1.	**videoconference**	A technology that allows organizations to create virtual meetings with participants in multiple locations, enabling them to talk to and see each other.
2.	**Internet telephony (Voice-over Internet Protocol or VoIP)**	Voice over Internet Protocol, which allows you to make phone calls using the Internet instead of the regular phone lines,
3.	**chat conferencing or bulletin board systems (BBS)**	A system that enables its users, usually members of a particular interest group, to share information and programs
4.	**Chat Rooms**	A channel where users can communicate with each other in real time
5.	**instant messaging (IM)**	Exchanging text messages in real-time between two or more people logged into IM services such as AIM, Windows Live Messenger and Yahoo! Messenger. Modern IM services also have audio and video capabilities.
6.	**instant messaging (IM)**	a central system that provides information about whether users are online and passes instant messages between them;
7.	**instantly (in real time)**	happening immediately and without delay
8.	**virtual reality**	A computer-generated space in which the user interacts with artificial objects through 3-D computer simulation. This is done by using sensory peripherals, such as data gloves and head-mounted displays, to give the feeling of being immersed into an illusionary, yet sensate, world.
9.	**virtual reality**	artificial reality, a 3D space generated by the computer
10.	**avatars**	characters used when interacting with people online
11.	**buddy list**	a friend list or contact list