

Creating Open Educational Resources with Open Source Software

Thursday, April 27th, 2017

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Description

This presentation will highlight some tried and true open source tools that you may know and some that you may not. These tools can be used to design and develop modules of learning which can be shared with the world as Open Educational Resources licenced under Creative Commons. A presentation with a quick demo followed by a discussion will allow us to exchange ideas and share best practices.



Some Definitions - Free and Open Source Software

“Free software is software that gives you the user the freedom to share, study and modify it. We call this free software because the user is free.”

Free Software Foundation <https://www.fsf.org/about/what-is-free-software>



Why Free and Open Source Software?

- Principle
- Financial
 - Educational Establishment
 - Student
- Liberty
- Reducing fear
- Conseil de Trésor - new rules



Free and Open Source Technology in Presentation

- Linux Mint (Operating System) - www.linuxmint.com
- LibreOffice: Impress (Storyboarding) - www.libreoffice.org
- Krita (Drawing program) - www.krita.org
- RecordMyDesktop (Record screencasts) - see Linux Mint apps
- GIMP (Image editing) - www.gimp.org
- OpenShot - Video Editor - www.openshot.org
- Moodle (LMS) - www.moodle.org
- OpenEdX - open.edx.org



Other Technology Used in Presentation

- Cloud-based tools:
 - Google Slides for Collab (alt: LibreOffice Cloud)
 - YouTube
- Hardware
 - Wacom Intuos Draw Tablet (compatibility)
 - Headset/microphone (audio quality)

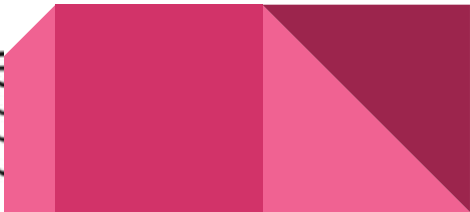
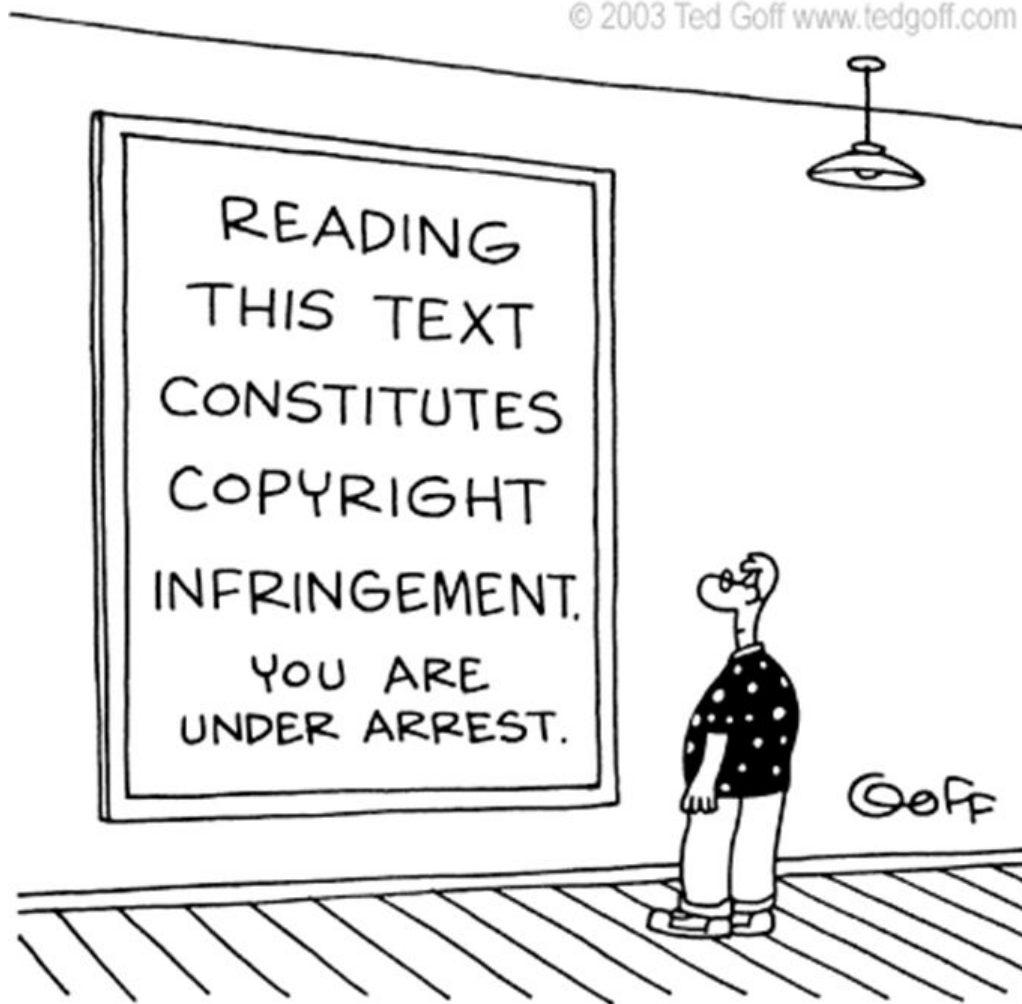


