Open Education Design

Course for practitioners

July 2-6, 2018

United Nations Educational, Scientific and Cultural Organization

UNESCO Chair on Open Technologies for Open Educational Resources and Open Learning

Institut "Jožef Stefan" Ljubljana, Slovenija

Content Issues and Open Education Design

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by Surian Soosay https://flic.kr/p/ocGD2z

Open Educational Resources

"digitized materials offered freely and openly for educators, students and self-learners to use and reuse for teaching, learning and research"

OECD, 2007

Big and Little OER

Big OER

Institutionally generated and arise from projects

- high quality
- explicit teaching aims
- uniform style
- part of a time-limited, focused project
- portal
- associated research and data

Martin Weller
http://oro.open.ac.uk/24702/2/926FFABC.pdf

Big and Little OER

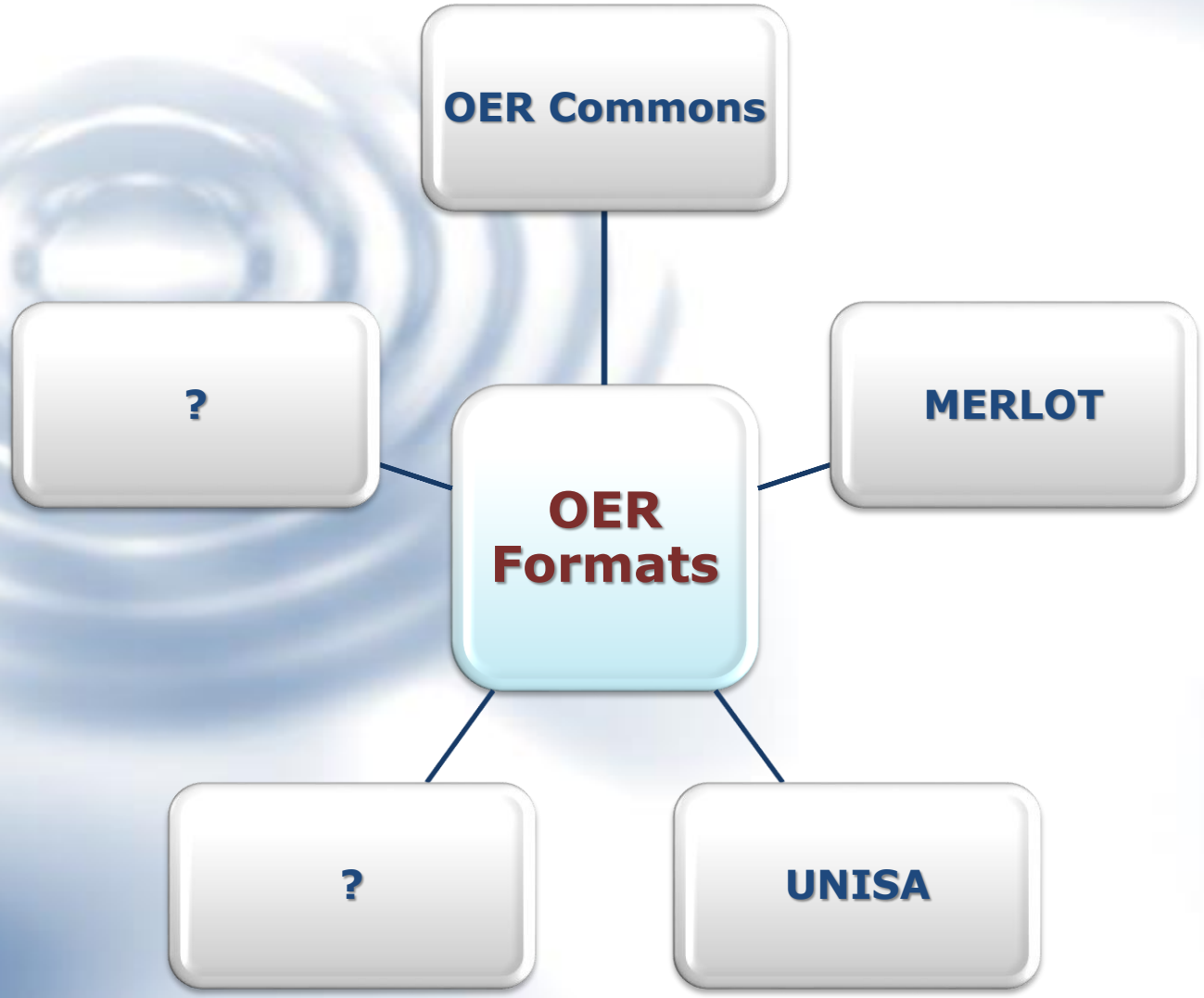
Little OER

Individually produced, low cost resources

- They are produced by anyone, not just educators,
- may not have explicit educational aims
- low production quality
- shared through third party sites and services

Martin Weller
http://oro.open.ac.uk/24702/2/926FFABC.pdf

OER: Content Types



Content Types: OER Commons

Activity/Lab	Reading	Primary Source
Assessment	Interactive	Simulation
Case Study	Lecture	Student Guide
Data Set	Lecture Notes	Syllabus
Diagram/Illustration	Lesson	Teaching/Learning Strategy
Full Course	Lesson Plan	Textbook
Game	Module	Unit of Study
		Homework/Assignment

https://www.oercommons.org/oer

Content Types: MERLOT

- Animation
- Assessment Tool
- Assignment
