



**ICETA2009**  
International Conference

**ICETA 2009 – 7th International Conference  
on Emerging eLearning Technologies and Applications  
November 19-20, 2009, the High Tatras, Slovak Republic**

## LIST OF RECOMMENDED KEYWORDS

Use preferably (not exclusively) the keywords from the following list. It is recommended to use at least 3 keywords. The authors can also add their own keywords in the paper but they will not be used for searching at the CD ROM.

### **Adult education**

### **Audio conferencing**

Agent  
Applications  
Assessment  
Asynchronous earning  
Authoring tools

### **Benchmarking**

Blended learning  
Blog (Weblog)  
Broadband communication  
Broadcast  
Browser

### **CBL (Computer Based Learning)**

Certification  
Classroom training

### **Collaboration**

Collaborative learning  
Communication Technologies  
Community  
Computer  
Concept  
Content  
Content-oriented Applications  
Convergence  
Course

### **Database**

Delivery  
Digital Divide  
Digital library

### **Digital Literacy**

Digitalisation  
Distance education  
Distributed learning

### **E-business**

Education  
E-Government

### **E-health**

E-learning  
E-medicine  
Emerging technologies  
Engineering  
E-strategy  
Evaluation  
Evaluation

### **Framework**

Group-ware tool  
Hardware

### **HDTV (High definition TV)**

### **Human resource**

Human network  
Hypermedia  
Hypertext

### **Information**

Information and Communication  
Technology

### **Infrastructure**

Instant messenger  
Instructor

### **Intelligent tutoring**

Interactive learning  
Internet access  
Internet television

### **Intranet**

### **Instant messaging**

### **IPTV**

### **Knowledge**

### **Language**

### **Learner**

### **Learning object**

Learning management system  
Learning technology

### **Learning style**

### **Lesson**

### **Management**

Metadata  
Methodology  
M-learning

### **M-learning (mobile learning)**

### **Mobile**

### **Mobile phone**

### **Modeling**

### **Multimedia**

### **Network**

### **Next generation**

### **Object oriented**

### **Objects**

### **Open learning**

### **Outsourcing**

### **Pedagogy**

### **Personnel management**

### **Platform**

### **Portal**

### **Presentations**

### **Qualification**

### **Quality of Services**

### **Repository**

Research  
Research and development  
Resource

### **Resources**

### **Security**

### **Services**

### **School**

### **Skills**

### **Society**

### **Software**

### **Standardization**

### **Standards**

### **Streaming**

### **Streamings**

### **Student**

### **Structure**

### **System**

### **Teacher**

### **Teaching**

### **Telecommunication**

### **Telelearning**

### **Tools**

### **Training**

### **Training network**

### **Tutoring**

### **Verification**

### **Videoconferencing**

### **Videoconference**

### **Video-on-demand**

### **Virtual classroom**

### **Virtual laboratory**

### **Virtual mobility**

### **Virtual reality**

### **Virtual university**

### **Vocational training**

### **Voice over IP**

### **Web-based courses**

### **Wireless**

### **World Wide Web**