

GLOSSARY

Unit 1 Computer Basics

adopt (v) – to start using or implementing a particular technology, method, or idea.

assemble (v) – to put together various parts or components of a computer or system.

Basic Input/Output System (BIOS) / Unified Extensible Firmware Interface (UEFI) (phr) – firmware interfaces used to initialize and manage hardware settings on a computer during the boot process.

blue screen of death (idiom) – an error screen displayed on Windows computers following a critical system crash or fatal system error.

boot up (v) – to start a computer and load its operating system into memory.

capability (n) – the ability of a system or component to perform a specific function or task.

case fan (phr) – a fan installed in a computer case to help cool components.

Central Processing Unit (CPU) (phr) – the main processing unit of a computer responsible for executing instructions and managing tasks.

checkbox (n) – a graphical interface element that allows users to select or deselect an option by clicking on a box.

CMOS chip (Complementary Metal-Oxide-Semiconductor) (phr) – a chip that stores BIOS settings and maintains system time and configuration information.

compatibility (n) – the ability of different hardware and software components to work together without conflict.

computer case (phr) – the box with the main components of a computer, such as the motherboard, CPU, and storage devices.

concurrent (adj) – happening at the same time.

contain (v) – to include something within a larger object or area.

corrupted (adj) – being damaged in a way that prevents proper functioning.

customize (v) – to modify something according to specific needs or preferences.

cutting-edge technology (idiom) – the latest and most advanced technology available.

dedicated (adj) – exclusively set up for a particular service.

default (adj) – the preset condition or setting.

destination folder (phr) – the specific folder where files are saved or moved during a process like downloading or copying.

determine (v) – to establish something through analysis or calculation.

downtime (n) – the period during which a system or service is unavailable.

elevated permissions (phr) – higher levels of access rights granted to a user.

enable (v) – to activate or turn on a feature or function in a system or software.

enhance (v) – to improve the quality or functionality of something.

ensure (v) – to make certain that something happens.

evolve (v) – to develop gradually, especially from a simpler to a more complex form.

execute (v) – to run or perform a program or command.

expansion bays (phr) – internal compartments in a computer case where additional hardware, such as drives, can be installed.

expansion slots (phr) – slots on a computer motherboard where additional cards (e.g., graphics, network, or sound cards) can be inserted.

facilitate (v) – to make a process easier or more manageable.

graphical user interface (GUI) (phr) – a user interface that includes graphical elements, such as windows, icons, and buttons, to allow interaction with a computer system.

Graphics Processing Unit (GPU) (phr) – a specialized processor designed to accelerate the rendering of images, animations, and video.

Hard Disk Drive (HDD) (phr) – a storage device that uses spinning disks to read and write data magnetically.

heat sink (phr) – a device that dissipates heat from electronic components to prevent overheating.

hit the delete button (idiom) – to remove or erase something quickly.

inferior (adj) – of lower quality or performance.

initialize (v) – to prepare a system or device for operation.

install (v) – to set up software or hardware for use on a computer system.

installation wizard (phr) – a software tool that guides users through the process of installing software.

jeopardize (v) – to put something at risk or in danger.

motherboard (n) – the main circuit board of a computer that connects and allows communication between various components.

Network Interface Card (NIC) (phr) – a hardware component that allows a computer to connect to a network.

on the same page (idiom) – in agreement or understanding with someone else about something.

open-source software (n) – software with source code that is freely available for modification and distribution by anyone.

peripheral devices (phr) – external devices connected to a computer to add functionality, such as keyboards, mice, printers, and external drives.

power button (n) – the button on a computer or device that turns it on or off.

Power Supply Unit (PSU) (phr) – a hardware component that supplies power to a computer.

proprietary software (n) – software that is owned by an individual or company and has restrictions on its use.

query (n) – a request for information from a database, often using SQL to retrieve specific data.

Random Access Memory (RAM) (phr) – a type of volatile memory used to store data temporarily while a computer is running.

Read-only Memory (ROM) (phr) – a type of non-volatile memory used to store firmware or permanent data that cannot be modified easily.

redundant (adj) – having backup to ensure continued operation in case of failure.

reliable (adj) – able to perform a required function without failure or errors.

remove (v) – to take away or uninstall software or hardware from a system.

render (v) – to generate and display graphics or images from a computer file.

reseal (v) – to remove and then reinsert a hardware component.

respond (v) – to react to a stimulus or query.

retrieve (v) – to obtain data, such as accessing a website, data, or email from a server.

robust (adj) – strong, can withstand heavy use or demanding conditions.

safeguard (v) – to protect something from potential harm or damage.

seamlessly (adv) – without any disruptions.

shared folder (phr) – a directory or storage space accessible by multiple.

shortcut (n) – a quick link or command that allows direct access.

silver surfer (idiom) – an older adult who is proficient in using the internet and digital technologies.

simultaneously (adv) – being done at the same time.

smooth sailing (idiom) – a situation that progresses easily and without any problems.

