

## About this site

This page details each component of the website. This information should aid in navigation and ease of use.

### Please click on a component

-----the components-----

**About us**  
**Database**  
**Help**  
**Landmarks**  
**Timeline**  
**Links**  
**Sponsors**  
**Biographies**  
**Interviews**  
**Bibliography**  
**QuickTime**  
**QuickTime VR**

-----the links-----

### **About us**

A brief description of the origins of the website and a list of the personnel behind the scenes.

### **Database**

The DAAHP database is a self-contained information resource. Please type in your query for a general search or browse through the listed categories. The database contains all of the information made available by this site. The information consists of historical photographs, text files, Virtual Reality files, video and audio files. Five of the main pages are searchable for information that is exclusive to that topic only. The database page is where you can do general searches for the entire site. Simply close the database browser window to return to the DAAHP Web site. If you have any difficulty, please refer to the **Help** link within the database.

This is a searchable page

### **Help**

This page is designed to answer the most common questions regarding the DAAHP website. Provided on the help page are five links to aid users:

About this site

- Component breakdown (each page)
- Element breakdown (QuickTime, VR,)

Creating your own  
-DAAHP site creation

Glossary  
-List of most common research and web terms

FAQs - Frequently asked questions  
-What is Multimedia?  
-Why does it take so long for the video to appear?  
-etc.

(PDF)  
-Entire document for download

### **Landmarks**

This page chronicles relevant events into historic site presentations. These presentations may include any of the following:

<b>File</b>	<b>Format</b>
Virtual Reality Tour	QuickTime VR
Object Tour	QuickTime VR
Associated interview	QuickTime video/audio, MP3 Audio
Transcripts	Web data
Bio of speaker	Web data
Photographs	jpeg







This is a searchable page

### **Timeline**

DAAHP has developed a Detroit African-American history timeline that references historical facts. Entries will contain information regarding events, people, places and ideas that have played an important role in Detroit's African-American history. Many entries will be supported by our database, which includes print references, manuscript collections, photos, streamed video and audio. You may view select multimedia files by clicking on the icon near the timeline entry that is of interest to you.

The timelines are broken down into "50-year" increments located on the left side of the screen. Each increment is divided into two sides. Individuals can access these timelines by clicking on the "50-year" portion you wish to view and a new browser window will open with the selected timeline. The left side contains data pertinent to Detroit's African American history and relevant national and world history is located on the right side. Just close the timeline browser window to return to this page.

*Symbols for the multimedia supported files are listed below:*

Photograph		Jpeg file
Camera		QuickTime File
Print Document		Print material
Virtual Realty Tour		QuickTime VR
Object Tour		QuickTime VR
Audio File		MP3

Clicking on a file will open the appropriate database entry for viewing of material.

### **Links**

Listed are several links that people interested in African-America history may find worthwhile.

### **Sponsors**

This page details our growing list sponsors and supporters. Beginning with initial funding from Ford Motor Company, we have received funds from other charitable organizations and continually seek new funding sources. We have also benefited from the support of many organizations, departments and individuals that have provided, time, advice and support towards the development of this project. If an

individual or corporation, etc. is interested in sponsoring the project, please contact us at [daahp@wayne.edu](mailto:daahp@wayne.edu).

### **Biographies**

Representing people in a number of fields and endeavors, these biographical entries will speak to individual accounts of the struggles, accomplishments and insights found throughout the history of Detroit's African-American community. These biographical entries are approximately 500 words each and will include citations that will enable our users to learn more about the subjects of these entries and the various ties they have to the historical development of the Detroit metropolitan community.

This is a searchable page.

### **Interviews**

This page contains interviews of scholars and people that studied or experienced the history that we are seeking to document. It will bring life to a subject that is not always easy to recount in the form of the written word.

<b>File</b>	<b>Format</b>	<b>Minimum Modem Speed</b>
Video/audio	QuickTime	T1/T3/ High speed Internet
Audio File	MP3	56K
Transcripts	Web text	56K

This is a searchable page

### **Bibliography**

This bibliography is comprised of published and unpublished works. We have created three sections Monographs, Articles and Government Documents and Reports. This list reflects suggested reading material for those that wish to delve further into the history of African Americans in Detroit.

This is a searchable page

### **QuickTime**

Videos and films have to be compressed for viewing on the Internet. This process is called streaming. There are three major vendors in the streaming software game: Apple, Microsoft and Real Networks. Apple has QuickTime, which comes pre-installed on new Apple computers. Microsoft has its Media

Player, which comes pre-installed with Windows machines. Real has to be installed. To view these video files, a computer must have a player that can open the compressed file. This site uses QuickTime, so it is recommended that users download a free copy of the player, once installed it should start up automatically when clicking on a video file. You can go to [www.apple.com/quicktime/download](http://www.apple.com/quicktime/download) to download a free copy of QuickTime.

### **QuickTime VR**

QuickTime VR is the name of the software package that is used to create our virtual tours and object tours. It also requires the QuickTime player to view. Our programmers have, for many of the historic sites, created VR tours. These tours are merely a sequence of photographs that are stitched together to create maneuverable panoramas inside the computer. It would be like shooting a very large scene and then pasting the photos inside a box. The viewer can move their position in this space by manipulating the image with their mouse; up, down and from one side to the other.

