

# Technology Terms

User Interface Design

**\*\*READ ENTIRELY PRIOR TO BEGINNING\*\***

*Not following these instructions will result in a loss of potential points*

On a separate sheet of your own paper (clearly handwritten), define each technology term below. Keep terms in numeric order, or points will be deducted. Write a sentence for each term directly below the definition, like the example below. Do not do definitions and sentences on 2 separate sheets of paper, follow format of the example below. Each sentence should contain a subject, predicate, and linking verb. Along with this sheet, include all other sheets of lined notebook paper used to complete this assignment and then staple all sheets of paper together. Make sure this sheet is on top before you staple and also make sure your name is on each sheet of paper. If you do not follow these instructions or you do not complete this assignment you will not receive full credit. This assignment is worth a total of 80 points, each definition and sentence is worth 1 point each, there are 40 terms. 40 terms x 2 points each = 80 points possible

For example, the term "WEB2.0" should be written like this,

WEB2.0

+ (definition) The WEB 2.0 is the web where the user creates the content. Sites like; Youtube, Blogs, & Facebook are Web 2.0.

+ (sentence) The WEB 2.0 is an empowering force for the individual because they create the content of the website.

**Terms to use for assignment:**

Social Media

- 1) content curation
- 2) engagement
- 3) embedding
- 4) microblogging
- 5) UGC user-generated content

Online marketing

- 6) bouncerate
- 7) CTR click-through rate
- 8) multichannel
- 9) SEO Search Engine Optimization
- 10) traffic

Digital Growth

- 11) data mining
- 12) email marketing
- 13) growth hacking

Graphic Design

- 14) color value
- 15) raster based image
- 16) vector based image
- 17- screen resolution

Typography

- 18- kerning
- 19- leading (PRONOUNCED "LED-ING")
- 20- font family
- 21- serif font
- 22- sans serif font

Web development (front-end)

- 23- front-end web development
- 24- firewall
- 25- HTML
- 26- HTML opening tag & closing tag
- 27- HTML element
- 28- HTML attribute

CSS

- 29- CSS
- 30- CSS declaration
- 31- CSS property
- 32- CSS selector
- 33- CSS value

Web development (back-end)

- 34- API (Application Programming Interface)
- 35- application
- 36- back-end web development
- 37- bug

Data

- 38- database
- 39- data modeling
- 40- web server