

# Creating Open Educational Resources with Open Source Software

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

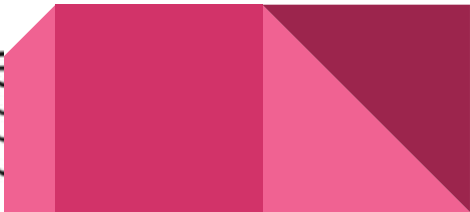
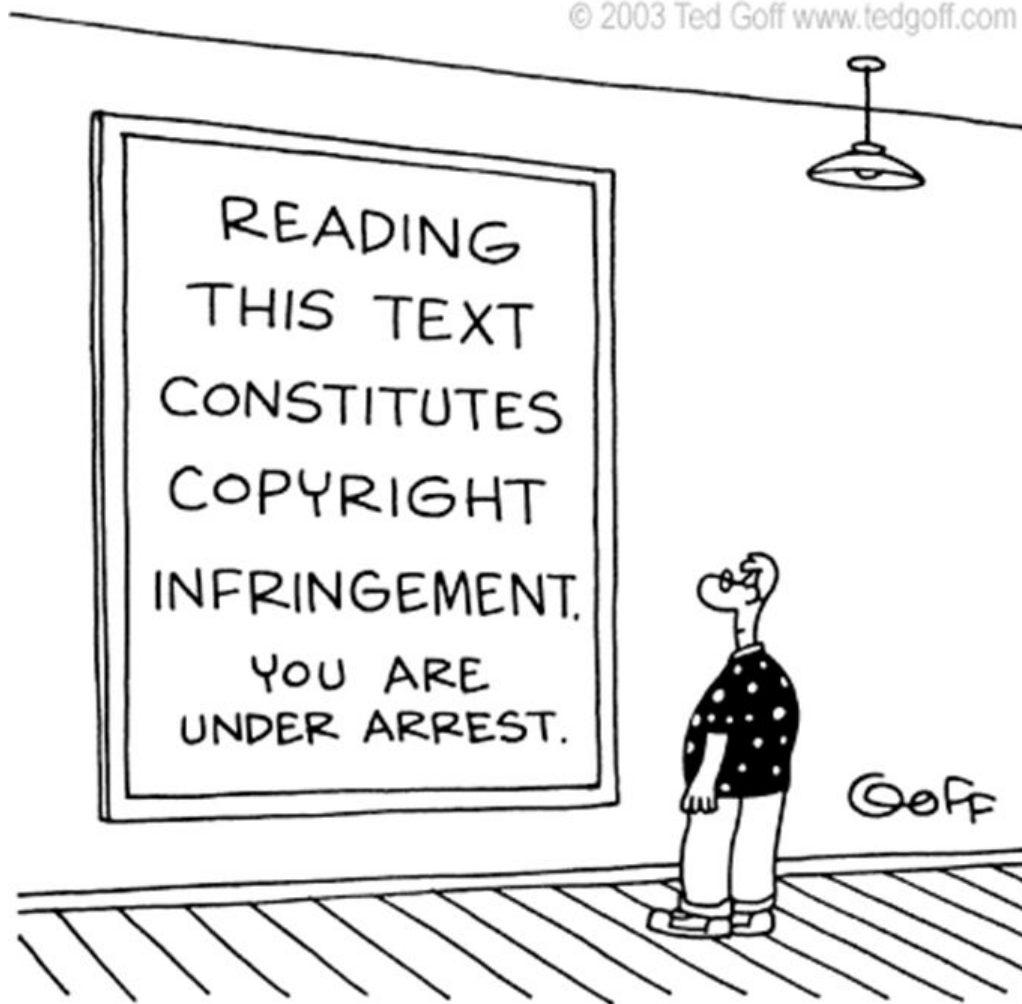


# Some Definitions - Open Educational Resources (OERs)

“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

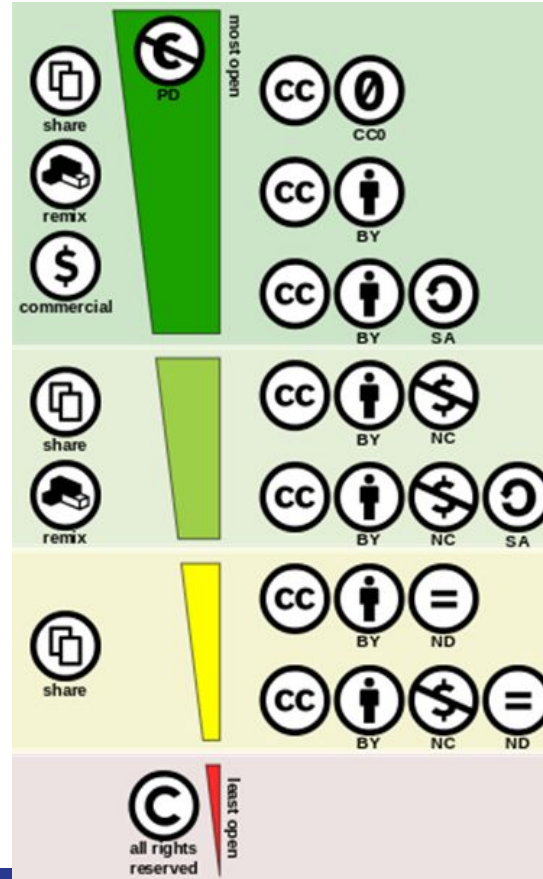
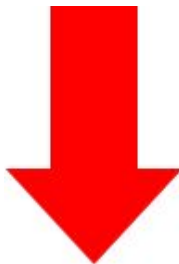
**ND** = No Derivatives