## **Creating Your Own**

This page details the processes involved in creating the DAAHP website. We created DAAHP with the concept in mind that this site could be a model for similar projects. Detailed below is the making of DAAHP, along with advice and tips. If you or your company would like a DAAHP representative to consult with your project please contact us

**Please click on a topic**

-----The list of topics-----

**Getting started**  
**Flowchart**  
**Fundraising**  
**Information Gathering**  
**Evaluation**  
**Promotion**  
**Events Planning**

-----The Topics-----

### **Getting started**

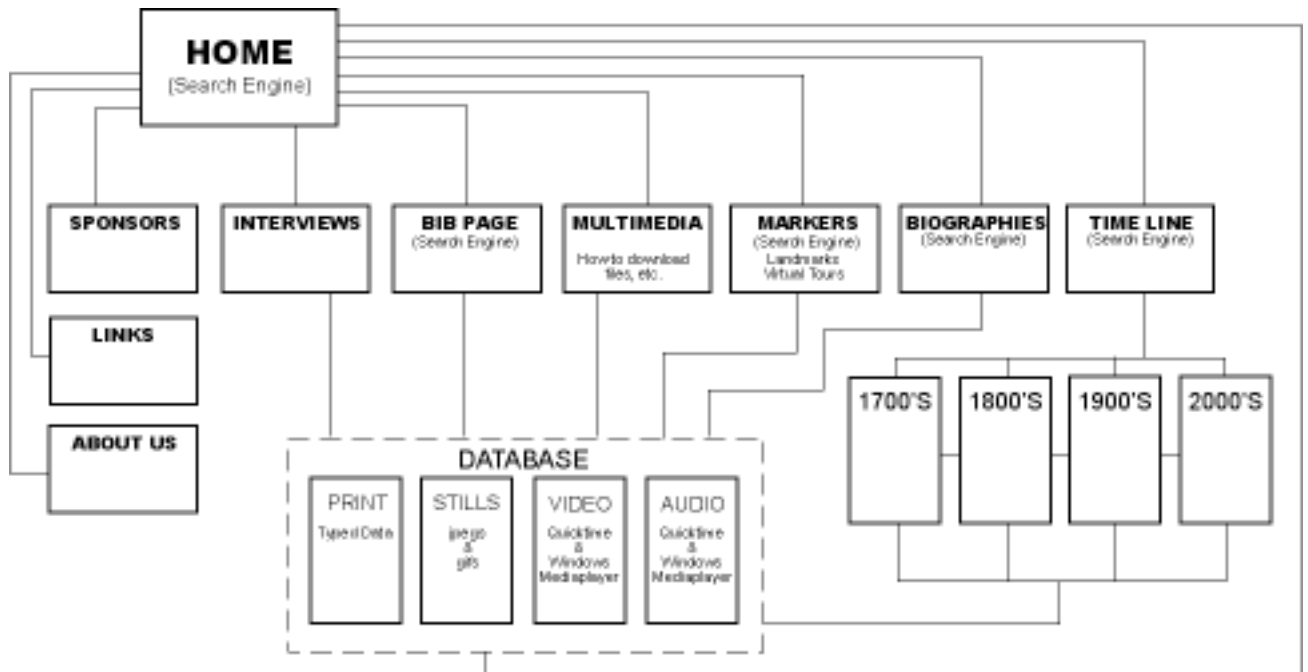
Creating a site of this magnitude requires a great deal of patience and planning. There are two requirements that must be met.

The first requirement is finding an organization or group of people that will sponsor the project. Wayne State University sponsored the startup costs. The second requirement is building a staff that can do the work. The DAAHP site was built around two individuals with expertise in multimedia/video production and archival research. Co-Director Darryl Shreve oversees the design team, which covers all matters related to the site's design, components, elements and construction. His team creates all interviews, virtual tours and multimedia files for upload to website. Co-Director Louis Jones oversees all research. His team proofs all print material for accuracy and relevance. They also gather all photographs, secure permission, conduct most interviews, do site related research and scan images into usable files for design team.

Our first brainstorming meeting consisted of developing the types of elements that we wanted to include in this site. This meeting included archivists, video technicians, web designers, web engineers and business managers. Duties were assigned and a rough timeline of project milestones were established.

The second requirement is creating a visual plan of the website. A project treatment was created that detailed what we were attempting and a detailed

flowchart of the proposed site was created. The first DAAHP flowchart is the basis for the DAAHP website and design.



## Fundraising

After the flowchart is approved, there are two things need to happen. The first is that additional funding sources must be identified and pursued. Grant proposals

should be completed and submitted at this time. The second is the creation of each page's content and design. This involves researching existing sites with a similar themes and then discovering the best ways to improve upon them. These are processes that can last for several months.

Fundraising is a fulltime job. It is best to assign and/or hire someone to write the proposals and pursue potential leads to funding sources. Ford Motor Company was instrumental in providing additional revenues for DAAHP start up costs.

