................................................................................................... 3
Open and Distance Learning (ODL).................................................................................................................. 3
Open Educational Resources (OER)................................................................................................................ 3
Open Learning ............................................................................................................................................... 3
Open Schooling.............................................................................................................................................. 3
Open University ............................................................................................................................................ 3
Synchronous Learning.................................................................................................................................... 3
Virtual Education.......................................................................................................................................... 4
Virtual Universities/Cyber Universities.......................................................................................................... 4
Key Terms and Definitions

Asynchronous Learning is learning online at different time and/or place using an online learning platform. Example of asynchronous learning is use of discussion forums and email for learning.

Blended Learning is a teaching and learning approach that demonstrates blend of different methods, technologies, and resources to improve student learning. Some examples of blended learning are flipped classroom, online interaction followed by face-to-face teaching, online learning supplemented by face-to-face practical, etc.

Distance Education is a mode of teaching and learning characterized by separation of teacher and learner in time and/or place for most part of the educational transaction, mediated by technology for delivery of learning content with possibility of face-to-face interaction for learner-teacher and learner-learner interaction, provision of two-way didactic communication, and acceptance of industrial process for division of labour, and economies of scale.

eLearning is an umbrella term that refers to the use of any digital device for teaching and learning, especially for delivery or accessing of content. Thus e-Learning can take place without any reference to a network or connectivity. The digital device used by the learner to access materials need not be connected to a digital network, either a local area network or to the Internet (or even to a cell phone network if a Tablet is used as a terminal or access device).

Flexible and Blended Learning refers to learning design approaches that mix the best of both flexible learning and blended learning to increase learner engagement and improve learning outcomes. This may take various forms, and includes but not limited to the use of online learning as supplement to classroom instructions. A FaB learning practice may include face-to-face teaching at a designated time (with flexibility to the learner to access the same module at different time face-to-face) that use multiple media and technologies, followed by use of online technologies for interaction and may be project work.

Flexible Learning opportunities provide more choices to the learners in terms of when, where and how they learn. Flexible learning may include use of online learning, work place-based learning, part-time learning, distance learning, and many forms of face-to-face teaching and learning with options to fast track and defer courses.

Flipped Classroom is a form of blended learning where learners read or watch online lecture materials at home, before participating in interaction in a classroom environment.

Information and Communication Technologies (ICT) refer to a range of technologies and tools used to create, collate and communicate information and knowledge. ICTs are used in daily life to prepare documents, talk to others through phone, listen to radio and watch television programmes. Some ICTs are one-way, while others facilitate two-way communication. Some can include only one medium (telephone), while other can handle more than one medium (computer and television).

Learning Management System (LMS) often also called as course management system or virtual learning environment, is a web-based software system that assists teachers to manage courses and deliver lessons online. It helps in administration, tracking and reporting of learning process.
Learning Technologies are those that are used for enhancement of teaching, learning and assessment. In other words, it is the use of a range of ICTs for teaching, learning and assessment. Learning technologies can be seen deployed as tools for drill and practice, tutorials, information retrieval systems, simulations, communication, etc.

Massive Open Online Course (MOOC) is an online course available for large enrolment on the open web, where open largely refers to open registration, and not necessarily courses in open license.

mLearning or mobile learning is defined as the provision of education and training using mobile devices such as Personal Digital Assistants (PDAs), tablets, smartphones and mobile phones. While learning is not mobile, it is about teaching and learning through use of mobile devices, anywhere, anytime.

Online Learning is e-Learning with a mandatory involvement of a digital network which a learner needs in order to access at least part of the learning materials and services. Online learning refers to network enabled teaching and learning that allows the learner to have increased interaction with content, teacher and other learners.

Open and Distance Learning (ODL) refers to a system of teaching and learning characterized by separation of teacher and learner in time and/or place; uses multiple media for delivery of instruction; involves two-way communication and occasional face-to-face meeting for tutorials and learner-learner interaction.

Open Educational Resources (OER) is defined by the OER Paris Declaration 2012 as any “teaching, learning and research materials in any medium, digital or otherwise, that reside in the public domain or have been released under an open license that permits no-cost access, use, adaptation and redistribution by others with no or limited restrictions. Open licensing is built within the existing framework of intellectual property rights as defined by relevant international conventions and respects the authorship of the work”.

Open Learning refers to policies and practice of openness in entry requirements (with minimal or no restriction on qualifications), choice of courses, place of study and time, etc. It is an educational philosophy where learning can happen anywhere, anytime from any resource, and therefore, this can be seen as a practice in face-to-face institutions.

Open Schooling is defined by two elements: the physical separation of the school-level learner from the teacher, and the use of unconventional teaching methodologies and information and communications technologies (ICTs) to bridge the separation and provide education and training.

Open University is a type of single-mode distance teaching institution that also offers flexibility in terms of choice of courses, entry requirements, learning media and approaches, choice of courses, time and place of study. Courses and programmes of an open university may offer different degrees of openness in their provision based on the nature of the studies and the legal contexts of operation.

Synchronous Learning is opposite of asynchronous learning, where learner interacts with teachers and/or learners online at the same time from different place.
Virtual Education includes aspects of both online and e-learning but goes somewhat further. While it is largely web-centric it does not necessarily limit itself to learners outside a conventional classroom. It uses multimedia and, besides delivering content, also enables a high level of interaction among learners, content, teachers, peers and administration both synchronously and asynchronously.

Virtual Universities/Cyber Universities are higher education institutions or network of higher education institutions responsible for design, development and offer of courses and programmes in flexible and online environment.