

Module 2 – Vocabulary

AJAX – Asynchronous JavaScript and XML, which permits Web information to be processed without reloading a page

Backbone – A series of interconnected networks that form the skeleton for the Internet. (Local and regional networks connect to the Internet via the backbone.)

Blog – (Weblog), an online journal

Boolean Operators – AND, OR, and NOT, which can be used to refine a query for a search engine.

Browser – Software to decode, display, and allow users to interact with Web pages (for example, Internet Explorer, Netscape, Opera, and Firefox)

Collaboration – The process by which groups or teams work cohesively to produce a desired result

Copyright – Legal protection for original work

Creative Commons – An organization that provides flexible copyright licenses, which let authors define their own copyright terms

Derivative Work – A work that is based on the work of others

Directory – A categorized list of Web sites, managed by people instead of software. Yahoo is a popular directory using human editors to review and categorize sites.

DMCA – Digital Millennium Copyright Act, which was signed into law by President Clinton in 1998 to address digital media

DNS – Domain Naming System, which uses domain name servers to translate domain names to IP addresses

E-Commerce – Electronic commerce

Fair Use Doctrine – A doctrine that provides for limited use of copyrighted work without requiring permission from the copyright holder

Folksonomy – A collection of user-generated annotations and categorizations of content, usually on the Web

HTML – Hypertext Markup Language, the language of Web pages

IAB – Internet Architecture Board, which addresses architecture for protocols and standards

ICANN – Internet Corporation for Assigned Names and Numbers, which controls the assignment of domain names and IP addresses

IETF – Internet Engineering Task Force, which focuses on the Net's evolution and operation

Infringement – Unauthorized use of copyrighted material

Intelligent Agent – Software that automatically searches the Internet for information

ISOC – Internet Society, which addresses standards, education and training, and policy

ISP – Internet Service Provider (for example, AOL, Comcast, MSN, Verizon, and Net Zero)

JavaScript – A scripting language that adds interactivity to Web sites

Local Area Network (LAN) – A network of systems covering a small area such as a classroom

Meta Search Engine – Searches multiple search engines and returns results

Mobile Web – Access to wireless data services using a mobile device such as a PDA (Personal Digital Assistant) or mobile phone

Natural Language Query – A query that is presented as a question; no keywords, Boolean operators, or wildcard characters are needed

Network – A group of connected computers sharing resources

Node – Connection point or workstation on a network

NSI – Network Solutions, Inc. registers .com, .net, and .org domains

Open Source – Publicly shared software (including source code) that users may modify and freely use and distribute

Pay Per Click (PPC) – Online advertising for which payment is based on user "click-throughs" to the sponsor's site

Podcasts – (Derived from iPod – Broadcast iPOD), an audio broadcast converted to an MP3 file or other audio file format for playback on a computer or hand-held electronic device

Protocol – Set of rules used by end points in a telecommunication connection

Public Domain – Material that is not copyrighted and is available for use without permission

Robots – Software programs ("spiders" and "crawlers" are frequently used terms) that search, analyze, collect, and index data for fast retrieval

RSS (Really Simple Syndication) – Web feed formats used to publish frequently updated content such as blogs and podcasts

SEO – Search Engine Optimization, a process that helps increase site traffic

Service Oriented Architecture (SOA) – A collection of Web services

Simple Object Access Protocol (SOAP) – Allows programs on different computers to communicate across a network

Social Networking – Building communities through the use of online tools

Standardization – Establishing uniformity of protocols and processes