Solid-State Drive (SSD) (n) – a storage device that uses flash memory to store data.

sound card (n) – an internal or external device that processes and outputs audio signals.

system bus (n) – the communication pathway used to transfer data between the components of a computer.

tabular (adj) – presented or arranged in the form of a table or chart.

think outside the box (idiom) – to approach a problem or situation in an innovative and creative way.

troubleshoot (v) – to identify and resolve problems or malfunctions in a system.

verify (v) – to confirm the accuracy, truth, or validity of something.

vulnerable (adj) – susceptible to harm, attack, or damage.

workload (n) – the amount of work placed on a system.

Unit 2 The Internet

access (v) – to get entry or permission to use a system.

ahead of the curve (idiom) - being innovative and ahead of trends or developments in technology.

backbone (n) – the principal data routes between large, interconnected networks on the internet.

backlink (n) – a link from one website to another, often used to improve search engine rankings and drive traffic.

bandwidth (n) – the maximum amount of data that can be transmitted over a network connection in a given amount of time.

bookmark (n) – a saved link to a web page that allows quick access to it later

boost (v) – to improve the performance, speed, or effectiveness of something.

break new ground (idiom) - invent or introduce something completely new and innovative.

broadband (n) – a high-speed internet connection.

browse (v) – to explore or navigate through web pages or online content.

cache (n) – a storage location that temporarily holds frequently accessed data.

configure (v) – to set up or arrange the settings of hardware or software to work properly

crawl (v) – to systematically browse the web and index content for search results.

dial-up (n) – an older method of connecting to the internet using a telephone line

digital detox (idiom) – a break from digital devices and technology to reduce stress and focus on real-life interactions.

digital footprint (idiom) – the trail of data and information that a person leaves behind online as they use the internet.

display (v) – to show or present information, images, or data on a screen.

download (v) – to transfer data or files from a remote system or server to a computer.

fiber optic (phr) – technology that uses thin strands of glass or plastic fibers to transmit data as light pulses.

format (v) – to arrange data in a specific structure or layout.

forward (v) – to send received data, such as an email or a message, from one location to another.

game-changer (idiom) – something that significantly changes the current situation, often in technology or business.

gateway (n) – a network device that connects different networks.

index (v) – to organize and catalog content, such as web pages or files.

interpret (v) – to read and execute commands or data in a way that a computer or application can understand.

Internet Service Provider (ISP) (phr) – a company that provides access to the internet for users.

Local Area Network (LAN) (phr) – a network that connects computers and devices within a limited area, such as a home, office, or building.

load (v) – to transfer data, programs, or web pages into memory or onto a display for use.

metadata (n) – data that provides information about other data, such as author, date created, file size, or keywords.

packet (n) – a small unit of data transmitted over a network.

packet switching (phr) – a method of data transmission in which information is broken into packets that are sent independently over a network and reassembled at the destination.

performance (n) – the effectiveness, speed, and efficiency with which a computer, network, or application completes tasks or processes data.

ping (v) – to send a signal to another computer or server to check if it is reachable.

plug and play (idiom) - technology or devices that are designed to work immediately, without any additional setup.

push (v) – to send data from a server to a client or from one system to another without the client's explicit request.

rank (v) – to assign an order of importance or relevance, often used in search engine results.

reassemble (v) – to put data packets back together in their correct sequence after they have been transmitted over a network.

redirect (v) – to send data to a different location or address than originally requested.

refresh (v) – to update the display of content on a web page.

route (v) – to direct the path that data packets take across a network.

router (n) – a network device that forwards data packets between computer networks.

scholarly (adj) – related to academic or research-based work

scrape (v) – to extract data from a website or application, often used to gather information or content automatically.

scroll (v) – to move the content on a screen vertically or horizontally to view different parts of a document.

stream (v) – to transmit or receive continuous data, such as audio or video, over the internet in real time.

switch (v) – to change from one state, mode, or system to another.

sync (v) – to synchronize or make data consistent across multiple devices or platforms.

target (v) – to direct or aim something, such as an advertisement or message, at a specific audience or recipient.

tech-savvy (idiom) - having a good understanding of and skill with technology.

transmit (v) – to send data or signals from one place or device to another.

upload (v) – to transfer data or files from a local device to a remote system or server.

user engagement (phr) – the level of interaction and involvement a user has with a website, application, or digital content.