- Case Study
- Collection
- Development Tool
- Drill and Practice
- ePortfolio
- Hybrid/Blended Course
- Learning Object Repository
- Online Course
- Online Course Module
- Open (Access) Journal - Article
- Open (Access) Textbook
- Presentation
- Quiz/Test
- Reference Material
- Simulation
- Social Networking Tool
- Syllabus
- Tutorial
- Workshop and Training Material

https://www.merlot.org/merlot/materials.htm?sort.property=overallRating

Content Types: UNISA

- Image and Audio resources
- Books in the public domain
- Video and Audio lectures
- Interactive simulations
- Game based learning programmes
- Lesson Plans
- Textbooks
- Online course curricula
- Professional learning programme

http://libguides.unisa.ac.za/c.php?g=507617&p=3505997

OER: Content Types

Please break in groups of 3 each. Assume that you, in a group of 3, are planning to design a common Big OER repository collaboratively.

Visit a few OER Repositories such as OER Commons, MERLOT, UNISA, OER Africa, MIT OCW, COL OASIS, etc.

Browse through various types of material listed in the repositories and idenify your own preferred list of content types.

Content Types: Group 1

1 Full courses

2 Text

3 Videos

4 Quiz

5 Pronunciation Exercises

6 Images

Content Types: Group 2

- 1 Audio/video
- 2Images
- 3Quizzes
- 4Lecture slides
- 5Online textbook
- 6Animation
- 7Online course
- 8Policy documents
- 9Reports/conference papers/research papers

Content Types: Group 3

- Presentations
- Case studies
- Lecture notes and plans
- Assignments & quizzes
- Activities
- Newsletters
- Policies & Reports
- Templates
- Multimedia
- Datasets

