Educational Technology (ET) is a rapidly developing field embracing a wide range of areas. It covers a number of topics from General Education, Pedagogy, Psychology, Methodology of Teaching and Learning, Social Constructivism, and Informational Technologies. Educators now participate in the development of various new forms of technology-assisted/based/enhanced/mediated/supported teaching, training, instruction and learning (e.g. Computer-Assisted Learning – CAL, Computer-Assisted Language Learning – CALL, Computer-Assisted Instruction - CAI, Computer-Based Instruction – CBI, Asynchronous Learning (AL), Distance Learning (DL), Teleteaching and so on).

Technology of today can be simply Educational (ET) or even Advanced-Educational (AET), Teaching, Training, Instructional, plain face-to-face Learning and Distance Learning, Computer (CT), Microcomputer or just Computerized, Electronic, Digital, Information (IT), Wireless, Web-based, Delivery, Communications and Telecommunications (TT), Active, Interactive, Multimedia and Hypermedia. New terms were coined in Europe for the ET areas: Educational Informatics – the Science of Education based on Informational Technologies, and Telematics – Telecommunications-Based Education.

What, actually, is ET? A general interpretation of technology states that technology is a set of tools and processes of production. Then ET is a set of specific educational tools and their applications in teaching and learning. (NB: Pedagogy is differentiating between non-machine and machine didactic tools and corresponding technologies.) What tools does ET deal with? – Today in the inventory of pedagogic tools we include technical (hardware), programming (software), didactic (courseware, textbooks and other materials), and methodological (methods and techniques) tools. These tools are used by the people (teachers) and for the people (students) to deliver new information and provide the building and development of a general and particular professional knowledge and skills. Application of ET has for the goal an increase of efficiency of teaching, training and learning, of educational research and of the administration of educational institutions of all levels.

ET, then, can be defined as a system of technical, programming, didactic and methodological tools that are used in education together with human and informational resources to construct human general and specific knowledge, and to develop professional competencies, skills and activities on the basis of related sciences, technologies and techniques, for the improvement of the efficiency of teaching, training and learning, of pedagogical research and educational management. The foundation of ET is the theory based on contemporary educational, psychological, informational and technical platforms that develops its own principles, organization and methods.

Due to the ET rapid development, there is some confusion in the use of its terminology: thus, in the general term “technology” different authors include various technologies, apparatuses, their parts, processes and methods, e.g.: telecommunications technologies, wireless technologies, telephone communications, teletext, video, computers, CD-ROM, CD-players and even multimedia applications. It is necessary to differentiate between technologies, tools and methods, and to define the areas of ET.
We compiled a glossary of ET terms that covers all the relevant areas: General Education, General, Educational and Cognitive Psychology, Social Constructivism, Theory of Instruction, Methodology of Teaching/Training/Learning; Information, Computer and Telecommunications Technologies; Educational/Instructional Technology; Audio, Radio (Wireless), Video and TV, and Multimedia Technologies; Projection Technology and Visual Aids, Computerized Instruction and Learning, and Distance Education and Learning. It is based on the analysis of recent (from 1990 through 1999) publications (journal articles, conference papers and books), various related texts, and Internet resources, such as Internet-based texts and dictionaries. The glossary describes each term in its various combinations with other words. The terms in the glossary are arranged in alphabetic and topical (subject area) orders.

This glossary allows to put together all the knowledge acquired in the development of ET until now, to update the existing inventory of the terms in this field and to make up a complete list (as complete as it is virtually possible) of the current terms describing all the areas of ET, to single out separate areas of ET and to structure it as a special field, to differentiate between separate phenomena and specify the meaning of the existing terms, and also to give the educators, researchers, students, developers of educational software and educational administrators the tool for understanding and using ET.