

Technology and Mobile Devices

Glossary of Terms

3G – *3rd Generation Data Networking* – This denotes the speed at which data is transferred from mobile towers to your device. Compare 3G to DSL modem.

4G or LTE – *4th Generation Data Networking* – A faster connection speed between the device and the tower compared to 3G. Many phones today support 4G networking.

802.11 – This is the standard used for wide local area networks (WLAN), or WiFi. There are different types of 802.11 connections such as b, g, and n.

Android – The open-source mobile operating system by Google. Used on many different manufacturers devices.

App – Short for ‘application’. These are the programs that you can download and run on your device. In the Android OS the file extension is apk, so an application file might be named Facebook.apk.

App Store – This is the place to download apps for iOS devices (iPhone, iPad, etc.)

Bluetooth – A wireless technology that is used to exchange data between devices over a short range (< 30 ft.)

Carrier – The companies that provide mobile networks. Currently, there are four (4) major carriers in the United States: 1) Verizon Wireless, 2) AT&T, 3) Sprint and 4) T-Mobile.

CDMA – *Code Division Multiple Access* – The network standard used by Sprint and Verizon in the U.S. This standard is not used widely in the rest of the world. CDMA phones will not work on GSM networks unless they are manufactured with additional communication radios.

Cloud – A catch-all term for online storage. There are many of these applications for devices such as iCloud, Google Drive, Dropbox, Microsoft SkyDrive. This is an easy way to store data off of the memory in your device.

CPU – *Central Processing Unit* – The brain of the device. The higher the speed, the more calculations can be done, although it uses more power.

Data Owner – Unit administrators (Deans, Directors and Department Chairs (DDD)) who are ultimately responsible for the use and protection of university data used within their scope of authority.

Data User – Anyone authorized to access, create or alter university data.

Encryption – The process of encoding messages or information in such a way that unauthorized individuals cannot access or comprehend it. Devices that contain Restricted Data are required by University policy to be encrypted.

Face-to-Face Video – Users can video chat with each other rather than just speak. There are many programs available for this. One of the most popular is FaceTime, but this is only available to iPhone users. Others include Skype and Tango.

Flash – An application made by Adobe Systems that allows for interactive web content such as video and animation. This technology was never adopted by apple for iOS devices and is being phased out of Android devices. HTML5 is the new standard. This means that you may not be able to view Flash encoded videos and sites on your mobile device.

Google Play – This is the place to download apps for Android devices. Formerly called Android Market.

GPU - Graphics Processing Unit – A different processor than the CPU that allows for graphics and animations.

GSM – Global System for Mobile – The network standard used by AT&T and T-Mobile in the U.S. It is also the primary standard for mobile technology in the rest of the world.

Hard Reset or Factory Reset– A hard reset of a device returns it to its original factory state. This erases all data, logins and passwords. It will typically erase the content on internal storage, but is not supposed to erase the data on a removal SD card.

iOS – The closed-source operating system by Apple. Used on devices manufactured by Apple.

iTunes – This is the main account to get into the Apple App Store. The App Store is a part of iTunes.

Launcher – The part of the device interface that lets you control the device, i.e. launch apps, make calls, send texts, etc. There are customizable launchers with differing features that can be downloaded for Android devices.

Location – This is term used in devices to access your location. It can refer to cell tower-based location or GPS-based location. All phones are equipped with 911 location, which cannot be turned off. The location feature only works if your device is powered on and is able to communicate with a cell transmission tower.

MMS – Multi-Media Messages – These are ‘text’ messages that include audio, video or pictures.

Mobile Computing Devices – Small devices intended primarily for the access to or processing of data. Current examples include laptops, notebooks, netbooks, smartphones and PDAs.

Mobile Storage Devices – Media that can be easily carried by a single person and provide persistent storage. Examples include: portable hard drives, CDs, DVDs, SD cards, USB (Thumb) drives, cameras, music players and smartphones.

NFC – *Near Field Communication* – A short-range communication method between your device and something else. Not to be confused with Bluetooth.

OS – *Operating System* – The core programming of a device, such as Android, iOS, Windows, Linux and others. This allows the user to control the device.

OTA – *Over the Air* – Moving data to your device without having to plug it in with a USB or other cable. App downloads are OTA as well as most device updates.

RAM – *Random Access Memory* – The memory in the device that can be accessed quickly. RAM is dependent on continual power, so when you turn a device off, all of the things stored in the RAM will be lost.

Restricted Data – Data in any format collected, developed, maintained or managed by or on behalf of the University, or within the scope of University activities, which are subject to specific protections under federal or state law or regulations or under any applicable contracts. Examples include, but are not limited to: medical records, social security numbers, credit card numbers, Florida driver licenses, non-directory student records, research protocols and export control technical data. It is important to know if your device contains restricted data as that device is required by University policy to be encrypted.

ROM – *Read Only Memory* – Memory in a device that is not dependent on power to hold its values. This is where the operating system is.

SD or microSD Card – A small memory card that expands the storage of a device. Currently available to use on 'some' Android devices.

SIM – *Subscriber Identity Module* – This is the small card inside of the phone that identifies your device to the mobile network and allows you to use it.

SMS – *Short Message Service* – These are the text messages that are sent between phones.

SOC – *System on a Chip* – Integrates all components of an electronic system on a single chip.

Tethering or Hotspot – The ability to share your device's mobile data connection with other devices. This is not available on all devices and some carriers charge an extra fee for this service.

USB – *Universal Serial Bus* – A method of connecting devices to a computer or other device.

Wi-Fi – The ability to connect to the internet via a wide area local network (WLAN). Using Wi-Fi connections decreases the amount of data that you use over your 3G or 4G connection.