

Information Literacy/Library Media Content Glossary

Accuracy - Measures the degree to which information sources are free from mistakes and errors.

Authority - The knowledge and experience that qualifies a person to write or speak as an expert on a given subject.

Bias - Judgment unfairly influenced by subjective opinion when the situation calls for reliance on objective fact.

Big6™ - A systematic approach to information problem solving using a six step process. The Big6™ can be used whenever an individual has an information problem; co-authored by Mike Eisenberg and Bob Berkowitz. See www.Big6.com for further clarification.

Blended Learning – When “face to face learning”, “online collaborative learning”, and “self-paced learning” come together; for further clarification see: <http://www.educause.edu/ECAR/BlendedLearning/157515>.

Boolean - A system of symbolic logic that uses combinations of logical operators such as "AND," "OR," and "NOT" Boolean operators to determine relationships between entities. Boolean operations are extensively used in writing computer programs and in computer searches using keywords.

Brainstorming – An activity used to generate ideas that are not judged during the activity.

Cite Sources – Reference to book, article, Web page or other published item with sufficient detail to identify the item uniquely. To quote or refer to an authority outside oneself (e.g., title, author, publisher, website, location).

Collaborate - To work together in small groups or through collaboration tools, to exchange ideas, to develop understandings.

.com – A domain name used for commercial Internet sites in the United States.

Communication Tools - Any digital tool that allows for exchange of information and ideas both synchronous and asynchronous (e.g., e-mail, instant messaging, forums).

Copyright – Legal protection for authors of ideas, designs, and products who may register their intellectual property with the government; such registration grants the author exclusive rights to their property thereby limiting the extent to which others may use and profit from, modify, or perform the protected creation.

Information Literacy/Library Media Content Glossary (cont.)

Creative Commons – An organization that provides users a standardized way to grant varied copyright permissions to use their creative work. For more information see: <http://search.creativecommons.org> and <https://creativecommons.net>.

Creative Expressions – Creative or artistic works in a variety of media formats or creative or artistic productions and presentation.

Critical Thinking – The skill required to develop effective and efficient search strategies, assess the relevance and accuracy of information retrieved, evaluate the authority of the person(s) or organization producing information content, and analyze the assumptions, evidence, and logical arguments presented in relevant sources.

Digital – Refers to information processing techniques that convert the actual data into the binary system (or machine language) code.

Digital Citizenship – Same as ethical use – see “ethical use” below.

Digital Information - Written language, audio, or video accessed through digital means.

Digital Media - Any type of information in digital format, including computer-generated text, graphics, audio and animations.

Digital Presentation Tools - Tools that facilitate the sharing of information with others, either locally or in a virtual environment.

Digital Sources –Sources used to gather information digitally (such as written, audio, video, online).

Digital Tools - Inclusive of all hardware and/or software. (e.g., computers, PDA's, personal video players, personal music players, word processors, spreadsheets, instant messaging, Web browsers, Web 2.0 tools).

.edu - A domain name used for educational Internet sites in the United States.

Equitable access – Fair opportunity to use resources (access regardless of age, origin, background or views). School libraries provide resources and services that create and sustain an atmosphere of free inquiry.

Ethical Use - Respecting the hardware, ownership, privacy, and use of digital tools. (e.g., respecting ownership of intellectual property, being mindful of security and passwords, giving credit to cited sources, exhibiting appropriate behavior online, acknowledging boundaries of privacy).

Information Literacy/Library Media Content Glossary (cont.)

Extract - Draw or pull out.

Fair Use - Allows the education community to review, comment on, parody, and study copy-written materials using proper citation according to provisions in the U.S. Copyright Code which provide for limited use of copyrighted materials for educational purposes.

Format - A general description of an item whether it is print or nonprint or digital or electronic or realia.

Global Communication - Refers to communication with others outside the traditional classroom and around the world.

Global Learning Environment - Digital environment and communication that extends the learning beyond the classroom walls.

Information Literacy - The ability to recognize when information is needed, and then to locate, evaluate, and use that information effectively.

.gov - A domain name used for government Internet sites in the United States.

Inquiry - Inquiry is any process that has the aim of augmenting knowledge, resolving doubt, or solving a problem.

Intellectual Freedom - The right under the First Amendment to the U.S. Constitution of any person to read or express views that may be unpopular or offensive to some people, within certain limitations (libel, slander, etc.).

Intellectual Property - Tangible products of the human mind and intelligence entitled to the legal status of personal property, especially works protected by copyright, inventions that have been patented, and registered trademarks. An idea is considered the intellectual property of its creator only after it has been recorded or made manifest in specific form. (e.g., music, literature, artistic works, symbols, names, images, designs).

