Glossary

App—a web application, accessed over the Internet, for a mobile device (e.g., smartphone, tablet) that works much like user-installed software on a computer allowing the device to perform specific tasks.

Blog—from “web log,” a regularly updated personal journal, conversation, commentary, or news forum on virtually any topic that is published on the Web and may include text, hypertext, images, and links; typically displayed in reverse chronological order, blog posts invite comments from readers creating online communities of individuals with shared interests over time; updating a blog is “blogging,” someone who keeps a blog is a “blogger,” and blog entries are called “posts.”

Browser—short for Web browser, a software application that locates, retrieves, and displays information resources on the World Wide Web. An information resource is identified by a URL (Uniform Resource Locator), and may be a web page, image, video, or other piece of content. Popular browsers include Microsoft Internet Explorer, Firefox, Google Chrome, and Apple Safari.

Cyberbullying—bullying that takes place using electronic technology, including the Internet, and related technologies to harm other people, in a deliberate, repeated, and hostile manner; may involve text messages or emails, rumors sent by email or posted on social networking sites, and embarrassing pictures, videos, websites, or fake profiles.

Cyberstalking—a criminal offense that involves using the Internet or other technology to stalk or harass an individual, a group of individuals, or an organization; it may include false accusations, monitoring, making threats, identity theft, damage to data or equipment, or harassment.

Email—short for electronic mail, the transmission of digital messages over communications networks, including the Internet; consists of three components: the message envelope, the message header, and the message body.

Encryption—the conversion of digital information into a format unreadable to anyone except those possessing a “key” through which the encrypted information is converted back into its original form (decryption), making it readable again.
Firewall—software or hardware that, after checking information coming into a computer from the Internet or an external network, either blocks the transmission or allows it to pass through, depending on the pre-set firewall settings, preventing access by hackers and malicious software; often offered through computer operating systems.

Geotagging—the process of adding geographical location, or label, to photographs, videos, websites, SMS messages, QR Codes, or RSS feeds; a geotag usually consists of latitude and longitude coordinates, altitude, distance, place names, and other details about the origin of the media being tagged helping users find a variety of online location-specific information.

Global Positioning System (GPS)—space-based satellite navigation system that provides positioning, navigation, and timing/distance information; maintained by the United States government and freely accessible to anyone with a GPS receiver.

Hashtag—words or phrases prefixed with the symbol # (the pound sign); used to mark keywords or topics in a Tweet or social networking service.

IP Address—a unique identifier in the form of a numerical label assigned to each device, such as a personal computer or server, participating in a network, such as the Internet.

Internet—a worldwide collection of computer networks that use the standard Internet Protocol Suite to serve billions of users interconnected by a broad array of electronic, wireless, and optical networking technologies; the Internet carries an extensive range of information resources and services, including inter-linked hypertext documents of the World Wide Web and the infrastructure to support email.

Internet Service Provider (ISP)—an organization, usually a private business, that provides personal and business computers access to the Internet; users usually pay a monthly fee to an ISP for this service.

Malware—short for malicious software, software that disrupts or damages a computer’s operation, gathers sensitive or private information, or gains access to private computer systems; may include botnets, viruses, worms, Trojans, keyloggers, spyware, adware, and rootkits.

  Botnet—a network of private computers, each of which is called a “bot,” infected with malicious software (malware) and controlled as a group without the owners’ knowledge for nefarious and, often, criminal purposes.

  Virus—type of malware that has a reproductive capacity to transfer itself from one computer to another spreading infections between online devices.

  Worm—type of malware that replicates itself over and over within a computer.

  Trojan—type of malware that gives an unauthorized user access to a computer.

  Spyware—type of malware that quietly sends information about a user’s browsing and computing habits back to a server that gathers and saves data.
Adware—type of malware that allows popup ads on a computer system, ultimately taking over a user’s Internet browsing.

Rootkit—a type of malware that opens a permanent “back door” into a computer system; once installed, a rootkit will allow more and more viruses to infect a computer as various hackers find the vulnerable computer exposed and attack.