# Some Definitions - Creative Commons













Most Open








Least Open



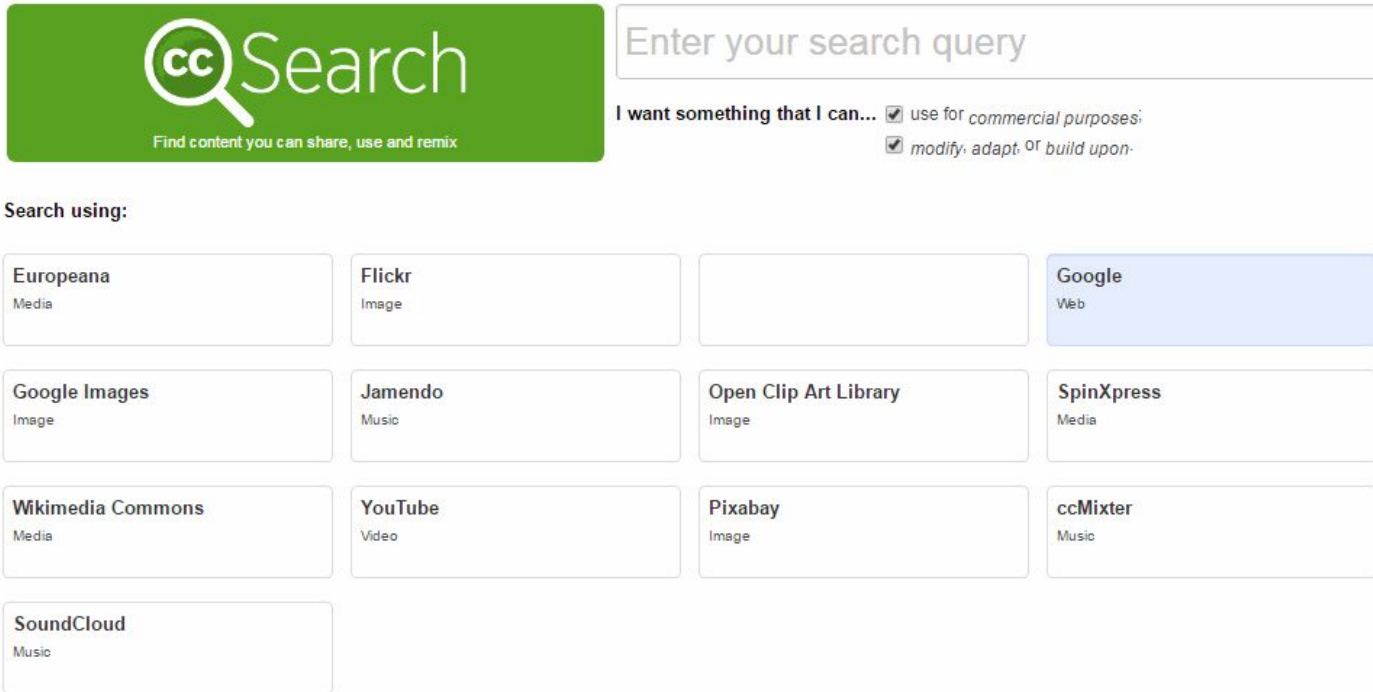
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CREATIVE COMMONS LICENSES		 COPY & PUBLISH	 ATTRIBUTION REQUIRED	 COMMERCIAL USE	 MODIFY & ADAPT	 CHANGE LICENSE
	PUBLIC DOMAIN	✓	✗	✓	✓	✓
	CC BY	✓	✓	✓	✓	✓
	CC BY-SA	✓	✓	✓	✓	✗
	CC BY-ND	✓	✓	✓	✗	✓
	CC BY-NC	✓	✓	✗	✓	✓
	CC BY-NC-SA	✓	✓	✗	✓	✗
	CC BY-NC-ND	✓	✓	✗	✗	✓

	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. It features a green header with the 'cc Search' logo and the tagline 'Find content you can share, use and remix'. Below the header is a search input field with the placeholder text 'Enter your search query'. To the right of the input field are two checkboxes: 'I want something that I can...' with a checked box, 'use for commercial purposes:' with a checked box, and 'modify, adapt, or build upon:' with a checked box. Below the search field is a section titled 'Search using:' followed by a grid of buttons for various search engines and media types. The buttons are arranged in a grid: 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*:  
 *modify, adapt, or build upon*:

**Search using:**

<b>Europeana</b> Media	<b>Flickr</b> Image		<b>Google</b> Web
<b>Google Images</b> Image	<b>Jamendo</b> Music	<b>Open Clip Art Library</b> Image	<b>SpinXpress</b> Media
<b>Wikimedia Commons</b> Media	<b>YouTube</b> Video	<b>Pixabay</b> Image	<b>ccMixer</b> Music
<b>SoundCloud</b> Music			

<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!