Academic Senate Meeting - 10/7/2010 – Revised version

Curriculum Course Definitions

Hybrid
“A course utilizing more than one mode of instructional delivery. Instruction may be delivered by such modes as, for example, the internet, email, video, and the classroom.” (Title 5 Regulations on Distance Education; Glossary—Distance Education terms <http://www.ccccurriculum.info/curriculum/RegulationsGuidelines/Regulations_DistanceEd. . >)

Distance Education
“Distance education means instruction in which the instructor and student are separated by distance and interact through the assistance of communication technology.” (Title 5, 55205)

Independent Study
Independent Study is a mode of instruction in which students are not required to be under the immediate supervision and control of a qualified instructor. This type of course is not regularly scheduled; it is expected that the student will interact directly with the instructor on an individual basis. (Title 5, 55002)

Individualized Instruction
Individualized instruction is a course where curriculum content and instructional materials, media, and activities are designed for individual learning. It is a method of managing the instructional process, under instructor supervision, without requiring live lectures.

Laboratory (Lab)
A laboratory course is taught in controlled environment requiring specialized equipment and/or facilities. The primary emphasis is on learning by doing and observing, with the burden of course activity placed on the student, under the direction and supervision of the instructor.

Lecture/Laboratory
Lecture/laboratory courses combine aspects of both lecture and laboratory. Students register for only one section which includes both the lecture and the laboratory.

Lecture
A lecture course places the instructor’s primary emphasis on transmitting a body of knowledge or information, explaining ideas or principles, and/or modeling skills. In some courses, students may be expected to participate in classroom activities by means appropriate to the subject matter, such as discussion, performance, skill development, etc.