Wide Area Network (WAN) (phr) – a network that connects computers and other devices over large geographical areas.

Unit 3 IT Project management

acceptance (n) – acknowledgment that a deliverable or project has met the required criteria and is approved by the stakeholders.

adjust (v) – to modify or alter something slightly to achieve a desired result.

agile methodology (phr) – a project management approach that focuses on iterative development, collaboration, and flexibility in response to change.

agility (n) – the ability to move quickly and easily or to adapt rapidly.

align (v) – to arrange something in relation to other components or objectives.

allocate (v) – to distribute resources or tasks among different parts of a project.

approve (v) – to officially agree to or accept a plan, proposal, or decision.

assign (v) – to allocate a task or responsibility to a specific person or group.

beta phase (idiom) – testing period of a technology or product, where it is released to a select group of users for their feedback.

blue-sky thinking (idiom) – thinking creatively and imaginatively without any limitations.

brainstorm (v) – to generate and discuss a variety of ideas or solutions within a group.

closure (n) – the final phase of a project where all activities are completed.

collaborative (adj) – involving two or more people or groups working together cooperatively.

complexity (n) – the state of being complicated.

comprehensive (adj) – covering all or nearly all elements or aspects.

constraint (n) – a limitation that affects the scope, timing, or resources of a project.

cover (v) – to deal with a particular subject, area, or scope.

define (v) – to clearly describe the meaning, scope, or characteristics of something.

delay (n) – a period of time by which something is postponed.

delegation (n) – the assignment of responsibility or authority to another person.

deliverable (n) – a result that is produced and delivered as part of a project.

deployment (n) – the process of distributing and installing a technology, system, or application.

digital native (idiom) – a person who has grown up using digital technology from a young age and is very comfortable with it.

diligent (adj) – showing careful and persistent effort in doing something.

empathetic (adj) – having the ability to understand and share the feelings of others.

engage (v) – to involve or participate actively.

extend (v) – to prolong the duration of something beyond its original limits.

fall behind (phr) – to fail to maintain pace with a schedule or expectations.

incompatible (adj) – not able to coexist or work together effectively due to differences or conflicts.

incremental (adj) – describing changes or improvements made gradually in small steps rather than all at once.

invoice (n) – a document that records a transaction.

iterative (adj) – involving a process of repeating steps or cycles.

keep on track (phr) – to ensure that activities continue according to plan or schedule.

keep up with (phr) – to maintain pace with developments or progress in a particular area.

kickoff (n) – the initial meeting or event that marks the start of a project.

metrics (n) – measurements or standards used to assess, compare, and track performance or progress.

milestone (n) – a significant event or achievement in a project.

miss deadlines (phr) – to fail to complete a task or deliverable by the agreed-upon time.

negotiate (v) – to discuss and reach an agreement on terms or conditions.

networking (n) – the process of interacting with others to exchange information and develop professional or social contacts.

out of the ordinary (phr) – unusual or different from what is typical or expected.

outcomes (n) – the results or effects of actions, processes, or events, often used to evaluate success.

product owner (n) – a role in agile project management responsible for defining the features of a product.

project charter (phr) – a document that formally authorizes a project, outlining objectives, scope, stakeholders, and key roles.

quality assurance (phr) – the systematic process of ensuring that a product or service meets defined standards of quality.

recruit (v) – to attract and select individuals to join a team or organization.

report the issue (phr) – to formally communicate a problem to the appropriate parties for investigation or resolution.

resolve (v) – to find a solution or fix a problem, issue, or conflict.

resource allocation (phr) – the process of assigning and managing assets, such as people, time, and materials, to tasks within a project.

revised (adj) – modified or updated to reflect changes or improvements.

risk assessment (phr) – the process of identifying, analyzing, and evaluating potential risks.

rocket science (idiom) – complex or difficult-to-understand concepts.

scope (n) – boundaries of a project, including its objectives, deliverables, tasks, and limitations.

scope creep (phr) – the uncontrolled expansion of project scope without corresponding changes to time, cost, or resources.

signify (v) – to represent something through words, symbols, or actions.

software glitch (idiom) – a temporary or minor malfunction in software.

stakeholder (n) – any individual, group, or organization that has an interest or investment in the outcome of a project.

take credit for (phr) – to claim recognition for something, typically an achievement or piece of work.

team lead (n) – a person responsible for guiding and managing a team of individuals toward achieving project objectives.

tech unicorn (idiom) – a startup company that has reached a valuation of over \$1 billion, typically in the technology sector.

technical lead (n) – a person who oversees the technical aspects of a project.

technical proficiency (phr) – the skill and knowledge required to perform technical tasks effectively.

