

# Lingo Bingo Terms

**OPEN DATA** data that is freely available to everyone to use and republish as they wish, without restrictions from copyright, patents or other mechanisms of control.

**CHATBOT** (also known as a smartbots, talkbot, chatterbot, Bot, IM bot, interactive agent, Conversational interface or Artificial Conversational Entity) is a [computer program](#) or an [artificial intelligence](#) which conducts a [conversation](#) via auditory or textual methods.

**BITCOIN** a [cryptocurrency](#), a form of electronic cash. It is a decentralized [digital currency](#) without a [central bank](#) or single administrator that can be sent from user-to-user on the [peer-to-peer](#) bitcoin network without the need for intermediaries.

**ALGORITHMS** an unambiguous specification of how to solve a class of problems. Algorithms can perform [calculation](#), [data processing](#) and [automated reasoning](#) tasks.

**ONLINE DISPUTE RESOLUTION** a branch of [dispute resolution](#) which uses technology to facilitate the resolution of disputes between parties. It primarily involves [negotiation](#), [mediation](#) or [arbitration](#), or a combination of all three. In this respect it is often seen as being the online equivalent of [alternative dispute resolution](#)

**CYBER SECURITY** or IT security is the protection of [computer systems](#) from theft or damage to their [hardware](#), [software](#) or [electronic data](#), as well as from [disruption](#) or [misdirection](#) of the services they provide.

**ARTIFICIAL INTELLIGENCE (AI)** sometimes called machine intelligence, is [intelligence](#) demonstrated by [machines](#), in contrast to the natural intelligence displayed by humans and other animals.

**IP ADDRESS** a numerical label assigned to each device connected to a [computer network](#) that uses the [Internet Protocol](#) for communication. An IP address serves two principal functions: host or network interface [identification](#) and location [addressing](#).

**MACHINE LEARNING** a field of [artificial intelligence](#) that uses statistical techniques to give [computer systems](#) the ability to "learn" (e.g., progressively improve performance on a specific task) from [data](#), without being explicitly programmed.

**PHISHING** the fraudulent attempt to obtain [sensitive information](#) such as usernames, passwords and [credit card](#) details, often for [malicious](#) reasons, by disguising as a trustworthy entity in an [electronic communication](#).

**NET NEUTRALITY** the principle that [Internet service providers](#) treat all data on the [Internet](#) equally, and not discriminate or charge differently by user, content, website, platform, application, type of attached equipment, or method of communication.

**BIG DATA** a term used to refer to [data sets](#) that are too large or complex for traditional [data-processing application software](#) to adequately deal with.

**AGILE SOFTWARE DEVELOPMENT** an approach to [software development](#) under which requirements and solutions evolve through the collaborative effort of [self-organizing](#) and [cross-functional](#) teams and their [customer\(s\)/end user\(s\)](#)

**SCRUM** an [agile](#) framework for managing knowledge work, with an emphasis on [software development](#).

**BLOCKCHAIN** a growing list of [records](#), called *blocks*, which are linked using [cryptography](#).

**API** a set of subroutine definitions, [communication protocols](#), and tools for building software.

**HACKER** a skilled computer expert that uses their technical knowledge to overcome a problem.

**ENCRYPTION** the process of encoding a message or information in such a way that only authorized parties can access it and those who are not authorized cannot.

**USER EXPERIENCE (UX)** refers to a person's emotions and attitudes about using a particular [product](#), [system](#) or service.

**HACKATHON** is a [design sprint](#)-like event in which [computer programmers](#) and others involved in [software development](#), including [graphic designers](#), [interface designers](#), [project managers](#), and others, often including subject-matter-experts, collaborate intensively on [software](#) projects.

**USER CENTRED DESIGN** a framework of processes (not restricted to interfaces or technologies) in which [usability](#) goals, user characteristics, [environment](#), tasks and workflow of a [product](#), service or process are given extensive attention at each stage of the [design process](#).

**FRONT END DEVELOPMENT** is the practice of converting data to graphical interface for user to view and interact with data through digital interaction.

**OPEN SOURCE SOFTWARE** a type of [computer software](#) in which [source code](#) is released under a [license](#) in which the [copyright](#) holder grants users the rights to study, change, and [distribute the software](#) to anyone and for any purpose.

**INTERNET OF THINGS** the network of physical devices, vehicles, home appliances, and other items embedded with [electronics](#), [software](#), [sensors](#), [actuators](#), and [connectivity](#) which enables these things to connect, [collect](#) and exchange [data](#).

**LEAN SIX SIGMA** a method that relies on a collaborative team effort to improve performance by systematically removing waste <sup>[1]</sup> and reducing variation.

**INTEGRATION** the process of linking together different [computing](#) systems and [software applications](#) physically or functionally, <sup>[2]</sup> to act as a coordinated whole.