Our grant writing process is a team effort. It is passed back and forth between host departments before a final draft is selected for submission. The DAAHP content manager has the final say on print for the finished grant.

This website <http://fdncenter.org/> is a good place to look for grant opportunities. There are also grant-writing books available at your local library and bookstore.

## Information Gathering

This *was* and *is* the most time consuming part of the project. There are several components to this project. Acquiring the text data for bios, photographs, historical presentations and then double-checking the sources for accuracy is a major undertaking. Shooting the interviews, which have to be edited down and then streamed for the Internet is another. These interviews are also transcribed in their entirety. Identification and research has to be done on each interview prior to taping.

Historic landmarks and sites have to be identified, researched and then photographed. A contact has to be found within each site to secure permission for photographing interiors for the virtual tours. A researcher has to write an overview of the event that describes the relevance of this site.

At the six month mark for DAAHP we had a rough website put together with a time-line and a simple search engine. We also conducted a focus group with leaders in the community and noted historians. Their remarks were used to refine the direction of the site.

We employ graduate research assistants to generate data for the site. This information is then reviewed by archivist and historians before placing onto the website. Given more funding, we would like to hire a researcher fulltime to generate this information.

Information gathering, when done accurately, is a long-term process. We have gathered data since 2000 and plan to have a substantial amount of data on the site by 2005.

Here is an example of our processes for gathering information:

#### Text data

- Paper is written of an event or biography with citations
- An archivist reviews document
- Document is double checked by content manager
- Document is uploaded into database

#### Photographs

- Photos are identified
- Photos are scanned into a computer
- Photos are reformatted as low-rez jpeg files
- Photos are researched for background information
- This information is uploaded into the database

#### Video Interviews

- Subjects are identified and researched
- Pre-interview is completed
- Interview questions are formulated
- Scouting is done for shoot location
- Van rental, crew and equipment is secured
- Interview is taped
- Release forms are secured from subjects
- Video is digitized into editing system
- Video is edited into small video clips and streamed as QuickTime files
- Video is edited into small audio clips and streamed as MP3 files
- A still shot is abstracted from interview footage to go with MP3 files
- Entire interview is transcribed
- This information is uploaded into the database

#### Historic Site presentation

- Subjects are identified and researched
- Sites are photographed
- Photographs for Virtual Tours are completed where applicable
- VR tours are created using QuickTime VR
- Interviews are identified and completed (*see above*)
- This information is uploaded into the database

#### **Evaluation**

We use several different focus groups to evaluate the site. We have an advisory group of community leaders and noted historians that evaluate the site as a whole. We have an academic focus group comprised of college professors that evaluate the site from an instructional stand point. And finally, a designer's focus group to evaluate it artistically and examine its functionality. The DAAHP site is re-evaluated every four months.

Expert evaluation is essential for several reasons. It provides the project's concepts with a measure of validity. A project can be improved drastically with the advice and suggestions from individuals who may not be as close to the project's concepts as the creators.

The project will include random sampling with questionnaires and online surveys. As presentations and demonstrations are made at local schools and community centers, questionnaires will be handed out for instant feedback.

**\*\*It is absolutely essential to have scholars oversee the content\*\***

### **Project Promotion**

Some of the monies garnered from grants and sponsors are allocated to promotion. A DAAHP press kit will be designed to include brochures, a CD-Rom, press clippings and trinkets.

We had enough data to post the site by year two, March 19, 2002. This marked the official launch of the DAAHP website. We arranged a gathering to demonstrate the site and thank all of the people that helped put it together. Thanking the sponsors, donors and volunteers is a must for new projects and promotional events are a good way of accomplishing that end while exciting others about our project.

A strategic plan, set with graphics and photos, was created to highlight project's strategies, goals and purposes. Strategic plans can serve two purposes: Firstly, as unifying documents for the project team and secondly as a promotional document to send to potential sponsors.

DAAHP marketing representatives cultivated a list of the local print, radio and television media. Press releases are sent out periodically of DAAHP events and major changes to the website.

### **Events Planning**

Its best to use a separate team to handle the planning of related promotional events that are in alignment with the project director's overall vision.

*The planning for a typical DAAHP event involves:*

- Hiring caterers
- Selecting a menu
- Securing a location
- Arranging the parking
- Designing and creating the invitation
- Sending the invitations
- Writing and submitting the press releases
- Field interviews about event
- Securing the speakers
- Securing the entertainment
- Accruing coverage for hosting
- Accruing coverage for ushers
- Accruing coverage for a coat check
- Deciding on valet usage
- Sending a reminder invitation
- Setting up a projector,
- Securing a camera crew
- Arranging for a PA system
- Scheduling the program's events
- Creating a program
- Securing a photographer
- Setting up a reserve seating section
- Creating a VIP room for honored guest
- Catering the VIP room
- Pick a date that works for the principle attendees

## Frequently Asked Questions

Please click on your question

-----the questions-----

**What is DAAHP?**

**What can it do for me?**

**How did this project start?**

**How can I get involved?**

**Why does it take so long for the video to download?**

**Which video player can I use?**

**How do I get QuickTime?**

**Will QuickTime work on my PC?**

**Will QuickTime work on my Apple Macintosh?**

**How do I get the Virtual Reality Tours to work?**

**How does streaming work?**

**Is streaming as good as TV?**

**What does the network speed have to do with the quality of the video?**

**How do I search for files in the database?**

-----the answers-----

**What is DAAHP?**

The Detroit African American History Project (DAAHP) is a website created to provide an essential online resource for Detroit's African American history. This site uses multimedia techniques and the latest internet technology to convey this rich history in innovative ways that will stimulate learning and foster a deeper interest in students and other viewers who wish to research topics contained on this site.