testament (n) – evidence or proof of something's existence, quality, or value.

timeframe (n) – a period during which certain tasks or activities are expected to be completed.

timeline (n) – a chronological schedule of events or tasks outlining when they are to be completed in a project.

timely (adj) – occurring at a suitable time, especially in relation to deadlines or schedules.

throw spaghetti at the wall (idiom) – try various strategies in a random manner, often in the hope that one of them will succeed.

under pressure (phr) – experiencing stress or demands that require quick decision-making.

underperform (v) – to perform below expected standards or targets.

unresponsive (adj) – not reacting or responding to input, requests, or communication.

visionary (adj) – having the ability to think about or plan the future with imagination and wisdom.

visually appealing (phr) – aesthetically pleasing or attractive to the eye.

waterfall methodology (phr) – a linear project management approach where each phase must be completed before the next begins.

within budget (phr) – completing a project without exceeding the financial limits.

Unit 4 Big Data

accuracy (n) – the degree to which data correctly reflects the real-world values.

approach (n) – a method of dealing with something.

box office (phr) – the revenue generated by ticket sales for a movie, often used to gauge a film's financial success.

chunk (n) – a sizable portion of data that is treated as a single unit for processing or analysis.

churn rate (phr) – the percentage of customers who stop using a service or product within a certain period.

collaborative filtering (phr) – a recommendation method that predicts user preferences based on the preferences of similar users.

continuity (n) – uninterrupted progression of data or processes over time.

continuous flow (phr) – uninterrupted movement or processing of data in real-time.

crash and burn (idiom) – to fail spectacularly.

credibility (n) – the quality of being trusted and believed in.

data breach (phr) – an incident where sensitive, protected, or confidential data is accessed or disclosed without authorization.

data misuse (phr) – unethical use of data, often involving violation of policies, laws, or user agreements.

data-driven (adj) – guided by data and analysis rather than intuition or personal experience.

datatainment (n) – the use of data to create engaging and interactive content.

derive (v) – to obtain something from a specified source.

discoverability (n) – the ease with which data, content, or information can be found or accessed.

distributed (adj) – spread out across multiple locations or systems.

emotional appeal (phr) – the use of emotions to influence or persuade, often in marketing or content to engage the audience.

expose (v) – to make something visible or known in the context of uncovering data or information.

framework (n) – a structured set of guidelines, rules, or tools.

geeky (adj) – relating to a person who is very knowledgeable and enthusiastic about a specific subject, often technical.

green-light (v) – to approve or authorize a project, action, or initiative to proceed.

guide (v) – to direct or assist someone in navigating through a process or procedure.

handle (v) – to manage a situation, problem, or task.

high stakes (phr) – involving significant risks or potential rewards.

in the loop (idiom) – to be informed or up-to-date.

inconsistency (n) – lack of uniformity or reliability.

interconnected (adj) – having connections or relationships with other parts or systems.

invade (v) – to intrude upon a place or domain, often used metaphorically in the context of data privacy or security.

lineage (n) – historical background of a particular line of data or information.

looped (adj) – repeated or continuous in a cycle or pattern, often referring to processes or data flows.

maintain (v) – to keep in a particular state or condition.

multiply (v) – to increase in number or quantity.

node (n) – a point of connection or intersection within a network.

nuts and bolts (idiom) – the practical details of a subject or task.

obstruction (n) – something that blocks progress, development, or movement.

on the fly (idiom) – doing something quickly or improvising as you go along.

on the same wavelength (idiom) – in agreement, or having the same ideas or thoughts as someone else.

overwhelming (adj) – extremely intense, often used to describe a large volume of data, information, or tasks that are difficult to manage.

parody (n) – a humorous or satirical imitation of a serious piece of work.

profiling (n) – the process of analyzing and categorizing data to create profiles or descriptions of individuals.

propel (v) – to push forward, often used in the context of advancing a project, initiative, or idea.

pull the plug (idiom) – stop something suddenly.

raw data (phr) – unprocessed data that has not been analyzed or structured.

reliance (n) – dependence on something or someone.

scavenger (n) – a program or process that searches through discarded or unused data.

search query (phr) – a request for information submitted to a search engine, database, or system to retrieve specific results.

shareability (n) – the ability of data or content to be easily shared among users or platforms.

skyrocket (v) – to increase rapidly and dramatically in quantity, value, or importance.

solar flare (phr) – a sudden and intense burst of radiation from the sun's surface.

spike (n) – a sudden and significant increase in data, activity, or performance.

sprout up (v) – to emerge or grow rapidly.

sputnik moment (idiom) – when people realize they're in trouble and need to work harder to catch up with others.