Content Types: Group 4

1 Text - html

2 Video / audio presentations

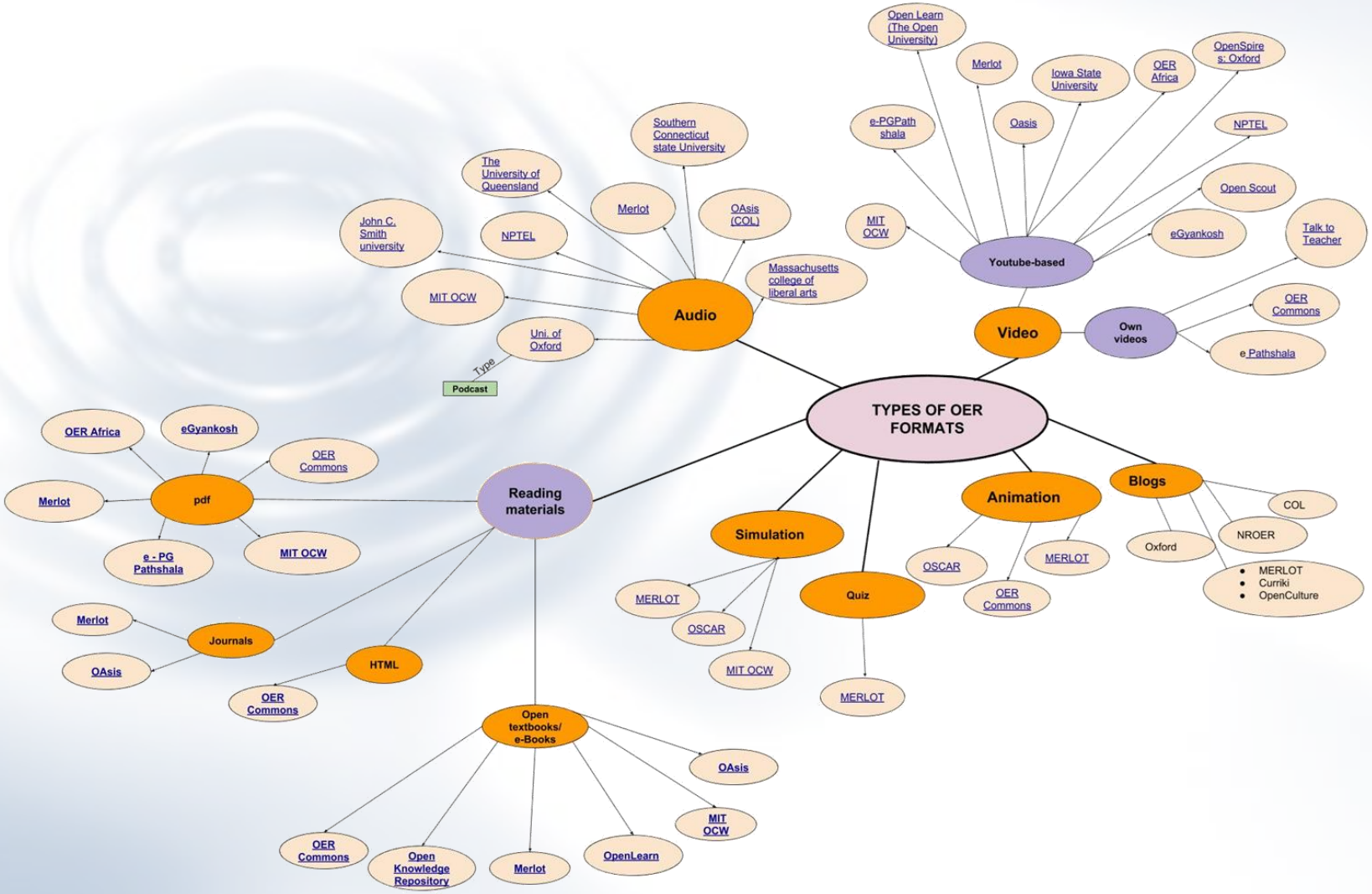