Some Definitions - Open Educational Resources (OERs)

“Open Educational Resources are teaching, learning or research materials that are in the public domain or released with an intellectual property license that allows for free use, adaptation, and distribution.” -UNESCO

<http://www.unesco.org/new/en/communication-and-information/access-to-knowledge/open-educational-resources/>





Some Definitions - Creative Commons



A **Creative Commons** (CC) license is one of several public copyright licenses that enable the free distribution of an otherwise copyrighted work. A CC license is used when an author wants to give people the right to share, use, and build upon a work that he has created.

<https://creativecommons.org/licenses/>

Some Definitions - Creative Commons



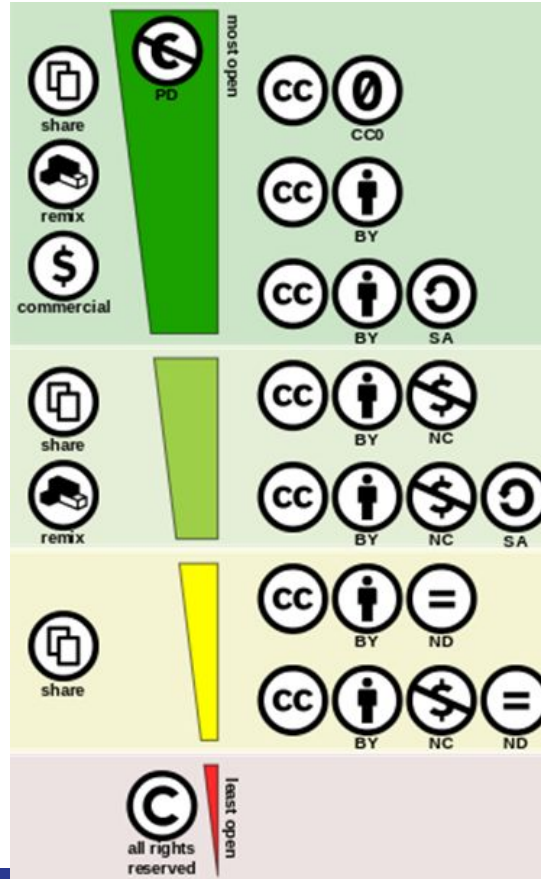
BY = Attribution

NC = Non Commercial

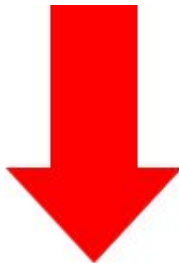
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Most Open








