

Definitions Project

Follow-up from 3rd Meeting on August 14-15, 2006

Definitions Results – August 2006

The Definitions Project group met in the third of series of four meetings on August 14-15 in Fort Collins, Colorado. 18 attendees representing federal agencies, professional organizations, and other NGOs participated in discussion and small group activities to continue the process. The following notes summarize the results from that meeting.

Process

Agenda

Day 1

Introductions

Review from last meeting

Review of materials submitted by participants since last meeting

Small group work in six areas: program/product, education/learning, interpretation, jobs/facilities, evaluation, and “other”

Day 2

Completion of small group work

Whole group discussion

Action plan

Objectives of this session

1. Work towards stated goals
 - a. Open dialogue between represented agencies/organizations
 - b. Look to future collaborations.
 - c. Develop products: at least publication and website

Next Steps

LB 8/18/06	Notes to everyone
All 8/30/06	Get assigned synthesized definitions to Lisa Brochu
LB 9/15/06	Develop workable draft of synthesized definitions for review and tweaking by definitions group
All 9/15/06	Get contextual material to Lisa Brochu
All 9/15/06	Write letters in support of value of project and get to Lisa (for grant reporting)
LB 10/1/06	Develop info package and get to definitions group to include: news bulletin, powerpoint, website model, draft written document (pdf)
LB 10/1/06	Develop website comment methodology
All 11/15/06	Promote discussion and invite review comments related to content and format

Anticipated work effort at fourth and final meeting Nov 30-Dec 1, 2006

- Review input from field (limited review pool)
- Finalize product parameters
- Identify specific project(s) and action plan(s) for further work
- Discuss whether there is a need to formalize group
- Finalize information for deliverables for grant reporting

Participants in this meeting

Facilitator: Lisa Brochu
Sue Bumpous, NAAEE
John Caramia, AHLFAM
Judy Chetwin, NPS
Carol Ellick, SAA
John Falk, ILI
Amy Galperin, BLM
Matt Gay, USFWS
Flip Hagood, SCA
Jim Hakala, AAM
Erik Holland, MER/AASLH
Christian Itin, AEE
Joseph Kerski, USGS
Gus Medina, EETAP
Tim Merriman, NAI
Kristen Nelson, USFS
Tim Sandsmark, ANCA
Marcella Wells, VSA
Mike Whatley, NPS

Methodology

Following receipt of definitions from a variety of sources since the last meeting, a group discussion was held to determine which definitions needed to remain included in the product and which could be “clumped” together or cross-referenced.

The larger group then broke into six small working groups with the intention of creating a single “synthesized” definition of the listed terms (the definitions group definition). It was determined that this synthesis might serve as a generally agreed-upon definition for the industry, or umbrella, while specific agencies or organizations might continue to list their own specific definitions that respond to specific policy within that organization. Both approaches would be used in the work product for this project with the umbrella definition leading to the more specific definitions and any supportive or expository information as well.

To facilitate this type of approach, a website will be developed that will allow individuals to get a quick version of the definition (the umbrella) with links to additional information, cross-referenced terms, or agency-specific definitions.

Group 1 – Program/Product Related Terms

Curriculum – is a plan of instruction based on specific standards for learning that includes what students should know, techniques for teaching, and context in which teaching and learning take place (needs more input from academic sources)

Exhibit – is an organized arrangement of text, graphics, and objects which communicate a message or theme

1. Outside exhibits often called waysides (BLM, NPS term) – are usually interpretive signs, kiosks, or other presentation methods developed for use in the outdoors

Exhibit design – is the process of conceiving an exhibit or other media to convey a message identified by a specific interpretive goal

Exhibit development – is the process by which exhibit designs become reality; i.e., fabrication or production

Media – is a carrier; i.e., of a message or pollution

Audio –visual/electronic media – are delivery systems for communicating a message or theme; i.e., films, IPODs, videos, interactive computer programs

Environmental media – are anything that carries pollution; i.e., air, water, and waste; vehicles also are considered an environmental media in weed pollution

Interpretive media – are techniques for delivering an interpretive message that does not require the presence of staff. Interpretive media types are only limited by a person's imagination.

