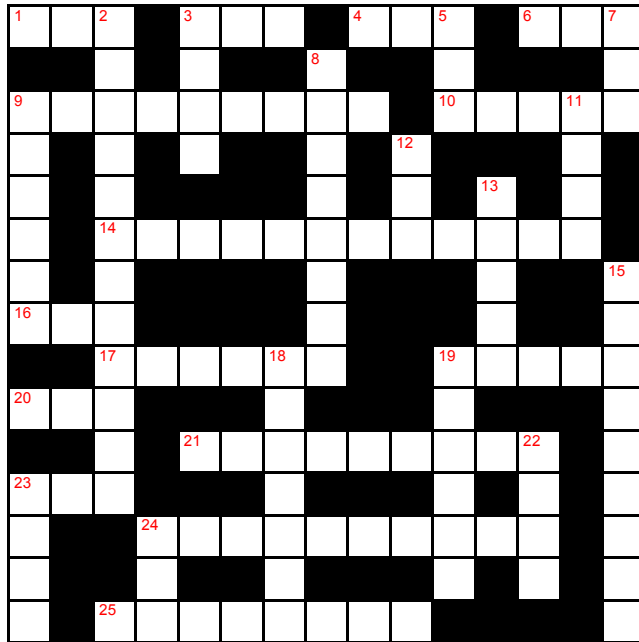


# e-Learning\_15x15\_2008-10-10

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## Across

- 1 An indication of potential opportunity (3)
- 3 Component of a computer in which data processing takes place (3)
- 4 A component that manages videoconferences of three or more participants (3)
- 6 A string of random bits used to create or verify digital signatures and encrypt or decrypt data (3)
- 9 Presentation of graphics to create the illusion of motion (9)
- 10 Enter a computer network (3-2)
- 14 TCP stands for \_\_\_\_\_ Control Protocol (12)
- 16 A protocol that ensures that packets are shipped and received in the intended order (3)

- 17 'O' in 'SCORM' stands for \_\_\_\_\_ (6)
- 19 'M' in 'SCORM' stands for \_\_\_\_\_ (5)
- 20 A format for recording digital video onto compact disc allowing for compression and full motion video (3)
- 21 Information carrying capacity of a channel (9)
- 23 Binary Digit (3)
- 24 A series of related courses (10)
- 25 WAP stands for \_\_\_\_\_ Application Protocol (8)

## Down

- 2 PPP stands for \_\_\_\_\_ Protocol (5-2-5)
- 3 Text-based group communication on the Internet (4)
- 5 Address of a homepage on the web (3)
- 7 A yearning for

something or to do something (3)

- 8 PDF stands for Portable \_\_\_\_\_ Format (8)
- 9 A small Java program, that runs on the Internet (6)
- 11 A simple symbol representing a complex object (4)
- 12 A default mode in which a person currently speaking is viewed by all multisite participants (3)
- 13 DVI stands for Digital \_\_\_\_\_ Interactive (5)
- 15 PSTN stands for public switched \_\_\_\_\_ network (9)
- 18 MCU stands for multipoint \_\_\_\_\_ unit (7)
- 19 A unit of study course (6)
- 22 Code used to create a home page and is used to access documents over the web (4)

- 23 Range of frequencies (4)
- 24 Teaching process in which a computer is utilized to aid learning enhancement (3)