GLOSSARY
(Following terms are explained with reference to the study and may not be their formal definitions)

Applications: This refers to small computer programs or software that are created specific to education sector and that can be accessed / used through computers or mobile devices.

Automation: With reference to education sector and this study, Automation refers to a common technology platform where functions, like Accounts, Examination, Admission etc. are seamlessly conducted through a connected infrastructure and environment.

Blended Learning: It refers to the combination of teaching learning in classroom or face to face set up and teaching in digital or online set up.

Brick-and-mortar: When any institution has education programs delivered through conventional campus / classroom, it is said to have brick-and-mortar campus.

CEC: Consortium for Educational Communication is set by UGC in India and it is one of Inter University Centers. It is dedicated to the development of higher education content in the form of television programs and multimedia formats.

E-Book: Electronic books is a digital form of a book where users get benefits like – storing notes, book marking, sharing, interactions etc.

EDUSAT: In 2004, ISRO launched EDUSAT, a satellite dedicated to distance mode of education in India, to make teaching content available pan India, mostly in the form of video lectures.

E-Learning: It is an electronic form of learning that has delivery platform or content or mode of delivery in electronic format.

Flipped Classroom: It is a new pedagogy in which students study theory in typically digital content at home while in the classroom, they work on group projects, numerical or case studies as application of theory studied at home.

GER: It is a measure used by UN as well as many countries to find out how many of students are enrolled out of the students corresponding to the age and education levels. It also leads to find out Human Development Index.
ICT: It refers to hardware, software and services related to information and communication technologies, in education sector (for this thesis).

Middleware:
NMEICT: National Mission on Education through ICT was envisaged by MHRD of Government of India as an initiative to propagate technology in education. It covers its initiatives all across the sector covering – infrastructure, teacher technologies, hardware and software etc. It expects participation by all – public, private, education – stakeholders. It allocates funds for any project that is in sync with its mission.

Open Education Resource: These are programs and codes that are available free of cost for use, especially by educators.

Platform: There are content delivery platform as well as automation platforms. They refer to a common access application, which can be online or within a network or offline.

Portal: This refers to a website, which can be restricted to internal stakeholders of an institute (staff, students) or can be an open website for public.

Social Learning: It refers to formal and informal type of learning that happens through online or offline social activities. It also refers to next generation web-based learning where students learn in a social media set up online.

Virtual Campus: When institution has a online platform to deliver content and program to its students, it is said to have virtual campus.

VLSI: It is the miniaturization process in which numerous integrated chips can be combined in one micro chip used in computing devices.