Program – is any type of organized, topic-specific presentation or other delivery of information

Community/outreach program – is a program that:

1. occurs outside of the establish facility or land base
2. is designed for a broad audience within a geographic community

Education program – is a program that is comprehensive, curriculum based, conducted on or off site for all ages

Environmental education program – is a program that aims to develop an environmentally literate citizen who has the skills, knowledge, and inclination to make well-informed choices as a member of a community (See also NAAEE definition from Tbilisi Declaration)

Interpretive program – is a program that helps accomplish the communication goal that forges emotional and intellectual connections between an audience and meanings inherent in the resources

Junior Ranger program – is a program that engages young people in age appropriate activities and learning and provides a tangible memento for participation

Performing Arts program – is a program that offers opportunities for learners to explore resources using creative skills (i.e., storytelling, poetry reading, dance, drama, music, et al)

Project-based education program (also known in the EE field as issues investigation) – is an instructional strategy that involves students in investigating issues and proposing solutions while integrating subjects across the curriculum

Recreation interpretive program – is a program that offers opportunities for people to improve their outdoor skills (i.e., how to correctly pack a backpack; rockclimbing, snowshoeing, Leave No Trace, Tread Lightly)

Safety skill demonstration program – is a program that shows people how to safely enjoy the outdoors (i.e., carrying the right amount of water, boating and hunting safety, how to build a fire)

Scientific demonstration program – is a program that enables the participant to test specific hypotheses using the scientific method (i.e., water and soil sampling, weather studies)

Special event – is an event that celebrates a topic or theme, involves the community, and occurs outside of regularly scheduled programming

Group 2 – Education/Learning Related Terms

Education GM

Learning JF

Education – A way to purposively support leaning, organized, transactive, organized by the what , where, how, and who, why, multidimensionality

Learning – an innate change process in a system by which a new behavior, emotion, knowledge, skill is gained. (process by which the product occurs).

Educational Philosophies/Theories – A holistic perspective that articulates the thinking that informs education. - CI

Constructivism - JF

Experiential Education - CI

Place-based education - GM

Environmental Education - GM

Interdisciplinary? - CI

Teaching/learning Strategies – an approach to the educational process often answering the "HOW", describes the process. CI

Active Learning - CI

Experiential Learning - CI

Learning styles - JF

Multiple intelligence - JF

Outcome-based education - GM

Service learning - CI

Cooperative learning/education - CI

Brain-based learning - GM

Inquiry learning - GM

Problem/project based learning – GM

Differentiated instruction - GM

Affective leaning - GM

Action-based - CI

Adventure-based - CI

Adult learning/Androgogy - CI

WHERE – the context in which education occurs

Formal Education - JF

Informal Education - JF

Nonformal Education - JF

(outdoor?) - CI

Wilderness education - CI

Home schooling - GM

WHAT (content)

Outdoor Education - CI

Art- JH

Geography - JH

Conservation - JH

Environmental literacy - JH

Visual studies literacy - JH

Science literacy - JH

Wilderness - CI

Affective/values JH

Character education - JH

WHY – The motivation

Freechoice learning - JF

Home schooling - GM

Self-directed learning JF

Lifelong learning - JF

WHO

Guidelines – If the term has an association or body that supports these is the preferred site. Association for supervision and curriculum development. AERA SIG's Definition is ideally 2-3 sentences at max. Text books, journal articles. We can synthesize, shorten, or edit if it appears to help limit the definition to 2-3 sentences or if there are multiple definitions.

Other words

Community of Practice – JF

Standards – GM

Alignment/Correlation – GM

Literacy – JH

Curriculum – GM

Group 3 – Jobs/Facilities Related Terms

Definitions Project – Facilities and Jobs – Tim Sandsmark, Joseph Kerski

Art Educator A person who educates about art objects, art history or the meanings inherent in art.

