Glossary

1. Technology: It is the application of the principles of science or scientific knowledge for practical task.

2. Educational technology: The development, application and evaluation of system's techniques and aids to improve the process of human learning.

3. Hardware: A generic term for a piece of equipment used to handle or transmit information stored on materials of some sort.

4. Software: A general term applied to teaching materials that store information that are compatible with new information technology.

5. Technology of education: It refers to the detailed application of psychology of learning to practical teaching problems.

6. Technology in education: It refers to application of engineering principles in the development of electro mechanical equipment used for instructional purposes.