Online gaming—any type of game played through the Internet, over a computer network, or on a video game console (e.g., Xbox 360 and Playstation 3); usually refers to video games played over the Internet, where multiple players are in different geographic locations.

Phishing—sending emails that attempt to fraudulently acquire personal information, such as usernames, passwords, social security numbers, and credit card numbers, by masquerading as a trustworthy entity, such as a popular social website, financial site, or online payment processor; often directs users to enter details at a fake website whose look and feel are almost identical to the legitimate one.

Pop-ups—or pop-up ads, are a form of online advertising on the World Wide Web intended to attract web traffic or capture email addresses; created by advertisers, pop-ups generally appear unexpectedly in a small web browser window when a user is linking to a new website.

Pop-up blockers—a web browser feature, software, or application that allows users to limit or block pop-up ads; users may often set the preferred level of blocking, from total blocking to minimal blocking.

Search engine—program that searches documents for specified keywords and returns a list of the documents where the keywords were found; often used to describe systems, including Google, Bing, and Yahoo! Search that enable users to search for documents on the World Wide Web.

Social networking—using Internet-based tools that allow people to listen, interact, engage, and collaborate with each other; popular social networking platforms include Facebook, MySpace, YouTube, LinkedIn, and Twitter.

Spam—the use of electronic messaging systems to send unsolicited bulk messages (usually advertising or other irrelevant posts) to large lists of email addresses indiscriminately.

Spyware—a type of malware (malicious software) installed on computers that collects information about users without their knowledge; can collect Internet surfing habits, user logins and passwords, bank or credit account information, and other data entered into a computer; often difficult to remove, it can also change a computer’s configuration resulting in slow Internet connection speeds, a surge in pop-up advertisements, and un-authorized changes in browser settings or functionality of other software.

Sexting—the act of sending sexually explicit messages or photographs primarily between mobile phones.
**URL**—the Uniform Resource Locator is the global address of documents and other resources on the World Wide Web; a URL contains the name of the protocol to be used to access the file resource, a domain name that identifies a specific computer or server on the Internet, and a pathname, a hierarchical description that specifies the location of a file on that computer or server.

**Virtual reality**—an artificial environment created with computer software that can simulate physical presence in places in the real world, as well as in imaginary worlds, primarily through sight and sound experiences; may range from a three-dimensional image that can be explored interactively at a personal computer to more sophisticated approaches involving wrap-around display screens, rooms with wearable computers, and devices that let you feel the display images.

**Voice chat**—a modern form of communication using the Internet through services such as Skype, Yahoo! Messenger, AOL Instant Messenger, or Windows Live Messenger.

**Wi-Fi**—a technology that allows an electronic device (personal computer, video game console, smartphone, tablet, digital audio player) to exchange data wirelessly (using radio waves) over a computer network.

**Wi-Fi Hotspot**—a wireless access point to the Internet or other computer network over a wireless local area network through the use of a router connected to a link to an Internet service provider; frequently found in coffee shops and other public establishments, a hotspot usually offers Internet access within a range of about 65 feet (20 meters) indoors and a greater range outdoors; many smartphones provide built-in ability to establish a Wi-Fi hotspot.

**Webcam**—a video camera that feeds images in real time to a computer or computer network; can be used to establish video links permitting computers to act as videophones or videoconference stations; also used for security surveillance, video broadcasting, and social videos (such as many viewed on YouTube).

**Website**—a collection of specially formatted, related Web files (or pages) on a particular subject or organization that are stored on a computer known as a web server and accessible through a network such as the Internet; include a beginning file called a home page; a web page can contain any type of content, including text, color, graphics, animation, and sound.

**WWW**—the World Wide Web (commonly known as “the Web” or the “Information Superhighway”), a vast collection of linked files accessed over the Internet using a protocol called HTTP (Hypertext Transfer Protocol); the system supports documents specially formatted in a markup language called HTML (Hyper Text Markup Language) that supports links to other documents, as well as graphics, audio, and video files. With an Internet “web browser,” one can view “web pages” that may contain text, images, video, and other multimedia, and “navigate” between them via “hyperlinks.” World Wide Web is not synonymous with the Internet. The WWW is just one of many applications of the Internet and computer networks.

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