Client A client is someone who uses the services provided by someone else, and often pays for these services, and is often referred to as customer.

Cultural Resources Specialist Adapted from BLM: A professionally qualified anthropologist, archaeologist, architectural historian, historian, historical architect, or similar professional who provides recommendations and services to assist managers in inventory, evaluation, and planning locations of human activity, occupation, or use identifiable through field inventory, historical documentation, or oral evidence.

Curator Adapted from Curator's Code of Ethics, 1996, Standing Professional Committee of Curators, AAM: A curator is a person knowledgeable about and trained in a field related to the collection in his or her care and is responsible for maintaining the overall well-being and scope of that collection.

Discovery Center A discovery center is a facility where people are encouraged to learn about a cultural or natural resource using hands-on, inquiry-based, and experiential methods.

Docent Adapted from Wikipedia: A docent is a volunteer or paid educator trained to further the public's understanding of the natural, cultural, and historical collections or sites of an institution or facility. See also Guide.

Educator Adapted from Visitor Studies Association: An educator is a person involved with the overall process or practice of teaching in a formal or informal venue. These include geography educator, archaeology educator, biology educator, history educator, museum educator, and many others, each with a specialty but with an overall goal to connect discipline-specific education with an understanding of the interconnectedness of cultural and natural resources.

Environmental Learning Center Adapted from Gus Medina: A facility where visitors can learn about natural and cultural resources and how they interact over time.

Explainer An explainer is a person who is knowledgeable about a resource and is skilled in teaching others about that resource. See also Guide.

Facilitator A facilitator is a person who encourages and enables a process, such as interpreting or teaching.

Guide A guide is a person who is knowledgeable about a resource and is skilled in teaching others about that resource, and often accompanies visitors from place to place in the area of the resource. See also Docent, Explainer.

Informal Learning Environments Adapted from the National Park Service: The places, venues, and settings where informal learning opportunities are intentionally made available to visitors, such as in parks or museums.

Interpreter Adapted from Visitor Studies Association: A person who employs the art and science of helping visitors make meaning and discover relevant connections to natural or cultural phenomena.

Interpretive Center Adapted from NAI: An interpretive center is a facility where opportunities are provided for people to forge emotional and intellectual connections between their interests and the meanings that arise from learning about the resource. The facility may or may not be staffed, and can range in scale from a kiosk to a complex of buildings and natural sites, but always provides information about the natural and cultural resources.

Learner A learner is a person who is actively engaged in building meaning through acquiring knowledge and skills.

Museum A museum is a permanent facility containing a collection, open to the public, with at least one professional that houses and educates others about the collection.

Museum Educator A museum educator is a specialist who is trained to further the public's understanding of the natural, cultural, and historical collections and mission of a museum.

Naturalist Adapted from Tim Sandsmark, Association of Nature Center Administrators: A naturalist is a person who is knowledgeable in and often educates others in the characteristics, processes, and history of the natural environment. A person who is an advocate of the doctrine that the world can be understood in scientific terms. A person who studies nature, including landscapes, plants, and animals, usually in their natural surroundings.

Nature Center Adapted from Tim Sandsmark, Association of Nature Center Administrators: A nature center is a facility that brings environments and people together under the guidance of trained professionals to experience and develop relationships with nature. A nature center serves its local community and fosters sustainable connections between people and their local environment. See also Discovery Center, Interpretive Center, Visitor Center.

Outdoor Classroom Adapted from the US Fish and Wildlife Service: Outside sites where structured educational activities that focus on the natural environment and cultural resources occur.

Stakeholder A stakeholder is a person who has a vested interest in a place, program, or a process. See also Interpretive Planning.

Teacher A person whose role is interpreting, explaining, training, and imparting knowledge and skills about people, places, objects, processes, and relationships with a goal to build meaning in the minds of learners.