tastemaker (n) – a person that influences trends, preferences, or opinions.

third-party (n) – an external organization that is not directly involved but has interest in data, transactions, or relationships.

unexpectedness (n) – the quality or state of being surprising or unforeseen.

user consent (phr) – permission granted by a user for a specific action, often related to data collection, processing, or sharing.

valuable insights (phr) – meaningful information gained from analyzing data.

value (n) – the significance or impact of data.

variety (n) – the diversity or range of different types of data.
velocity (n) – the speed at which data is generated, processed, and analyzed.
veracity (n) – the accuracy, reliability, and truthfulness of data.
volume (n) – the amount of data being generated, stored, or processed.
yottabyte (n) – a unit of storage capacity equal to 2^{80} bytes.
zettabyte (n) – a unit of storage capacity equal to 2^{70} bytes.

Unit 5 Immersive Realities

accelerometer (n) – a device that measures acceleration forces to detect changes in movement and orientation.
accomplish (v) – to successfully complete or achieve a goal or task.
augmented (adj) – where digital information is overlaid on the physical world.
back to the drawing board (idiom) – to start over again because the previous attempt was unsuccessful.
bells and whistles (idiom) – additional features that are not essential but enhance the overall appeal or functionality.
bulky (adj) – inconveniently large.
bump into (v) – to accidentally collide with or come into contact with someone or something.
canvass for (v) – to try to persuade people to vote for someone in an election.
civil disobedience (phr) – the act of intentionally breaking laws as a form of political protest, typically non-violent.
controller (n) – a device used to interact with a computer or gaming system.
crunch time (idiom) – intense pressure or stress.
cyborg (n) – a being with both organic and biomechatronic body parts.
degrees of freedom (phr) – the number of independent movements or dimensions through which an object or system can move.
dim (adj) – not bright; having little light or visibility.
dizziness (n) – a feeling of spinning or losing one's balance.
embodied (adj) – physically present, often used to describe how something is experienced in virtual or augmented reality.
embrace (v) – to accept or adopt something enthusiastically.
eye strain (phr) – discomfort or fatigue in the eyes.
eye tracking (phr) – technology that monitors and measures where and how the eyes move.
field of view (phr) – the extent of the observable world that can be seen at any given moment.
fitting room (phr) – a place where people try on clothes or accessories.
game engine (phr) – software designed to develop and create video games.
goggles (n) – a head-mounted display used to view virtual or augmented reality content.
gyroscope (n) – a device that measures and maintains orientation and angular velocity.
haptic (adj) – relating to the sense of touch.
headset (n) – a device worn on the head that combines headphones and a display.
hesitant (adj) – uncertain or reluctant to act.
high-resolution (n) – having very clear and detailed image quality.
hit the ground running (idiom) – to start something immediately with great energy and enthusiasm.
hive mind (phr) – a collective way of thinking or decision-making where a group acts as a single entity.
holographic (adj) – involving holograms, which are three-dimensional images created using light patterns.
immersive (adj) – providing a deeply engaging and realistic experience that surrounds and involves the user.
in the pipeline (idiom) – being worked on or planned for the future.

incorporate (v) – to integrate something as part of a whole.

inertial (adj) – related to inertia, often used to describe systems or sensors that track motion based on movement and acceleration.

infinite (adj) – having no limits or end.

insert (v) – to put something into a particular place or position.

interoperable (adj) – capable of working together with different systems or devices.

intersection (n) – the point or area where two or more things meet or cross.

mapping (n) – the process of creating representations of spatial data or environments.

merge (v) – to combine or blend things together into a single entity or system.

metaverse (n) – a collective virtual shared space created by the convergence of virtually enhanced physical reality and physically persistent virtual reality.

motion sickness (n) – nausea or discomfort caused by motion.

multisensory (adj) – involving multiple senses, such as sight, sound, and touch.

on the horizon (idiom) – expected or anticipated in the near future.

overlay (v) – to place one layer or piece of information over another.

overstep (v) – to go beyond acceptable or established limits.

perceive (v) – to become aware or understand something through the senses or intuition.

pervasive (adj) – spreading widely or being present throughout an area or system.

pivot (n) – a significant change in strategy or direction.

portable (adj) – easily movable or transferable.

realm (n) – a field or domain of activity, interest, or knowledge.

recurring (adj) – happening repeatedly or periodically.

rehabilitation (n) – the process of restoring someone’s health or normal life.

revolve (v) – to move in a circular path around a central point or axis.

road hazard (n) – any potential danger or obstacle on a road that could cause accidents.

rudimentary (adj) – basic or elementary; involving only the fundamental elements.

sequence (n) – a particular order in which related events, movements, or things follow each other.

silo (n) – a structure for storing bulk materials.

small-scale (adj) – limited in size, extent, or scope.

spatial (adj) – relating to space and the position, area, and size of things within it.

tap (n) – a gentle touch or the action of lightly pressing a screen or button.

the big picture (idiom) – broader view of a situation.

three-dimensional (adj) – having or appearing to have length, width, and depth.

virtual presence (phr) – the feeling or illusion of being physically present in a virtual environment.

windshield (n) – the front window of a vehicle.