3 Quiz

4 e-Book

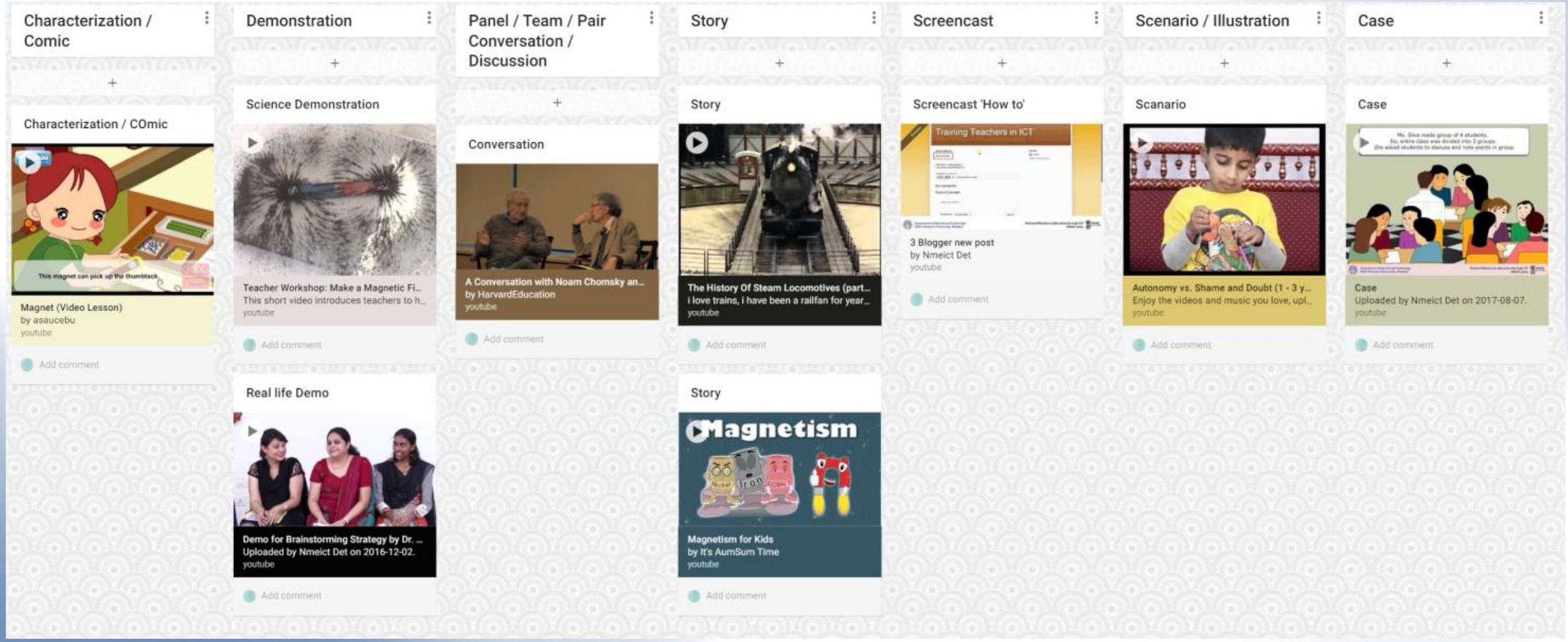
5 Open assignment (e.g. with outside data)

