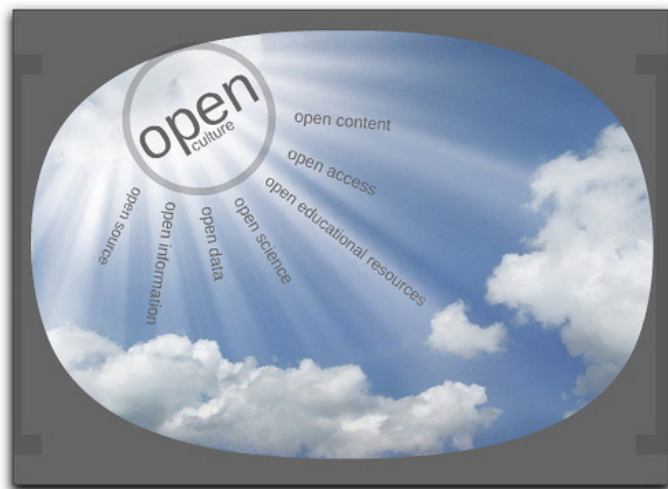


Open Educational Resources



CC: BY-SA by Gideon Burton
http://creativecommons.org/licenses/by-sa/w.0

“OER are teaching, learning, and research resources that reside in the public domain or have been released under an intellectual property license that permits their free use or re-purposing by others.

Open Educational Resources include full courses, course materials, modules, textbooks, streaming videos, tests, software, and any other tools, materials, or techniques used to support access to knowledge.”

Atkins, Brown, Hammond. “A Review of the Open Educational Resources (OER) Movement: Achievements, Challenges, and New Opportunities.” p. 4. Hewlett Foundation. 2007. CC: BY 3.0.

Tips for Creating Open Content:

Choose your License

Be clear about your license choice and about what it covers.

Use Open Content

Promote open content by using open content and remixing others’ work.

Attribute your sources

Include license info and link to it on your website or in your work: Author, Title, Source. License. License URL.

Make it adaptable

Make your content available in multiple file formats (pdf, .ppt, .odt, .doc, etc). Ensure that users can download your content, not simply access it.

Additional Resources:

- open.umich.edu/share
- open.umich.edu/wiki/Casebook
- lib.umich.edu/copyright
- creativecommons.org

Tools for Finding and Using Open Content:

openattribute.com

“a suite of tools that makes it ridiculously simple for anyone to copy and paste the correct attribution for any CC licensed work. A simple tool everyone can use to do the right thing with the click of a button.” (CC: BY)

oerglue.com

“a new tool (in beta) that allows you to take content from the web, stitch it together and add interactivity and assessment tools to build your own courses.” (CC: BY-SA)

ccmixter.org

“is a community music site featuring remixes licensed under Creative Commons where you can listen to, sample, mash-up, or interact with music in whatever way you want.” (CC: BY-NC)

oercommons.org

“a network for teaching and learning materials, the web site offers engagement with resources in the form of social bookmarking, tagging, rating, and reviewing.” (CC: BY-NC-SA)

MELO 3D Training Meeting 2

Open Educational Resources and Online Learning Objects
Tuesday, June 14, 2011, 3-6 pm, North Quad Media Lab 1110

Presenters: MELO 3D participants and Emily Puckett Rodgers, Open Education Coordinator, epuckett@umich.edu

Learning objects (LOs) enable the academic community to share and adapt peer-assessed materials created across a variety of teaching settings. While MERLOT is supportive of applying open licenses to these resources, often creators of learning objects do not use openly licensed content to grow these collections or license their own adaptations and contributions to MERLOT. Those who adapt and modify this work, putting creative effort into wrapping learning objects with pedagogically and contextually relevant information, can leverage open licenses to make these resources even more useful to teachers and learners across educational settings. This workshop is intended to introduce creators and collectors of learning objects to new opportunities afforded by applying open licenses to their MERLOT-submitted work and by searching for and using open educational resources (OER) in their practices. It will also include an introduction to copyright and an overview of how to recognize and understand copyright when creating Learning Object-based OER.

Breakout Session One (5 minutes):

Find an example of an openly licensed Learning Object in MERLOT that is in your discipline. Add it to your collection.

Hint: Look at the metadata fields to find out the copyright and creative commons status of the LO.

More information about this material:

Primary Audience: High School, College General Ed, College Lower Division, College Upper Division, Graduate School, Professional

Delivery Platforms:

Learning Management System: WebCT, Blackboard, Desire2Learn, Angel Learning

Language: English

Copyright: unsure

Source Code Available: yes

Section 508 compliant: unsure

Cost Involved: no

Creative Commons: unsure

Breakout Session Two (10 minutes):

Find an example of OER on the open web that can be used as a Learning Object.

Share this with your neighbors and discuss:

- What steps would you take to make it a Learning Object?
- How would you make sure you can use and adapt this material in different contexts?

Hint: Use your Open.Michigan "Open Content Repositories" handout or search oercommons.org or ocwconsortium.org for openly licensed content.

Breakout Session Three (15 minutes):

Examine the LO you presented at the beginning of today's session. What steps would you take to publish this as an open educational resource? If there's time, we'll go over a few examples from volunteers.

Join the Open.Michigan community!

- 1) License your own content and publish it with Open.Michigan.
- 2) Volunteer to clear and publish content from your department.
- 3) Participate in Open.Michigan activities across campus.
- 4) Advocate the use of open licenses to your colleagues.

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