Invisible Web – Information that can be found on-line if not using search engines or web directories.

See: www.lib.berkeley.edu/TeachingLib/Guides/internet:InvisibleWeb.html

Information Literacy/Library Media Content Glossary (cont.)

Language Hierarchy for Performance Descriptors

- **With Assistance** – One-to-one help with step-by-step learning
- **With Guidance** – Using prompts, hints, limited input
- **At proficient** – mastery level
- **Independently** - Students perform at a superior level, without prompting, beyond classroom assignment

Media literacy - The combination of knowledge and skills required to access, analyze, interpret, evaluate, and create media in a variety of forms.

.mil - A domain name used for U.S. military Internet sites in the United States.

Multi-literacies – Changing the notion of literacy pedagogy, this idea expands literacy to cultural expressions and technological endeavors beyond language. “being multi-literate is being able not only to read textual messages, but also be competent in interpreting symbols and images, and in using multimedia and other technological tools, such as the internet, all of which allow us to construct meaning, learn and interact with others. Being multi-literate also embraces understanding multiculturalism and showing respect to diversity, which reflects in effective interaction.” Definition from:

<http://mylearningblog.blogspot.com/2004/09/multiliteracies-definition-reflection.html>

Netiquette –Short for network etiquette, the code of conduct regarding acceptable online behavior.

.org - A domain name used for organizations and non-profits in the United States.

Personal Responsibility - Understanding that personal actions have effects and that individuals are responsible for choices they make.

Plagiarism – The unauthorized use or close imitation of the language and thoughts of another author and the representation of them as one’s own original work.

Realia – Three-dimensional objects from real life, whether man-made or naturally occurring, usually borrowed, purchased or donated.

Relevance - The extent to which information retrieved in a search of a library collection or other resource, such as an online catalog or bibliographic database, is judged by the user to be applicable to ("about") the subject of the query. Relevance depends on the searcher's subjective perception of the degree to which the document fulfills the information need, which may or may not have been expressed fully or with precision in the search statement.

Information Literacy/Library Media Content Glossary (cont.)

Resources – Somebody or something used to gather information. (e.g., print materials, people, digital materials, archives, online databases, realia, articles, Internet).

Search Tools - A simple search field with options to search text or resources on a local, regional-wide or world-wide database.

Social Networks – Social network sites such as MySpace, Facebook, Cyworld, and Bebo are web-based services that allow individuals to (1) construct a public or semi-public profile within a bounded system, (2) articulate a list of other users with whom they share a connection, and (3) view and traverse their list of connections and those made by others within the system. For more information see: http://en.wikipedia.org/wiki/Social_network and/or <http://jcmc.indiana.edu/vol13/issue1/boyd.ellison.html>

Super 3 – A systematic Approach to information problem solving using a 3 step process: #1 Plan (beginning) #2 Do (middle) #3 Review (end) see www.Big6.com for further clarification/information.

Synthesis - Creatively or divergently applying prior knowledge and skills to produce a new or original whole. (adapts; anticipates; collaborates; combines; communicates; compiles; composes; creates; designs; develops; devises; expresses; facilitates; formulates; generates; hypothesizes; incorporates; individualizes; initiates; integrates; intervenes; invents; models; modifies; negotiates; plans; progresses; rearranges; reconstructs; reinforces; reorganizes; revises; structures; substitutes; validates).

Technology – Human innovation in action that involves the generation of knowledge and processes to develop systems that solve problems and extend human capabilities. Definition from: <http://www.doe.mass.edu/frameworks/scitech/1006.pdf> .

Textual - Of, relating to, or conforming to a text; print.

Thesis statement - In a thesis paper, essay, or similar document, the thesis statement presents the hypothesis, or argument of the author. For further clarification see - <http://library.mountsaintjosephacademy.org/thesis.html> .

.us - United States (country domain name)

.us, .uk, or .ca – examples of country Internet domain names (e.g., .ca is the country domain symbol for Canada, .mt is the country domain name for the country of Malta).

Visual - Seen or able to be seen by the eye; visible: a visual presentation; a design with a dramatic visual effect.

Information Literacy/Library Media Content Glossary (cont.)

Web 2.0 – is commonly associated with web applications that facilitate interactive information sharing (Such as interoperability, user-centered design and collaboration on the World Wide Web).

**Note: Many definitions from: <http://www.doe.mass.edu/frameworks/scitech> and from <http://en.wikipedia.org>