**What can it do for me?**

This site provides educational support for instruction, research and distant learning.

**How did this project start?**

DAAHP began as an initiative of Wayne State University's Education Technology Services, a division of Computing and Information Technology in February of 1999 to commemorate the 300th anniversary of Detroit. Collaboration was then formed with the University's Walter P. Reuther Library, a division of the College of Urban, Labor and Metropolitan Affairs. Armed with experts in the fields of multimedia production, African American History and archival research, the project grew from an idea to a reality. DAAHP is expandable and is designed to grow with the city, its history and the needs of its students.

**How can I get involved?**

We update the site on a regular basis. We appreciate any information, historical documents, leads to pertinent interviews, photographs and historic memorabilia that you would be willing to share with the DAAHP audience. We are also looking for additional funding to help support the cost of site maintenance and upgrades.

### **Why does it take so long for the videos to download?**

All of our video files are streamed as progressive QuickTime downloads, designed for optimum performance during playback. Consequently, these files are much larger and hold more data. Your method of connection to the internet as well as your computer's overall speed and amount of ram allocated to your player software all play a large role in determining the playback quality of your videos.. If you use a 56k modem, we recommend that you download the audio files only.

### **Which video player can I use?**

There are many players in existence today. Unfortunately, these players are not currently interchangeable. Although each player will try to play a particular video stream, they aren't always successful. Each streaming software player is designed primarily to play media encoded for it. So, you must have QuickTime installed to play our files.

### **How do I get QuickTime?**

You may already have it if your computer is relatively new. Otherwise, you can go to [www.apple.com/quicktime/download](http://www.apple.com/quicktime/download) to download a free copy.

### **Will QuickTime work on my PC?**

Yes

### **Will QuickTime work on my Apple Macintosh?**

Yes

### **How do I get the Virtual Reality Tours to work?**

You must have the latest version of QuickTime installed. Click anywhere in the window and hold the mouse button down, you can roam inside the image. Most tours are from 180 degrees to 360 degrees panoramas.

### **How does streaming work?**

Picture a bucket with a hole in the bottom of it and a hose pouring water into the top. If you put a little bit of water in the bucket and then open the hole in the bottom, you'll get a steady stream out of the bottom even if you turn the hose on and off. As long as there is some water in the bucket, things flow smoothly. Streaming software on your computer takes the stops and starts of Internet data, delays for a little bit, and then starts to show a steady video picture on your computer screen.

**Is streaming as good as TV?**

The quality you will get on your computer depends upon many factors - your computer, your computer screen, your speakers, your streaming software, the speed of your Internet connection, the degree of congestion on the Internet, and the speed of the video being sent to you. In most cases, you get a small picture with somewhat jerky motion because much of the video available via the Web was encoded for slow speed delivery via modem. However, as computers and networks get faster, streaming can provide a picture that is as good or better than what you see on a standard television set.

**What does the network speed have to do with the quality of the video?**

Television uses about 27 to 45 million bits per second for a standard picture. Using advanced compression technologies, a VHS quality picture can be delivered using less than 1 million bits per second. This is still a lot more than 50 thousand bits per second, about the maximum you can squeeze through a 56 kbs modem. As more bits are discarded to squeeze through a modem, the picture is made smaller and fewer frames per second are shown.

**How do I search for files in the database?**

Just type in your query for a general search and click the "go" button or browse through the listed categories given within each searchable page.

## Glossary

This glossary contains Internet terms that describe the elements and processes used to create this site. Please reference these sources used to create this glossary for more information.

## Terminology Sources

### Terminology

<http://www.wave.co.nz/~infotech/termin.htm>

© Sherry Chrisp, Info-Tech Education, 1998

Last update July 15 1999

### Glossary of Internet Terms

© 1994-2002 Matisse Enzer

For more information contact **Matisse Enzer** at [matisse@matisse.net](mailto:matisse@matisse.net)

### Common Internet File Formats

Compiled by [Eric Perlman](#) and [Ian Kallen](#)

<http://www.matisse.net/files/formats.html#mpeg>

-----  
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
-----

### Applet

A small *Java* program that can be embedded in an *HTML* page. Applets differ from full-fledged Java applications in that they are not allowed to access certain resources on the local computer, such as files and serial devices (modems, printers, etc.), and are prohibited from communicating with most other computers across a network. The common rule is that an applet can only make an Internet connection to the computer from which the applet was sent.