6 Learning outcomes

Content Types: Navigational Concept-Map



Video formats



Open Content: 5 Rs by David Wiley

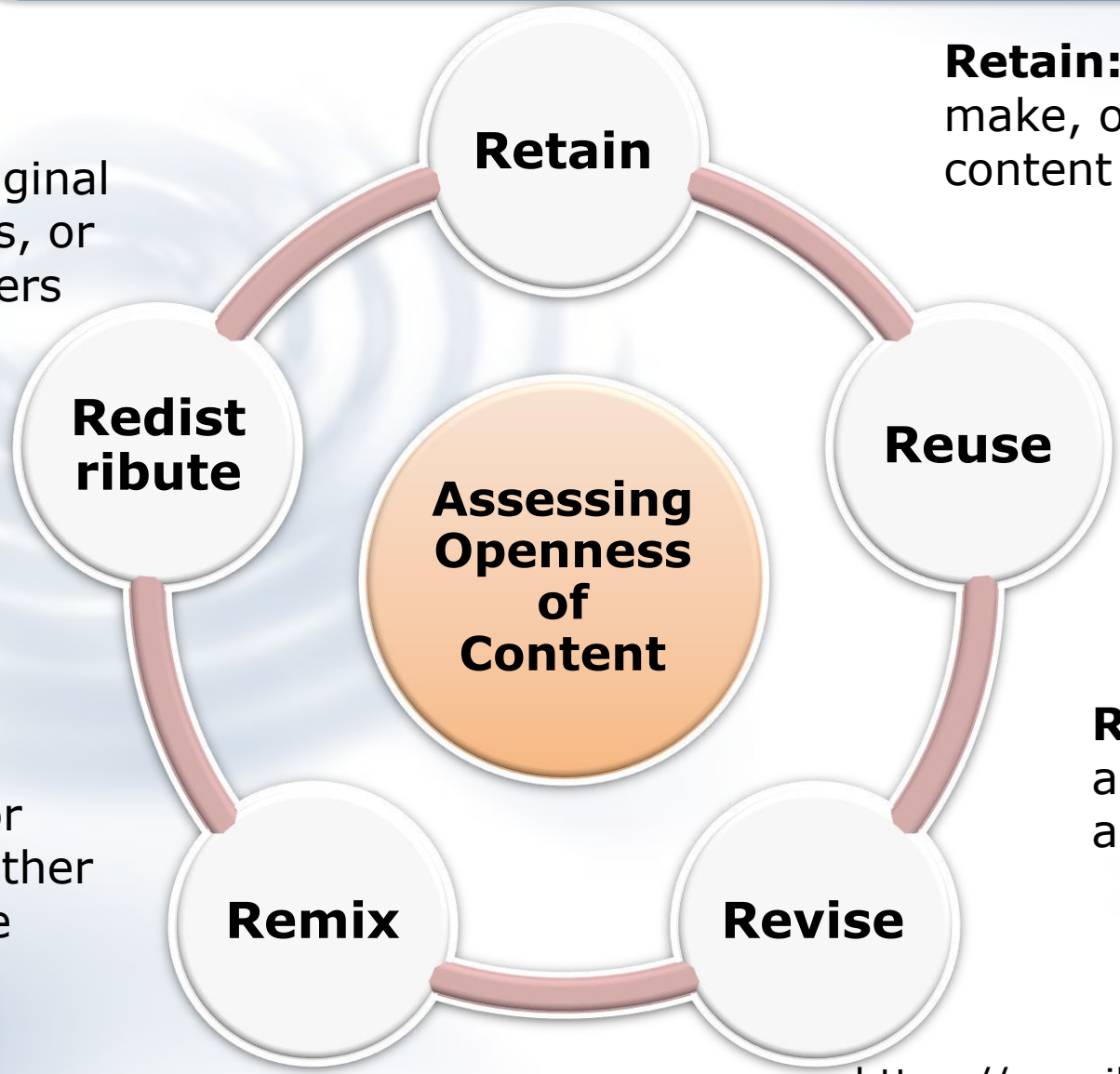
Retain:
make, own, control copies of the content

Reuse:
use the content in a wide range of ways

Revise:
adapt, adjust, modify, or alter the content itself

Remix:
combine the original or revised content with other open content to create something new

Redistribute:
share copies of the original content, your revisions, or your remixes with others



https://en.wikipedia.org/wiki/Open_content

Open Content: ALMS

- **Access to editing tools?**
- **Level of expertise required to revise or remix?**
- **Meaningfully editable?**
- **Source-file access?**

https://www.opencontent.org/definition/

Open Content: Issues

Please think of any two issues related to Open Content Design you feel are significant and should be addressed.

Open Content: Issues

Discuss issues, you thought about, with your friend sitting next to you.

Open Content: Issues

Please share issues you both discussed.

Open Content Design: Issues

Appropriateness of format	Free access, limited access, mobile	Technical skill required for Editing, reuse of video difficult	Format issue/ Availability in diff format
Many talking head videos	How to find useful resource from the available	Extent of complexity in multi-media or multi-formats	Completely free ICT Tool?
How to determine quality of our own OER	Offline version of material	Availability of metadata for reuse, repurpose	Translation in other languages, localisation

Open Content Design: Issues

- Content Types
- Content Quality
- Language
- Technical issues in designing
- Complexity of skills in designing content
- Technical issues in accessing Content
- Complexity of skills in accessing Content
- Cost of development
- Authenticity
- Plagiarism
- Extent of use of 5Rs (Retain, Reuse, Revise, Remix, Redistribute)

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Thank you!!!

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