Unit 6 Smart Living

accumulate (v) – to gather or collect over time.

air purifier (n) – a device that removes contaminants from the air to improve indoor air quality.

alert (v) – to warn or inform someone of a potential danger or problem.

ambiance (n) – the atmosphere or mood of a particular environment.

appliance (n) – a device designed to perform a specific task, typically for household use.

autonomously (adv) – operating independently or without human intervention.

biofeedback (n) – a technique that uses electronic monitoring to convey information about physiological processes.

bite the bullet (idiom) – to face a difficult situation or make a tough decision, especially in relation to technology or computing.

burglarproof (adj) – designed to be secure against burglary or theft.

complication (n) – a difficulty or problem that makes a situation harder to manage.

crime prevention (n) – strategies and measures designed to reduce the risk of crimes occurring.

detect (v) – to discover or identify the presence of something.

deter (v) – to prevent someone from taking a certain action.

dim (v) – to reduce the brightness of a light.

disaster management (n) – the process of preparing for, responding to, and recovering from emergencies or natural disasters.

effortless (adj) – requiring little or no effort; easy to do.

elevate (v) – to raise or lift something to a higher position or level.

eligible (adj) – meeting the necessary conditions to participate in something or receive a benefit.

emergency response (n) – actions taken to address immediate threats or crises, including natural disasters and other emergencies.

emissions (n) – pollutants released into the air, typically from vehicles or industrial processes.

empower (v) – to give someone the authority or power to do something.

energy consumption (n) – the amount of energy used by a device, system, or household.

energy meter (n) – a device that measures the amount of electrical energy consumed.

fixture (n) – a fitting, such as a light or plumbing component, in a building.

ghost in the machine (idiom) – used metaphorically to describe unexplained glitches, errors, or malfunctions in technology, often with an eerie or mysterious connotation.

hardwire (v) – to connect electrical devices or systems directly with wiring.

hazards (n) – potential sources of danger or risk.

hold the phone (idiom) – to wait a moment; to pause an action or statement.

inconvenience (n) – a situation or thing that causes trouble or difficulty.

landfill (n) – a site where waste is buried and managed.

leak (n) – a hole, crack, or flow that allows liquid or gas to escape.

mouse potato (idiom) – a person who spends excessive amounts of time using a computer or browsing the internet.

notification (n) – a message or alert that informs someone of an event or status update.

nutrition plan (n) – a detailed plan having dietary guidelines to meet health goals.

occur (v) – to happen or take place.

quantify (v) – to measure or express the quantity of something.

rejuvenated (adj) – feeling refreshed, revitalized, or renewed.

renewable energy (n) – energy sourced from natural processes that are constantly replenished, such as solar or wind power.

sacrifice (v) – to give up something valued for the sake of other considerations.

simplicity (n) – the quality of being easy to understand.

simplify (v) – to make something easier to do or understand.

sleep pattern (n) – the habitual cycle of sleep and wakefulness in a person.

smart carbon monoxide detector (n) – a device that detects carbon monoxide levels and sends alerts to connected systems or devices.

smart duvet (n) – a bedding system that can adjust temperature or comfort settings autonomously.

smart grid (n) – an electricity network that uses digital technology to monitor and manage the distribution of electricity efficiently.

smart lock (n) – a lock that can be controlled electronically via smartphone or other connected devices.

smart outlet (n) – an electrical outlet that can be controlled remotely to manage power to connected devices.

smart plug (n) – a plug that enables remote control of the power to devices and appliances, often through a smartphone app.

smart sprinkler controller (n) – a system that automatically adjusts water usage for sprinklers based on weather data and other inputs.

smart water leak detector (n) – a device that senses water leaks and sends alerts to prevent damage.

stress reduction (n) – methods or processes aimed at lowering levels of stress or anxiety.

substitute (n) – something that takes the place of another thing.

surveillance camera (n) – a camera used to monitor and record activities in a specific area for security purposes.

sustainable (adj) – capable of being maintained over the long term without depleting resources or causing harm to the environment.

tech neck (idiom) – neck pain or discomfort caused by prolonged use of smartphones, tablets, or computers, typically due to poor posture.