Least Open

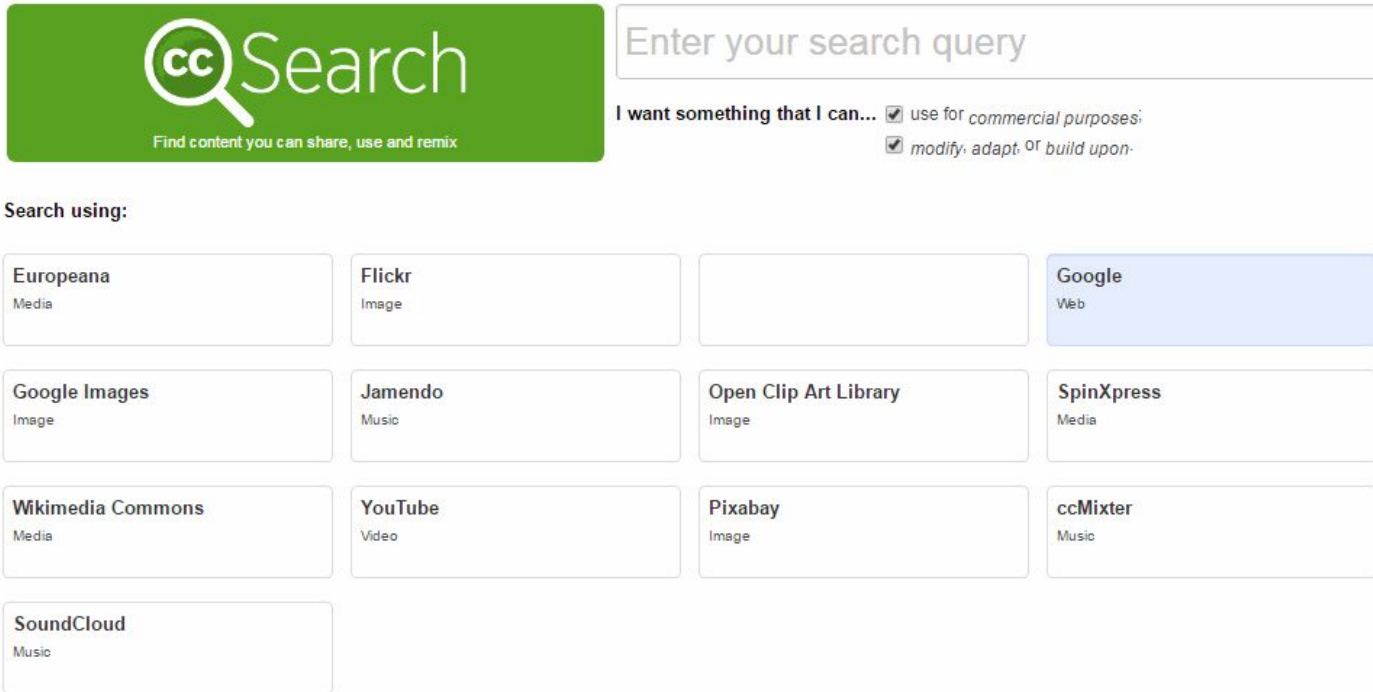


Some Definitions - Creative Commons

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	CC BY	✓	✓	✓	✓	✓
	CC BY-SA	✓	✓	✓	✓	✗
	CC BY-ND	✓	✓	✓	✗	✓
	CC BY-NC	✓	✓	✗	✓	✓
	CC BY-NC-SA	✓	✓	✗	✓	✗
	CC BY-NC-ND	✓	✓	✗	✗	✓

				
You can redistribute (copy, publish, display, communicate, etc.)	You have to attribute the original work	You can use the work commercially	You can modify and adapt the original work	You can choose license type for your adaptations of the work.

Searching for Creative Commons



The image shows the Creative Commons Search interface. At the top left is a green button with the CC logo and the text 'Search' and 'Find content you can share, use and remix'. To its right is a search input field with the placeholder text 'Enter your search query'. Below the input field are two checkboxes: 'I want something that I can...' followed by 'use for commercial purposes:' and 'modify, adapt, or build upon:'. Below these are several search engine buttons arranged in a grid. The buttons are: Europeana (Media), Flickr (Image), Google (Web), Google Images (Image), Jamendo (Music), Open Clip Art Library (Image), SpinXpress (Media), Wikimedia Commons (Media), YouTube (Video), Pixabay (Image), ccMixer (Music), and SoundCloud (Music). The Google button is highlighted in light blue.

cc Search
Find content you can share, use and remix


Enter your search query

I want something that I can... use for *commercial purposes*:
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<https://search.creativecommons.org/>



Workflow: Creating a Tutorial in the Style of Khan Academy

Example Khan Academy Video*



*Khan Academy resources are not published with a Creative Commons licence

Workflow

1. Storyboarding with LibreOffice Impress
2. Recording the tutorial with Krita and RecordMyDesktop
3. Create a title screen with the GIMP
4. Edit the video with OpenShot/Handbrake
5. Upload to YouTube and set options (oercontribs)
6. Embed into Moodle



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Workflow - Open edX



<https://open.edx.org/installation-options>

<http://openedx.dawsoncollege.qc.ca>

Open edX is a free and **open** source course management system (CMS) that was originally developed by **edX**.

The **Open edX** platform is used all over the world to host Massive **Open** Online Courses (MOOCs) as well as smaller classes and training modules.



Discussion

- What potential applications for this approach do you see at your college, and how might you inspire teachers to give these technologies a try?



Discussion

- Are there any initiatives at your college to share learning objects or implement blended learning?



Questions?





Thank you!