Supplemental Digital Appendix 1

Terms Commonly Used in Online Medical Education

ADA – Americans with Disabilities Act requires online materials to be accessible to those with disabilities, including loss of hearing and vision.

Asynchronous – learning taking place at different times.

Blended – usually refers to a course where 30%–99% of the content is accessed online.

Chunking – process of taking individual pieces of information (chunks) that are conceptually related and grouping them into larger units.

Cloud computing – The National Institute of Standards and Technology (NIST) defines cloud computing as having five characteristics: on demand self-service; broad network access; resource pooling; rapid elasticity or expansion; and measured service.

Fair use – limited use of a copyrighted work “for purposes such as criticism, comment, news reporting, teaching (multiple copies for classroom use), scholarship, or research, is not an infringement of copyright.” 17 USC §107

FERPA – The Family Education Rights and Privacy Act of 1974 is a federal law designed to protect the privacy of a student’s educational, financial, and health records.

HIPAA – The Health Insurance Portability and Accountability Act Privacy Rule and Security Rule require that protected health information be regarded as confidential at all times and that appropriate security measures are applied in the use of this information.

LMS – A learning management system is “a system that acts as a repository for educational course content, assesses knowledge (through use of assessment tools), and tracks individual learner or employee performance with the goal of identifying the progression toward organizational goals.”

Medical education portal – A portal is “a site serving as a guide or point of entry to the World Wide Web and usually includes a search engine or a collection of links to other sites arranged by topic.” (Merriam-Webster)

Module – an instructional unit that focuses on a specific topic

MOOC – Massive open online courses are aimed at large-scale interactive participation and open access via the web.

Online course – often used to describe curricula where 80% or more of the content is accessed online.

Reusable learning object – digital unit of content that can be reused to support learning in multiple contexts.

Self-paced module – a module that is initiated and directed by the learner.

Synchronous – learning takes place in real time, with learners and usually educators interacting.

SCORM – Sharable Content Object Reference Model is the most commonly used collection of technical standards and specifications for web-based e-learning. To say that a learning management
system is “SCORM compliant” means that it can host and display an educational unit created using those standards. The degree to which a SCORM object is usable varies across LMSs.

**Tin Can API** – (also called Experience API or xAPI) is a newer specification for learning technology that has a greater ability to collect user data than SCORM, in particular to collate data from online and offline experiences by allowing different applications to communicate and share information.

**Web 2.0** – The fundamental characteristic of Web 2.0 technologies is the collaboration of members for the development of user-generated content. Social media sites, such as Facebook and Twitter are Web 2.0 technologies.

**Web-facilitated** – a course where 1%–29% of the content is accessed online.

**Wireframe or storyboard** – a low fidelity representation of a design, often used as basis for discussion between subject matter experts and instructional designers before passing off the course to the technical team.

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