tedious (adj) – requiring a lot of effort and time.

track vitals (phr) – to monitor and record key health indicators such as heart rate, blood pressure, and body temperature.

traffic congestion (n) – overcrowding of vehicles on roadways leading to slower speeds.

traffic flow (n) – the movement of vehicles along roadways.

traffic lights (n) – signals at road intersections that control the flow of traffic by displaying red, yellow, and green lights.

trigger (v) – to cause an event or action to happen, often automatically.

urban (adj) – relating to a city or town.

utilities (n) – basic services provided to households and businesses, such as water, electricity, gas, and sewage.

vaporware (n) – software or hardware products that are announced but never actually released or made available to the public.

venue (n) – the location where an event takes place.

violate (v) – to break or fail to comply with a rule, law, or agreement.

waste management (n) – the collection, transport, processing, and disposal of waste materials.

water meter (n) – a device that measures the amount of water used by a household.

wearables (n) – electronic devices worn on the body that often include fitness trackers, smart watches, and other technology-enabled clothing or accessories.

wired for sound (idiom) – being well-prepared or fully equipped, often used in discussions about technology or audio equipment.

Unit 7 Virtual Assistants and Chatbots

404 error (idiom) – the HTTP status code indicating that a requested webpage cannot be found, often humorously used to describe situations of confusion or disorientation.

blurry (adj) – not clear or distinct; out of focus.

business-centric (adj) – focused on the needs and goals of a business or organization.

chatbot (n) – a software application that conducts conversations with users through text or voice, often using artificial intelligence.

code monkey (idiom) – a programmer who is able to perform only routine tasks.

commonplace (adj) – ordinary or unremarkable; frequently used.

compelling (adj) – attractive or persuasive; evoking interest or admiration.

consciousness (n) – the state of being aware of and able to think about one's own existence.

consistent (adj) – acting or done in the same way over time; steady and unchanging.

context-aware (adj) – able to adapt responses or actions based on the surrounding context or situation.

conversational AI (n) – artificial intelligence that enables machines to engage in natural language conversations with users.

curriculum (n) – the subjects and materials of a course of study in a school or educational program.

customer-focused (adj) – prioritizing the needs, preferences, and satisfaction of customers.

custom-fit (adj) – adapted to meet specific individual requirements or preferences.

customizable (adj) – capable of being modified or personalized to meet specific requirements or preferences

differentiate (v) – to show the difference between two or more things.

disturb (v) – to interrupt the normal function or operation of something.

down the rabbit hole (idiom) – to go deeply into a complex or confusing situation.

emergence (n) – the development of something new.

emotional intelligence (n) – the ability to recognize, understand, and manage one's own emotions and the emotions of others.

equipped (adj) – provided with the necessary tools or abilities for a particular task.

free-flowing (adj) – not restricted in movement or thought.

groundbreaking (adj) – innovative; introducing new ideas or methods.

humanlike (adj) – resembling of a human being.

hushed (adj) – quiet in tone or volume.

instantaneous (adj) – occurring or done instantly and without any delay.

intervention (n) – the action of becoming involved in a difficult situation to alter the outcome.

intuitive (adj) – based on instinctive understanding.

kernel of truth (idiom) – a small piece of accurate or valid information within a larger context.

knowledgeable (adj) – well-informed; having or showing extensive knowledge or understanding.

lead generation (n) – the process of attracting and converting potential customers into interest or sales opportunities.

literacy (n) – proficiency or competence in a specific area.

machine learning (n) – a branch of artificial intelligence that allows computers to learn from data and improve their performance over time without being explicitly programmed.

natural language processing (n) – a field of AI focused on the interaction between computers and humans through natural language, enabling computers to understand, interpret, and generate human language.

neural interface (n) – technology that allows direct communication between the human brain and external devices.

omnipotent (adj) – having unlimited power and influence

on the back burner (idiom) – to postpone a task temporarily in order to focus on more pressing priorities.

overestimate (v) – to estimate something to be greater in quantity, importance, or value than it actually is.

reminder (n) – a message or cue designed to prompt someone to remember to do something.

rules-based (adj) – operated or determined by a set of predefined rules or conditions.

run into a buzz saw (idiom) – to face strong and unexpected opposition or trouble.

sentient (n) – capable of perceiving or feeling things; having consciousness.

sophisticated (adj) – highly developed or complex.

the die is cast (idiom) – when a decision is made and actions are set in motion, they cannot easily be reversed.

versatile (adj) – able to adapt or be used for many different functions or activities.

virtual agent (n) – a software-based agent that can interact with users, providing assistance or performing tasks through text or voice.

voice recognition (n) – technology that can identify and respond to human speech.

whisper (n) – a soft, hushed, or low voice used to speak quietly or confidentially.

