

Glossary of Terms Used in the Exten.D.T.² Project

A	
Anonymous Data	Data which includes no personally identifying information.
Activity Plan Template	A design instrument for describing the pedagogical rationale and the implementation process of a Design Thinking Project with Emerging Technologies in educational context. The template is adaptable to different learning settings, affords generating different examples of DT activities using different types of Emerging Technologies, and urges designers to think “out of the box” by reflecting its content.
AuthELO	An authoring tool that enables the configuration of data logging and authoring of feedback for exploratory learning objects (ELOs).
Authoring System	A digital tool that enables non-technical users, e.g. teachers and students, to create and share digital artifacts (e.g. a game, a model) by using high-level computational affordances.
Authorable Learning Analytics	A component that gathers data of student activity generated from the project’s educational tools and integrates high-level authoring tools that enable different types of users (teacher, researchers) to author: <ul style="list-style-type: none"> i) which data to be captured for a learning activity, and ii) when to provide feedback to students and what feedback for each activity.
C	
ChoiCo	(Abbr. Choices with Consequences). A web-based Authoring System that allows non-technical users to play, modify and create choice-driven simulation games using map design, an interactive database and block-based programming.
Co-design (with teachers)	In ExtenDT2 co-design with teachers refers to the process of ongoing collaboration between teachers and researchers for designing, evaluating and iterating a school intervention.
D	
De-identified data	Data which has personal information that can easily be used to identify

	someone (such as their name or name of their school) removed but still retains personal information such as age or gender, necessary for the analysis process.
Design Thinking Project	A group project that aims to the collaborative design and development of a final artifact that solves a recognized problem through specific design phases (e.g. Discover, Define, Develop, Deliver).
Diversity	Traits, characteristics and differences of human subjects based on various dimensions. Some of these traits are inherent (e.g. sex, race, age), some are ascribed or acquired (e.g. skills, knowledge) and others are context related (e.g. social and economic background, lifestyle).
E	
Emerging Technologies	New and innovative technologies that are in the process of being developed and are not yet widely available or fully mature. In ExtenDT2 Emerging Technologies refer specifically to: 1) Augmented Reality 2) Learning Analytics, 3) 3D printing, 4) Virtual Robotics and their use in an educational context.
F	
Framework	A structured document that identifies the key components, perspectives and competencies for supporting Design Thinking Learning with ExtenDT2 Emerging Technologies.
G	
GDPR	EU General Data Protection Regulation : A legal framework in EU law that governs data protection and privacy in the EU.
I	
Informed Assent	Where a child requires an adult to consent to said child's participation in research, the child should be provided with accessible information (age appropriate language, verbally, etc) to ensure they understand the procedures; risks and benefits; data storage, processing and sharing involved in the research. They can then assent to participate in the research.
Informed Consent	Voluntary agreement to participate in a research study, based on a clear understanding of the procedures, risks and benefits, data storage, processing and sharing. This consent must be obtained from a parent or guardian of children under a certain age.
M	
MaLT2	(Abbr. Machine Lab Turtlesphere 2). A web-based Authoring System that allows non-technical users, e.g. teachers and students, to design dynamically manipulated 3D models using a Logo-based programming

	language.
N	
nQuire	One of the technologies used by the project - it is used to scaffold the process of designing and managing research studies (nquire.org.uk) supporting stage of design thinking such as Empathise.
P	
Participant Students	Pupils aged 11 to 18 years old that participate in ExtenDT2 school interventions.
Professional development activity	Activity explicitly designed for teachers with a focus on enhancing their own and their students' knowledge, attitude and skills.
Professional learning community (PLC)	
Pseudonymization	Processing of personal data in such a manner that the personal data can no longer be attributed to a specific individual without the use of additional information.
S	
School Intervention	An empirical study implemented in school context, during class or as an after school activity. In ExtenDT2 school interventions, participant students working in groups implement a Design Thinking Project. The aim of the intervention is to explore the ExtenDT2 research questions.
SorBET	(Abbr. Sorting Based on Educational Technology). A web-based Authoring System that allows non-technical users, e.g. teachers and students, to play, modify and create classification games using an interactive database and block-based programming.
T	
Teacher Design Team	Type of professional learning community that focuses on the collaborative design of curriculum materials. In ExtenDT2 the community consists of teachers, coached by a researcher.