Visitor Center A visitor center is a facility, open to the public, that provides information about the area's natural and cultural resources. A visitor center may contain exhibits, visitor facilities, and interpretive information.

Visitor Contact Station A visitor contact station is any location, ranging from a table, a kiosk, to a building where people can obtain information about a natural or cultural resource.

Volunteer Adapted from the US Department of Labor: A volunteer is an individual who performs services for an organization for civic, charitable, or humanitarian reasons, without promise, expectation, or receipt of compensation for services rendered.

Group 4 – Evaluation Related Terms

Affective – An attribute of the human experience that describes feelings and/or emotions and sometimes attitudes or values; often used to describe learning objectives and/or outcomes. See also: Outcome, Objective

Assessment – measurement of a learner's performance. See also: Evaluation, Evaluation Research, Visitor Studies.

Audience Research – systematically gathering information (descriptive, psychological, contextual) about visitors or audiences. See also: Visitor Studies, Evaluation, Needs Assessment, Demand Analysis, Human Dimensions

Benefit – Lasting, meaningful change over time that results from multiple and diverse learning experiences; refers to collective socio-logical, psychological, economic, and/or environmental outcomes of education and learning.

Cognitive – An attribute of the human experience that describes knowledge, belief, facts; often used to describe learning objectives and/or outcomes. See also: Outcome, Objective

Critical Appraisal - the overall observations and expert judgment of an exhibition, program or interpretive product by a professional evaluator (or panel of professional evaluators) to identify obvious or suspected problems which can be immediately corrected or studied later with visitor input.

Demand Analysis –the deliberate and systematic process of gathering information and data about current and potential visitors for program and administrative decision-making; audience inventory and analysis that considers current, hindsight, and future perspectives and employs a thoughtful and deliberate process for understanding and describing patterns in the data for making planning recommendations. See also: Audience Research, Human Dimensions, Needs Assessment

Evaluation – a judgment of worth or merit; an appraisal of value; the careful appraisal and study of something to determine its feasibility or effectiveness. See also: Evaluation Research, Visitor Studies.

Evaluation Research - the process of systematically and rigorously gathering data to help guide the judgment of worth or merit related to programs and/or exhibits; is distinguished from evaluation in that it is typically supported by a theoretical or conceptual framework and is often generalizable to broader contexts beyond just the study area or sample. See also, Evaluation, Visitor Studies

Formative Evaluation – testing an exhibit during the design, development, and fabrication process to help determine the appropriateness, effectiveness, and use by visitors; a process of visitor studies to help check assumptions during the interpretive media development process. See also: Visitor Studies, Evaluation, Evaluation Research

Front-end Evaluation – audience or visitor research integrated into exhibition or interpretive media development to determine the an audience's general knowledge, questions, expectations, experiences, learning styles and concerns regarding a topic or theme. See also: Visitor Studies, Evaluation, Evaluation Research

Human Dimensions – the recognition and acceptance of human dimension factors in resource management; the interface of social science and natural resource management.

Impacts – the collective effects of interpretive media or education on its intended audiences. See also: Output, Outcome, Benefit

Indicator – A benchmark or specific performance target used to determine success of an outcome.

Logic Model – An organizing tool or picture of how an interpretive or educational program works; a written sequence of ordered program components that often includes goals, inputs, activities, outputs, and outcomes.

Measurement – the assignment of numerals to objects or events according to rules; an operation resulting in standardized classifications of outcomes; in visitor studies or evaluation research, measurement often refers to the tools used to capture data about audiences or visitors and may include such things as observations, interviews, focus groups, surveys and so forth.

Needs Assessment – A systematic process for determining the needs of a defined population; the process of researching need, available services, and service gaps by population and geographic area. See also: Audience Research, Demand Analysis.