### ASCII -- (American Standard Code for Information Interchange)

This is the defacto world-wide standard for the code numbers used by computers to represent all the upper and lower-case Latin letters, numbers, punctuation, etc. There are 128 standard ASCII codes each of which can be represented by a 7 digit binary number: 0000000 through 1111111.

### Biography

A text document of approximately 500 words that details the life of an individual in a format comprised of four paragraphs regarding the individual's historical significance, background, accomplishments and awards/honors.

## **Bibliography**

A concise list of resource references. The DAAHP list is comprised of published and unpublished works. This list reflects suggested reading material for those that wish to delve further into the history of African Americans in Detroit.

## **BPS**

Bits per second. The transmission speed of information through your modem, to and from the network.

## **Backbone**

A high-speed line or series of connections that forms a major pathway within a network. The term is relative as a backbone in a small *network* will likely be much smaller than many non-backbone lines in a large network.

See also: [Network](#)

## **Bandwidth**

How much stuff you can send through a connection. Usually measured in bits-per-second. A full page of English text is about 16,000 bits. A fast modem can move about 57,000 bits in one second. Full-motion full-screen video would require roughly 10,000,000 bits-per-second, depending on compression.

## **Binary**

Information consisting entirely of ones and zeros. Also, commonly used to refer to files that are not simply text files, e.g. images.

## **Browser**

A *Client* program (software) that is used to look at various kinds of Internet resources. EX: Netscape, Internet Explorer, etc.

## **Bulletin Board**

An electronic noticeboard ( news groups)

## **Cookie**

The most common meaning of "Cookie" on the Internet refers to a piece of information sent by a *Web Server* to a *Web Browser* that the Browser software is expected to save and to send back to the Server whenever the browser makes additional requests from the Server.

Depending on the type of Cookie used, and the Browsers' settings, the Browser may accept or not accept the Cookie, and may save the Cookie for either a short time or a long time.

Cookies might contain information such as login or registration information, online "shopping cart" information, user preferences, etc.

When a Server receives a request from a Browser that includes a Cookie, the Server is able to use the information stored in the Cookie. For example, the Server might customize what is sent back to the user, or keep a log of particular users' requests.

Cookies are usually set to expire after a predetermined amount of time and are usually saved in memory until the Browser software is closed down, at which time they may be saved to disk if their "expire time" has not been reached.

Cookies do not read your hard drive and send your life story to the CIA, but they can be used to gather more information about a user than would be possible without them.

## **Computer**

An electronic machine that stores and processes high speed digital information

## **Cyberspace**

Where you travel by computer

## **Database**

Storage for Electronic data.

## **Download**

Loading a file from the host computer to your computer

## **Domain Name**

The unique name that identifies an Internet site. Domain Names always have 2 or more parts, separated by dots. The part on the left is the most specific, and the part on the right is the most general. A given machine may have more than one Domain Name but a given Domain Name points to only one machine. For example, the domain names:

matisse.net

mail.matisse.net

workshop.matisse.net

Can all refer to the same machine, but each domain name can refer to no more than one machine.

Usually, all of the machines on a given Network will have the same thing as the right-hand portion of their Domain Names (matisse.net in the examples above). It is also possible for a Domain Name to exist but not be connected to an actual machine. This is often done so that a group or business can have an Internet e-

mail address without having to establish a real Internet site. In these cases, some real Internet machine must handle the mail on behalf of the listed Domain Name.

### **DSL** -- (Digital Subscriber Line)

A method for moving data over regular phone lines. A DSL circuit is much faster than a regular phone connection, and the wires coming into the subscriber's premises are the same (copper) wires used for regular phone service. A DSL circuit must be configured to connect two specific locations, similar to a leased line (however a DSL circuit is not a *leased line*).

A common configuration of DSL allows downloads at speeds of up to 1.544 megabits (not megabytes) per second, and uploads at speeds of 128 kilobits per second. This arrangement is called *ADSL*: Asymmetric Digital Subscriber Line.

Another common configuration is symmetrical: 384 Kilobits per second in both directions.

In theory ADSL allows download speeds of up to 9 megabits per second and upload speeds of up to 640 kilobits per second.

DSL is now a popular alternative to Leased Lines and ISDN, being faster than ISDN and less costly than traditional Leased Lines.

### **Email - Electronic mail**

Written communication exchanged via computer systems operating in much the same way as normal mail systems. The advantages of computer mail are its cheapness and the speed of delivery and receipt.

### **Enduser**

The customer or person that uses the computer to search the web

### **Ethernet**

A very common method of networking computers in a *LAN*.

There is more than one type of Ethernet. By 2001 the standard type was "100-BaseT" which can handle up to about 100,000,000 bits-per-second and can be used with almost any kind of computer.

See also: [Bandwidth](#),

### **Extranet**

An *intranet* that is accessible to computers that are not physically part of a company's own private *network*, but that is not accessible to the general public, for example to allow vendors and business partners to access a company web site.

Often an intranet will make use of a Virtual Private Network. (*VPN*.)

