

## **Project Glossary**

**Account** - this is a way to access the features of the app. Users, Students and Instructors alike, are required to have an account linked to the app.

**Student Account** - an account that is linked to a Student. Student Accounts will be able to access the student interface.

**Instructor Account** - an account that is linked to an Instructor. Instructor Accounts have special privileges built into it.

**Student** - a person enrolled in at least a single class offered by the university at any given semester.

**Instructor** - a person employed by the university to teach Courses.

**Learning Suggestion** - a learning resource that is offered to a student whose performance has room for improvement. Suggestions will be given through the use of machine learning, based on the topics the student is struggling with, among others.

**Resource Description** - a short description for the learning resource.

**Resource Title** - the name or title of a learning resource.

**Resource Link** - a link to the learning resource.

**Resource Preview** - an image file, or a text blurb showing a glimpse to the resource.

**Topic** - a short phrase used to describe the topic of a Learning Resource/Quiz/Poll. This will be used as a tag.

**Quiz** - an activity conducted during class, where Students answer multiple Questions consecutively within a set time limit.

**Quiz Answer/Response** - a list of a Student's answers to any given Quiz.

**Answer Key** - the correct answers to a Quiz or a Poll.

**Score** - the number of items a Student answered correctly

**Multiple Choice** - choices to a question during Quizzes or Polls.

**Question** - a sentence or a phrase that a Student is tasked to answer.

**Poll** - a Question with a Multiple Choice option conducted during class.

**Class** - an instance of a course or a section for the course. Can mean Course.

**Course** - a class that is offered by the university, and is actively taken by Students.

**Course Title** - a phrase describing the nature/subject of the Course.

Course Code - an alphanumeric code that uniquely identifies a Course. It is composed by the Department followed by a 3-digit number roughly describing how advanced a course might be.

Course Invite Code - an alphanumeric code that is unique to a Class, automatically generated when the Class is added by the Instructor. Students can use this Invite Code to join a course/class.

Course Description - a description of topics and lessons in the Course that is to be discussed during the length of the semester.

Record - a collection of pertinent data regarding a Student's progress in any given Course. This includes Attendance, Assignments, Quiz and Poll Scores, Class Participation etc.

Attendance - any instance of a student logging on the app, during the scheduled Class time.

Cumulative Grade - the current grade of a Student, based from all the current graded Assignments.

Instructor Evaluation - an evaluation by the instructor regarding the student's performance.

Class Engagement - the overall attentiveness, interest level, and activity of the Students during a lecture.

Student Rating - a rating made by the Student during the lecture, it measures how much of the concepts they are understanding.

Average Rating - a computer rating based on all the Student Ratings during a lecture.

Lecture Question - an opportunity for the Student to ask during the lecture anonymously or otherwise. Students will be able to write down a question inside a text box and send it to their Instructor at any point during the lecture.

Question Status - this is an indicator whether or not an Instructor has seen and answered a Lecture Question sent in by a Student.