Goal – A broad, general statement about the purpose or intent of an interpretive or educational program. See also: Logic Model

Objective – A statement of a specific, measurable, and observable result desired from an educational or interpretive activity or experience; a stated expectation about audience, behavior, condition, degree that will result from a learning experience. See also: Cognitive, Affective, Psychomotor, Logic Model

Outcome – the affective, cognitive, or psychomotor change in a learner as a result of a program or activity; what a learner does, thinks, or feels as a result of an interpretive experience; change in behavior, skills, knowledge, attitudes, values, or condition after participating in a learning activity or experience. See also: Logic Model, Objective

Outcome-Based Evaluation (OBE) – Evaluation or visitor studies that focuses on measurable visitor outcomes rather than outputs. See also: Outputs, Outcomes, Logic Model

Output – Measurable, observable results of a program or service that can be counted as numbers or dollars; direct products of activities measured in units. See also: Logic Model

Performance Measure – See Indicator

Psychomotor – An attribute of human experience that describes behaviors, skills, action; often used to describe learning objectives and/or outcomes. See also: Outcome, Objective

Remedial Evaluation - the assessment of how all individual parts of an exhibition of interpretive project work together as a whole in order to improve the exhibit's impact on visitors. See also: Visitor Studies, Evaluation, Evaluation Research

Rubric – Specific criteria or guideline used to evaluate learner outcomes. See also Measurement.

Summative Evaluation – examining people’s experiences with completed interpretive media to determine whether the objectives of the media have been met; visitor studies conducted after an interpretive or educational project is completed to describe the impacts of the project. See also: Visitor Studies, Evaluation, Evaluation Research

Visitor Studies - the interdisciplinary study of human experiences within informal learning settings; the systematic collection and analysis of information or data to inform decisions about interpretive exhibits and programs; measuring or assessing the effects of museum exhibitions and/or interpretive programs and media on learners. See also: Evaluation, Evaluation Research

Group 5 – Interpretation Related Terms

Accreditation – (See AAM or NOCA) - to recognize (an educational institution) as maintaining standards that qualify the graduates for admission to higher or more specialized institutions or for professional practice (Merriam-Webster).

Audience (s. visitor, user, guest, client) is a person or person for whom interpretive services are designed for and/or delivered to. (Def. Project).

Authority of the Resource Technique (ART) is a multi-pronged interpretive approach which cites the natural and cultural resource-based reasons for management policy when dealing with undesirable audience behavior . (Def. Project as per George Wallace).

Behavior Change –

Certification – The state of being certified (Merriam-Webster).

Communication – a process by which information is exchanged between individuals through a common system of symbols, signs, or behavior

Historical demonstrations – A personal interpretation that uses documented methods either of the past or used in the past to assist audiences in understanding a theme, time period or technique (Def. Project).

First Person interpretation – (Character Interpretation) – A mode of living history interpretation in which the interpreter takes on the role of a person of the past. This personage can be a compilation of several historical personalities, or it can be based on one individual. The intent of this style is to present the attitudes, beliefs, viewpoints, language, and mannerisms of another period in history in a way that is immediate, entertaining, and thought-provoking. Through the portrayal of a character they create for the visitor the illusion that their historic personage has returned to life. (Def. Project ALFHAM’s Living History PIG) (SEE LIVING HISTORY)

Formal Interpretation – All scheduled presentations, personal or non-personal, that have a theme, goal and objective with desirable measurable outcomes. (Def. Project) (SEE INTERPRETATION)

Heritage – Nature and culture.

Heritage Resources – Natural and cultural resource. (Def.

