

Access Code (also Redemption Code)

Single-use code used to verify purchases and gain access to online materials

May be bundled with physical materials, sold separately in stores (physical cards or emailed codes), or online through publishers and 3rd-party vendors

Single sign-on (SSO)

A process for course material users to gain direct access to online materials (often specifically courseware) without creating a new account; generally done through an LMS

API

Short for Application Programming Interface

Piece of code allowing interaction between different programs and organizations to communicate. Often seen in LMS and POS interactions with external vendors

LMS

Short for Learning Management System

Programs set up in academic institutions as a communications portals for students and instructors. Allows for tracking of grades, sharing of course information, submission of assignments, messaging, and integration of course materials for student access

IA

Inclusive Access

All students in a course, department, faculty, etc begin class with immediate but temporary access to digital materials for one or more classes (depending on how high a level the institution has set up the system). Students will pay for the materials at a later time after the initial temporary access

Many schools that operate these programs give them a unique-to-campus name that may not incorporate the words 'Inclusive' or 'Access'

Often integrated with the help of 3rd party digital companies

The increase in expected sales is often used by the 3rd party companies to negotiate lower per-item costs from publishers/materials providers

IA Course-fee Models:

Opt-In

All students begin class with access, but must actively choose to maintain access and will be charged later

Opt-out

All students begin class with access, but must actively choose to NOT continue access. Students that do not opt out will be charged at a later time

EA

Equitable Access

All students pay a single price included with tuition; in return, all course materials are provided immediately.

Many schools that operate these programs give them a unique-to-campus name that may not incorporate the words 'Inclusive' or 'Access'

Often integrated with the help of 3rd party digital companies

Generally a campus-wide project where a single fee is charged to all students through as a registration cost, in exchange for immediate and full access to all course materials (usually digital unless unavailable). Different campuses may define the course materials made available in different ways (i.e. art supplies, science materials, uniforms, etc)

Program prices are determined by looking at the pricing of all requisitioned materials for all courses, and factoring student enrolment and course loads. The increase in expected sales is often used by the 3rd party digital companies to negotiate lower per-item costs from publishers/materials providers

Students are usually automatically part of this; opt-outs may exist case-by-case depending on campus.

Print upgrade

For courses with IA, EA or other digital-first models, some publishers (increasingly rarely) offer students that have paid for the Digital materials the option to pay extra for a physical copy. This may also be offered by publishers in direct-to-student sales.

Courseware

Digital materials for a class beyond traditional book/ebook. May be used for grades or as auxiliary learning materials for classes.

Cost extra beyond the books.

May be bundled with digital books or accessible via access codes bundled with physical books

OER/Open Access

Short for Open Educational Resources

Materials created online by experts or interested parties, offering free use for students

May be restricted to courses or campuses, or may have no restrictions. It depends on the OER developer

Often defined by being free for students to access, although the development, maintenance and hosting is not free for the providers.

Digital rental

A term given by digital ebook providers for the temporary access of digital materials

The opposite is 'lifetime' or 'perpetual' access

White Label

A digital store front created on a campus store online store in conjunction with a digital provider.

Access for students is through links or access portals on the campus store website

Payments are through the Partner vendor processing systems