

ELT in the Digital Age

The ELTjam Jargon Buster

mobile first	building products with mobile in mind as the primary mode of delivery
convergence	when one device does the work of many
UX	(user experience) how people feel using your product
machine learning	the creation of algorithms that can learn from and make predictions about data
Moore's Law	states that computer processing power will double every two years
Lean	product development approach that improves quality, cuts costs and increases speed by reducing waste
Agile	product development approach that aims to deliver maximum value to customers as quickly and cheaply as possible
MVP	(Minimum Viable Product) a version of a product that maximises ROI vs. risk by enabling quick feedback and actionable learning
IoT	(Internet of Things) embedding connectivity into objects and appliances to make them smarter
natural language processing	form of speech recognition that can interpret meaning and context
disruptive innovation	when new entrants enter a market, change it, and displace the incumbents
sunk cost	a cost that has already been incurred and cannot be recovered
a unicorn	a company with a valuation of over \$1 billion
big data	the sheer volume of data now available and the business around it
adaptive learning	system of learning where content adapts to the needs and performance of the learner
MOOC	(Massive Open Online Course) free online courses available to all
gamification	using elements of gaming in learning (points, leaderboards, badges)
SOLE	(Self Organised Learning Environment) explains how children can learn using technology in the absence of a teacher
flipped learning	doing homework in class and classwork at home
homogenisation	describing a lack of diversity
marginal cost	the cost of producing one additional copy of a product