Informal Interpretation – Spontaneous personal interpretive contacts with audiences within a variety of settings. (Def. Project) (SEE INTERPRETATION)

Interpretation is a mission-based communication process that forges emotional and intellectual connections between the interests of the audience and meanings inherent in the resource . (Def. Project)

Interpreter- A person who employs a mission-based communication process that forges emotional and intellectual connections between the interests of the audience and meanings inherent in the resource (Def. Project). (SEE INTERPRETATION)

Interpretive Equation is a visual and verbal metaphor for demonstrating the dynamic relationship between the knowledge of heritage resources, knowledge of audiences and use of appropriate interpretive techniques to create interpretive opportunities. (Def. Project)

Interpretive Objectives are desired measurable outputs, outcomes and impacts of interpretive services. (Def. Project and logic models/Kellogg Foundation) (SEE INTERPRETIVE)

Interpretive Opportunity is a place, time and experience when interpretation may occur. (Def. Project) (SEE INTERPRETIVE)

Interpretive Planning is a decision making process that blends management needs and resource considerations with visitor desire and ability to pay (with time, interest or dollars) to determine the most effective way to communicate the message to targeted markets. (NAI) (SEE INTERPRETIVE)

Interpretive Programs – Activities, talks, publications, audio-visual media, signs and exhibits that convey key natural or cultural resource messages to visitors (USFWS). (SEE INTERPRETIVE)

Interpretive Programs – Activities, talks, publications, audio-visual media, signs and exhibits that convey key heritage (natural and/or cultural) resource messages to audiences (Def. Project) (SEE INTERPRETIVE)

Interpretive Theme – A central message about a topic of interest that a communicator wants to get across to an audience. It's the answer to the question, "so what." (Sam Ham)

Interpretive Theme statements express meaning, links a tangible resource to its intangible meanings, and organizes interpretive programs (NPS). (SEE INTERPRETIVE)

Interpretive Theme statement is a message or idea that clearly articulates meaning, links a tangible resource to its intangible meaning, and organizes an interpretive program (Def. project). (SEE INTERPRETIVE)

Living history - is an attempt to accurately replicate the past through the use of a physical environment and the sights, sounds and smells of the period being represented. This process can incorporate a variety of interpretive styles. The intent is to immerse the visitor in another period of history and cause them to react to and contemplate why that era was the way it was. (Def. Project ALFHAM's Living History PIG)

Outreach – The act of communication of the organization's mission and goals to a wide variety of audiences including news media, educators, students, the general public, scientists, legislators and others (USGS).

Outreach – The communication of the organization's mission and goals to a wide variety of audiences usually away from the organization's offices, sites or properties (USGS).

Social Marketing – The use of marketing principles and techniques to influence a target audience to voluntarily accept, reject, modify, or abandon a behavior for the benefit of individuals, groups, or society as a whole (nccanch.acf.hhs.gov/admin/glossary.sfm).

Marketing Principles – (check marketing book)

Non-personal Interpretation – Interpretive media that do not require a person who delivers (i.e. exhibits, waysides, brochures, signs, magazines, books, etc.) (SEE INTERPRETATION)

Personal Interpretation – One person or persons interpreting to another person or persons. (Def. Project, variation of Brochu/Merriman definition) (SEE INTERPRETATION)

Target Audience – (check marketing book)

Underserved – provided with inadequate service (Merriam-Webster)

Off-site program is a program conducted away from the practitioner's place of work. (Def. Project, variation of Sam Ham definition)

Interpretive services – Any personal or non-personal media delivered to audiences (Def. Project). (SEE INTERPRETIVE)

Interpretive - technique that assists audiences through communication media in making both emotional and intellectual connections with heritage resources. (Def. Project)

Resource Issue Interpretation is an interpretive communications process that uses science-based resource condition assessments and findings to deliver specific stewardship messages to target or general audiences with the desired outcome of bringing specific resource issues to resolution. (SEE INTERPRETATION)

Resource Issue Interpretation consists of identifying an issue, determining an appropriate message, identifying target audience(s) and selecting appropriate interpretive techniques to accomplish resource protection. (NPS) (SEE INTERPRETATION)

Teachable Moment - A recognized serendipitous occurrence that may lead to an interpretive opportunity. (Def. Project)