**FAQ** -- (Frequently Asked Questions)

FAQs are documents that list and answer the most common questions on a particular subject. There are hundreds of FAQs on subjects as diverse as Pet Grooming and Cryptography.

**Fire Wall**

A combination of hardware and software that separates a *Network* into two or more parts for security purposes.

**FTP/ File Transfer Protocol.**

The procedure for connecting to a remote computer and transferring files back to your local computer.

**GIF** -- (Graphic Interchange Format)

A common format for image files, especially suitable for images containing large areas of the same color. GIF format files of simple images are often smaller than the same file would be if stored in *JPEG* format, but GIF format does not store photographic images as well as JPEG.

See also: [JPEG](#), [PNG](#)

**Gigabyte**

1000 or 1024 *Megabytes*, depending on who is measuring.

**Hard drive**

The main drive of a computer that stores operational software as well as storage. For IBM compatibles, this is the C-Drive.

**hit**

As used in reference to the World Wide Web, "hit" means a single request from a web *browser* for a single item from a web *server*; thus in order for a web browser to display a page that contains 3 graphics, 4 "hits" would occur at the server: 1 for the *HTML* page, and one for each of the 3 graphics.

See also: [Browser](#), [HTML](#), [Server](#)

**Home Page (or Homepage)**

Several meanings. Originally, the *web* page that your *browser* is set to use when it starts up. The more common meaning refers to the main web page for a business, organization, person or simply the main page out of a collection of web pages, e.g. "Check out so-and-so's new Home Page."

See also: [Browser](#), [WWW](#)

## Host

Any computer on a *network* that is a repository for services available to other computers on the *network*. It is quite common to have one host machine provide several services, such as *SMTP* (email) and *HTTP* (web).

See also: [Network](#), [SMTP](#)

## HTML -- (HyperText Markup Language)

The coding language used to create *Hypertext* documents for use on the *World Wide Web*. HTML looks a lot like old-fashioned typesetting code, where you surround a block of text with codes that indicate how it should appear.

The "hyper" in Hypertext comes from the fact that in HTML you can specify that a block of text, or an image, is linked to another file on the Internet. HTML files are meant to be viewed using a "Web Browser".

HTML is loosely based on a more comprehensive system for markup called SGML.

See also: [Browser](#), [Hypertext](#), [WWW](#)

## HTTP -- (HyperText Transfer Protocol)

This is the protocol for moving *hypertext* files across the *Internet*. Requires a HTTP *client* program on one end, and an HTTP *server* program on the other end. HTTP is the most important protocol used in the *World Wide Web* (*WWW*).

## Hypertext

Generally, any text that contains links to other documents - words or phrases in the document that can be chosen by a reader and which cause another document to be retrieved and displayed.

See also: [HTML](#), [HTTP](#)

## Internet

The Internet is a worldwide collection of computer networks, all linked together and available for your use ... it is, a network of networks. The Internet is global in its coverage and is often referred to as the Information Superhighway.

## ISDN -- (Integrated Services Digital Network)

This is a method of moving more data over regular phone lines. ISDN is available to much of the USA and in most markets, it is priced very comparably to standard analog phone circuits. It can provide speeds of roughly 128,000 bits-per-second over regular phone lines. In practice,

most people will be limited to 56,000 or 64,000 bits-per-second.

Unlike *DSL*, ISDN can be used to connect to many different locations, one at a time, just like a regular telephone call, as long the other location also has ISDN.

See also: [DSL](#)

### **ISP** -- (Internet Service Provider)

An institution that provides access to the Internet in some form, usually for money.

### **Java**

Java is a network-friendly programming language invented by Sun Microsystems.

Java is often used to build large, complex systems that involve several different computers interacting across networks, for example transaction processing systems.

Java is also becoming popular for creating programs that run in small electronic devices, such as mobile telephones.

A very common use of Java is to create programs that can be safely downloaded to your computer through the Internet and immediately run without fear of viruses or other harm to your computer or files. Using small Java programs (called "*Applets*"), Web pages can include functions such as animations, calculators, and other fancy tricks.

See also: [Applet](#),

### **JavaScript**

JavaScript is a programming language that is mostly used in web pages, usually to add features that make the web page more interactive. When JavaScript is included in an *HTML* file it relies upon the browser to interpret the JavaScript. When JavaScript is combined with *Cascading Style Sheets*(CSS), and later versions of HTML (4.0 and later) the result is often called *DHTML*.

### **JPEG** -- (Joint Photographic Experts Group)

JPEG is most commonly mentioned as a format for image files. JPEG format is preferred to the *GIF* format for photographic images as opposed to line art or simple logo art.

### **Landmarks**

Historic sites as designated

## **Links**

Text that is linked to another site or text with a site.

## **See hypertext**

## **Listserv ®**

The most common kind of *maillist*, "Listserv" is a registered trademark of L-Soft international, Inc. Listservs originated on *BITNET* but they are now common on the *Internet*.

## **Logging on and off**

Connecting or disconnecting to the electronic communication service.

## **Maillist**

**(or Mailing List)** A (usually automated) system that allows people to send *e-mail* to one address, whereupon their message is copied and sent to all of the other subscribers to the maillist. In this way, people who have many different kinds of e-mail access can participate in discussions together.

