

Glossary

i) **Hardware Approach:** The hardware approach is based on the application of engineering principles for developing electro-mechanical equipment for instructional purposes. Motion pictures, tape recorders, television, teaching machines, computers are called educational hardware.

ii) **Software Approach:** Software approach is characterized by task analysis, writing objectives in behavioural terms, selection of appropriate learning strategies, immediate reinforcement of responses and constant evaluation.

iii) **Learning Experience:** Learning experience refers to any interaction, course, program, or other experience in which learning takes place, whether it occurs in traditional academic setting or non-traditional settings or whether it includes traditional educational interactions (students learning from teachers and professors) or non-traditional interactions (students learning through games and interactive software applications).

iv) **Instructional strategies:** Instructional strategies are the techniques or methods that a teacher can adopt to meet the various learning objectives.

v) **Problem Identification:** It refers to assess existing information and identify the problem.

vi) **Problem Resolution:** Problem Resolution is a problem-solving and mediation process utilized when a concern in some part of a student's education experience has not been resolved directly by the parties involved.