

Glossary

- **Happiness:** based on the student's preferences when placed in teams
- **Teams:** Group of students
- **Compare:** seeing the differences in two overall team happiness
- **Random:** made, done, happening, or chosen without method or conscious decision.
- **Preferences:** who the student wants to be paired on a team with.
- **Teacher:** a person who gives information about or instruction in (a subject or skill).
- **Client:** the person who we are creating the project for
- **Instructor:** a college-level person who gives information about or instruction in (a subject or skill).
- **Canvas:** a program/website that helps students and professors communicate about grades and assignments.
- **Happy Teams:** a program that put people into teams based on personal preferences
- **Swap:** taking two students and swapping their positions on teams
- **Tests:** a procedure intended to establish the quality, performance, or reliability of something