## **Megabyte**

A million *bytes*. Actually, technically, 1024 *kilobytes*.

## **MIME -- (Multipurpose Internet Mail Extensions)**

Originally a standard for defining the types of files attached to standard Internet mail messages. The MIME standard has come to be used in many situations where one computer programs needs to communicate with another program about what kind of file is being sent.

## **Modem**

A device that connects a computer to a phone line. It's a telephone for a computer. A modem allows a computer to talk to other computers through the phone system. Basically, modems do for computers what a telephone does for humans.

## **MP3**

Compressed Audio files for use with the internet, computer and in MP3 players.

## **Netiquette**

This term describes an individual's etiquette while on the *Internet*.

## **Netizen**

Derived from the term citizen, referring to a citizen of the *Internet*, or someone who uses networked resources. The term connotes civic responsibility and participation.

**Netscape**

A *WWW Browser* and the name of a company. The Netscape (tm) browser was originally based on the *Mosaic* program developed at the National Center for Supercomputing Applications (NCSA).

**Network** - Two or more computers connected to allow communication. eg Internet, CompuServe, K12

**Node**

Any single computer connected to a *network*.

Object Tour

**On-Line/Off line**

The condition of being connected or not connected to another computer through the Internet

**Open Source Software**

Open Source Software is software for which the underlying programming code is available to the users so that they may read it, make changes to it, and build new versions of the software incorporating their changes. There are many types of Open Source Software, mainly differing in the licensing term under which (altered) copies of the source code may (or must be) redistributed.

**Password**

A code used to gain access (*login*) to a locked system. Good passwords contain letters and non-letters and are not simple combinations such as *virtue7*. The secret code that allows access to your designated account on the network.

**Ping**

To check if a server is running. From the sound that a sonar systems makes in movies, you know, when they are searching for a submarine.

**Plug-in**

A (usually small) piece of software that adds features to a larger piece of software. Common examples are plug-ins for the Netscape® *browser* and *web server*. Adobe Photoshop® also uses plug-ins.

**POP** -- (Point of Presence, also Post Office Protocol)

Two commonly used meanings:

Point of Presence and Post Office Protocol.

A Point of Presence usually means a city or location where a network can be connected to, often with dial up phone lines. So if an Internet company says they will soon have a POP in Belgrade, it means that they will soon have a local

phone number in Belgrade and/or a place where leased lines can connect to their network.

A second meaning, Post Office Protocol refers to a way that e-mail *client* software such as Eudora gets mail from a mail *server*. When you obtain an account from an Internet Service Provider (*ISP*) you almost always get a POP account with it, and it is this POP account that you tell your e-mail software to use to get your mail. Another protocol called IMAP is replacing POP for email.

See also: [Client](#), [Email](#), [IMAP](#), [ISP](#), [Server](#)

### **Port**

3 meanings. First and most generally, a place where information goes into or out of a computer, or both. E.g. the serial port on a personal computer is where a *modem* would be connected.

On the Internet port often refers to a number that is part of a URL, appearing after a colon (:) right after the domain name. Every service on an Internet server listens on a particular port number on that server.

See also: [Browser](#), [Server](#)

### **PNG** -- (Portable Network Graphics)

PNG is a graphics format specifically designed for use on the World Wide Web. PNG enable compression of images without any loss of quality, including high-resolution images. Another important feature of PNG is that anyone may create software that works with PNG images without paying any fees - the PNG standard is free of any licensing costs.

### **PPP** -- (Point to Point Protocol)

The most common protocol used to connect home computers to the Internet over regular phone lines.

Most well known as a protocol that allows a computer to use a regular telephone line and a *modem* to make *TCP/IP* connections and thus be really and truly on the *Internet*.

### **QuickTime**

QuickTime is Apple's video format.

<http://quicktime.apple.com/>

### **Quicktime VR Player**

This is a QuickTime movie player that will also play QuickTime VR movies

Source Site: <http://qtvr.quicktime.apple.com/InMac.htm>

More Information: <http://qtvr.quicktime.apple.com/>

### **Search Engine**

A (usually web-based) system for searching the information available on the *Web*.

Some search engines work by automatically searching the contents of other systems and creating a database of the results. Other search engines contain only material manually approved for inclusion in a database, and some combine the two approaches.

### **Server**

A computer, or a software package, that provides a specific kind of service to *client* software running on other computers. The term can refer to a particular piece of software, such as a *WWW* server, or to the machine on which the software is running, e.g. "Our mail server is down today, that's why e-mail isn't getting out."

A single server machine can (and often does) have several different server software packages running on it, thus providing many different servers to *clients* on the *network*.

### **Spam (or Spamming)**

An inappropriate attempt to use a *mailing list*, or *USENET* or other networked communications facility as if it was a broadcast medium (which it is not) by sending the same message to a large number of people who didn't ask for it. The term probably comes from a famous Monty Python skit, which featured the word spam repeated over and over. The term may also have come from someone's low opinion of the food product with the same name, which is generally perceived as a generic content-free waste of resources. (Spam® is a registered trademark of Hormel Corporation, for its processed meat product.)