Unit 8 Computer Ethics

accusation (n) – a claim that someone has done something wrong or illegal.

asset (n) – property or resources owned by an individual or organization.

back to square one (idiom) – returning to the beginning or starting over.

bogus (adj) – false or not genuine; fake.

caption (n) – a title or brief explanation attached to an article, illustration, cartoon, or poster.

cease-and-desist letter (n) – a document sent to an individual or business to stop illegal activity and to not restart it.

clarification (n) – the act of making something clearer or easier to understand.

collateral (adj) – related or accompanying; secondary but connected to the main subject.

competitive (adj) – having a strong desire to be more successful than others.

copyright (n) – the legal right granted to the creator of original work to control its use and distribution.

credentials (n) – information or documents verifying a person's identity.

deepfake (n) – a technique for generating realistic but fake images, videos, or audio, often using artificial intelligence

digital divide (idiom) – the gap between those who have access to digital technologies and those who do not.

discern (v) – to distinguish with difficulty by sight or with other senses.

distort (v) – to give a misleading or false account of something.

encryption (n) – the process of converting information or data into a code, especially to prevent unauthorized access.

external (adj) – outside or exterior.

facial recognition (n) – technology that can identify or verify a person by analyzing patterns based on their facial features.

fair use (n) – the right to use portions of copyrighted material without permission under certain conditions, such as for criticism, comment, news reporting, teaching, scholarship, or research.

fictitious (adj) – not real or true; imaginary or fabricated.

fly under the radar (idiom) – to operate discreetly, especially to avoid detection.

foolproof (adj) – incapable of going wrong or being misused; extremely reliable.

footage (n) – recorded material, especially in video format.

forgery (n) – the action of producing a copy of a document, signature, banknote, etc., with the intent to deceive.

fraud (n) – wrongful or criminal deception intended to result in financial or personal gain.

genuine (adj) – authentic or real.

identity theft (n) – the fraudulent use of a person's private identifying information, usually for financial gain.

impersonation (n) – pretending to be another person with intent to deceive.

industrial design (n) – the aesthetic or functional aspects of a product's design that contribute to its commercial value.

inflammatory (adj) – arousing anger, hostility, or strong emotion, especially deliberately.

infringement (n) – the action of breaking the terms of a law, agreement, etc.; violation.

intangible (adj) – unable to be touched or grasped; not having physical presence.

malware (n) – software that is intended to damage or disable computers.

mandatory (adj) – required by law or rules; compulsory.

misconduct (n) – unacceptable or improper behavior.

multi-factor authentication (n) – a security process that requires more than one form of verification to confirm the identity of a user.

news anchor (n) – a person who presents and narrates news stories on television or radio.

non-consensual (adj) – without someone's agreement or permission.

novelty (n) – the quality of being new, original, or unusual.

online tracking (n) – the practice of monitoring the behavior and activities of users over the internet.

open the floodgates (idiom) – to release a large volume of data, information, or content, often resulting in overwhelming or inundating consequences.

out of whole cloth (phr) – completely made up or fabricated.

oversight (n) – an unintentional failure to notice or do something.

patch things up (idiom) – to resolve conflicts or repair relationships, especially in the context of fixing software bugs or vulnerabilities.

patent (n) – a license conferring a right for a set period.

pixelated (adj) – displayed with visible pixels, often as a result of low resolution.

privacy policies (n) – documents that disclose how an organization handles or manages the personal information of individuals.

public domain (n) – the status of intellectual property or creative works that are not protected by copyright and are available for public use without permission or payment.

push the envelope (idiom) – to exceed the current limits or boundaries, especially in technology or innovation.

reproduction (n) – the act or process of making a copy or duplicate of something

scammer (n) – a person who deceives others, typically to obtain money or goods through fraudulent means.

sever (v) – to divide or separate something.

SME (n) – small and medium-sized enterprise; a business that maintains revenues, assets, or number of employees below a certain threshold.

staggering (adj) – astonishing or overwhelming in magnitude.

stilted (adj) – artificially formal or stiff, often in speech or writing.

suspend (v) – to temporarily prevent or discontinue something, often as a disciplinary measure.

swap (v) – to exchange one thing for another.

trademark (n) – a recognizable sign, design, or expression that distinguishes products or services of a particular source from those of others.

transgress (v) – to violate a law, command, moral code, etc.

transparency (n) – openness and honesty.

turn a blind eye (idiom) – to ignore something, especially wrongdoing or unethical behavior.

utility model (n) – a form of intellectual property right that protects inventions that provide a practical advantage.