## **Operationalized Definitions**

Based on Training Program Directors recommendations, the LANA board has adopted the following Operationalized Definitions for clarification on the different types of learning experiences/environments.

<u>Asynchronous classes</u>: allows students to learn on their own schedule, at their own pace, within a certain timeframe; students access complete lectures, readings, assignments, and other learning materials during a predetermined period of time. Message boards, discussion boards or other virtual forums are used to keep a running dialogue between participants.

<u>Online education</u>: education that takes place entirely online, courses are self-paced, asynchronous video lectures.

<u>Synchronous classes</u>: classes are run in real time with students and faculty attending together from different locations on a virtual platform; the class occurs at a specific time, live-streamed lectures that students attend virtually; in-class discussions occur as a large group or via breakout rooms

<u>Remote education</u>: strives to re-create the classroom environment; student logs into the virtual classroom environment at scheduled times to view lectures or participate in group learning activities; tends to be more synchronous learning

<u>In-person learning</u>: any form of instructional interaction that occurs "in person", in a physical space (classroom), in real time between the teacher and students; live interaction between learner and instructor; the most traditional type of learning instruction

Face-to-face learning: Same definition as in-person learning

<u>Hands-on or experiential learning</u>: learning by doing – students manipulate, observe, explore and think about the material while guided by an instructor; lab experiments; instructors directly engage with students in the lab experience; students immerse themselves in a learning environment while putting their acquired skills to use and building new skills

<u>Psychomotor learning</u>: development of organized patterns of muscular activities; manual or physical skills related to movement literacy