### **SQL -- (Structured Query Language)**

A specialized language for sending queries to databases. Most industrial-strength and many smaller database applications can be addressed using SQL. Each specific application will have its own slightly different version of SQL implementing features unique to that application, but all SQL-capable databases support a common subset of SQL.

### **Streaming**

The process of compressing large video or audio files into smaller file sizes. These files can be used with websites, CD-Roms, DVDs, video and audio players. EX. Videos formats: MPEG1, MPEG2, MPEG4, QuickTime, Windows Media Player, AVI, EX. Audio formats: MP3, AIFF, wave,

## Surfing

A term used to describe the act of searching the Internet for information.

## Timeline

A measurable span of time with information denoted at key points.

### T-1

A *leased-line* connection capable of carrying data at 1,544,000 *bits-per-second*. At maximum theoretical capacity, a T-1 line could move a *megabyte* in less than 10 seconds. That is still not fast enough for full-screen, full-motion video, for which you need at least 10,000,000 *bits-per-second*. T-1 lines are commonly used to connect large *LANs* to the *Internet*.

### T-3

A *leased-line* connection capable of carrying data at 44,736,000 *bits-per-second*. This is more than enough to do full-screen, full-motion video.

### TCP/IP -- (Transmission Control Protocol/Internet Protocol)

This is the suite of protocols that defines the *Internet*. Originally designed for the *UNIX* operating system, TCP/IP software is now included with every major kind of computer operating system. To be truly on the *Internet*, your computer must have TCP/IP software.

### Telnet

The command and program used to *login* from one *Internet* site to another. The telnet command/program gets you to the login: prompt of another *host*.

### Terabyte

1000 *gigabytes*.

See also: [Gigabyte](#)

### Terminal

A device that allows you to send commands to a computer somewhere else. At a minimum, this usually means a keyboard and a display screen and some simple circuitry. Usually you will use terminal software in a personal computer - the software pretends to be (emulates) a physical terminal and allows you to type commands to a computer somewhere else.

### Terminal Server

A special purpose computer that has places to plug in many *modems* on one side, and a connection to a *LAN* or *host* machine on the other side. Thus the terminal server does the work of answering the calls and passes the connections

on to the appropriate *node*. Most terminal servers can provide *PPP* or *SLIP* services if connected to the *Internet*.

### **Trojan Horse**

A computer program is either hidden inside another program or that masquerades as something it is not in order to trick potential users into running it. For example a program that appears to be a game or image file but in reality performs some other function. The term "Trojan Horse" comes from a possibly mythical ruse of war used by the Greeks sometime between 1500 and 1200 B.C.

A Trojan Horse computer program may spread itself by sending copies of itself from the host computer to other computers, but unlike a *virus* it will (usually) not infect other programs.

### **Unix**

A computer operating system (the basic software running on a computer, underneath things like word processors and spreadsheets). Unix is designed to be used by many people at the same time (it is multi-user) and has *TCP/IP* built-in. It is the most common operating system for *servers* on the *Internet*.

Apple computers' Macintosh operating system, as of version 10, is based on Unix.

### **Upload**

Loading a file from your computer to the host computer

### **URL** -- (Uniform Resource Locator)

The term URL is basically synonymous with *URI*. URI has replaced URL in technical specifications.

### **VR**

Virtual Reality Tour

### **Virus**

A chunk of computer programming code that makes copies of itself without any conscious human intervention. Some viruses do more than simply replicate themselves, they might display messages, install other software or files, delete software or files, etc.

A virus requires the presence of some other program to replicate itself. Typically viruses spread by attaching themselves to programs and in some cases files, for example the file formats for Microsoft word processor and spreadsheet programs allow the inclusion of programs called "macros" which can in some cases be a breeding ground for viruses.

Website

**WWW**

The world wide web. Allows access to information through a graphical interface. Using programs such as Microsoft Explorer and Netscape

**WAN** -- (Wide Area Network)

Any *internet* or *network* that covers an area larger than a single building or campus.

See also: [internet \(Lower case i\)](#), [LAN](#)

**Web**

Short for "World Wide Web." A web page is a text document that is formatted with a set of commands—a programming language. There are many tools that exist that can make a website interactive. This list includes Java, Pearl and Proprietary languages

See also: [WWW](#)

**Worm**

A worm is a *virus* that does not infect other programs. It makes copies of itself, and infects additional computers (typically by making use of network connections) but does not attach itself to additional programs; however a worm might alter, install, or destroy files and programs.

See also: [Trojan Horse](#), [Virus](#)

**WWW** -- (World Wide Web)

World Wide Web (or simply Web for short) is a term frequently used (incorrectly) when referring to "The Internet", WWW has two major meanings:

First, loosely used: the whole constellation of resources that can be accessed using *Gopher*, *FTP*, *HTTP*, *telnet*, *USENET*, *WAIS* and some other tools.

Second, the universe of hypertext servers (*HTTP servers*) which are the servers that allow text, graphics, sound files, etc. to be mixed together.