Third person interpretation - A mode of living history interpretation, whether costumed or not, in which the interpreter remains contemporary to the audience. Rather than becoming one with the past, the interpreter maintains a historical distance and is analytical and descriptive of the period being represented. This mode of interpreting places interpreters squarely in the role of historians – looking at the past from an objective viewpoint and within a context relative to events before and after the period being interpreted. The third-person interpreter uses quotes, terminology and activities of the past, not in imitation, but as artifact in and of themselves; aspects of the past that can be examined with as much validity as any three-dimensional object. (Def. Project ALFHAM's Living History PIG) (SEE LIVING HISTORY)

Group 6 – Other Miscellaneous Terms

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[Word] is [definition]; cross-reference; synonym; source for additional information.

Accessibility is a general term used to describe the degree to which a facility, program, or product is usable by as many people as possible. (For more information: National Center on Accessibility.)

Advocacy is the act or process of defending or maintaining a cause, ideal, or proposal.

Best practice is a management idea which asserts that there is a technique, method, process, activity, incentive or reward that is more effective at delivering a particular outcome than any other technique, method, process, etc. The idea is that with proper processes, checks, and testing, a project can be rolled out and completed with fewer problems and unforeseen complications. (For more information: American Society for Training and Development.)

Capacity building is [CONTINUE TO WORK ON THIS TERM] strengthen an organizations ability to deliver services. [Flip will contact ICL to strengthen this definition.]

Citizen science is a term used for a project which aims to make scientific discoveries, verify scientific hypotheses, or gather data which can be used for scientific purposes, and which involves large numbers of people, many of whom have no specific scientific training. Citizen science projects are often run by scientific institutions, research non-governmental organizations, or educational establishments. [Flip will find the organization or program who uses the term citizen science.]

Competencies are prescribed standards that enable people to perform successfully by achieving outcomes and completing tasks effectively. A competency consists of knowledge, skill, ability, attitudes, values, and personal characteristics. (For more information: American Society for Training and Development and Society for Human Resource Development.)

Conservation is an ethic of resource protection based on balancing resource production, use, allocation, and preservation. Cross-reference: preservation; stewardship.

Cooperative association is revenue producing non-profit organization dedicated to supporting the educational and preservation goals of the partnering agency; Cross-reference: Friends groups.

A Cultural landscape is a traditionally or historically used and/or modified environment or landform. Use or modification may be physical or it may be spiritual. Cross-reference: historic preservation; cultural resources; cultural resource management.

Cultural resources are places or objects of national heritage. Cross-reference: historic preservation; cultural landscape; cultural resource management; Synonym: heritage resource.

Cultural resource management is the process by which the impacts to cultural resources are taken into consideration and the effects of potential impacts are mitigated as required under historic preservation laws and statutes. Cross-reference: cultural resource; historic preservation; cultural landscape.

Ecosystems management is the integration of ecological, economic and social principles to manage biological and physical systems in a manner that safeguards the long-term ecological stability, natural diversity and production of the landscape. Synonym: Natural resource management

Friends group is an advocacy organization of interested citizens as volunteers to assist agencies or organizations in building constituency support; may include revenue enhancement; Cross-reference: cooperative association.

A goal is a stated desired outcome of a process or project. [Carol will find the organization or program that uses the term]

Heritage resource is used interchangeably with term cultural resource. More commonly used in international situations. Synonym: cultural resource.

Historic preservation is the process or program by which historic environments such as districts, sites, buildings, structures, objects, and landscapes are protected under laws and statutes. Cross-reference: cultural resource, cultural landscape; cultural resource management.

Preservation is the act of protecting a resource for future generations. Cross-reference: conservation; stewardship.

Professional development is a process of learning and keeping up to date in ones area of expertise. The process of progressing in ones chosen career through continuing education and training. Cross-reference: Training.

Public affairs is an effort to affect public opinion and perceptions on public policy issues; public affairs builds awareness and helps to shape public opinion via communications and strategies designed to influence the public's knowledge.

Public archaeology (1) is a process for including the public in or for creating