

Open Educational Resources for better Learning Opportunity



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Thanks to Professor Mostafa Azad Kamal, Dean, School of Business, Bangladesh Open University for helping in preparation of presentation

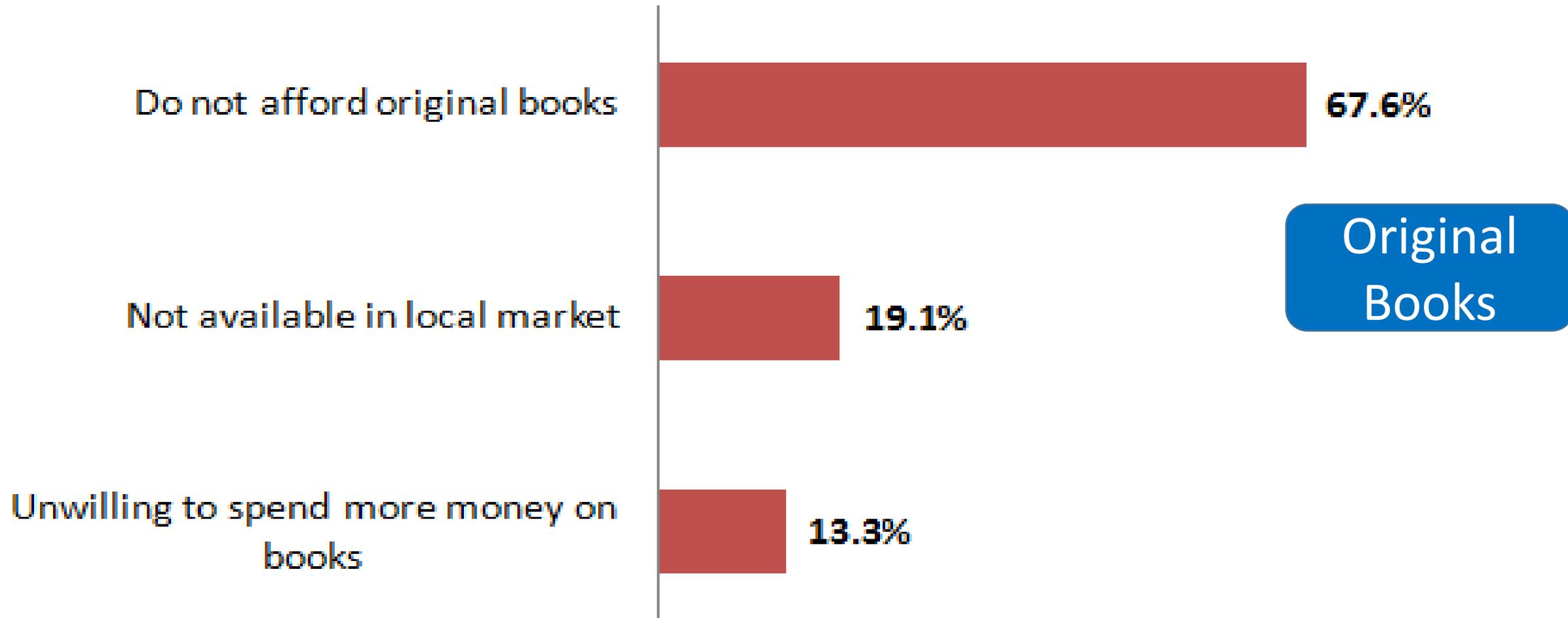
How **All Rights Reserved Copyright** restricts access to education and research and limits innovation?



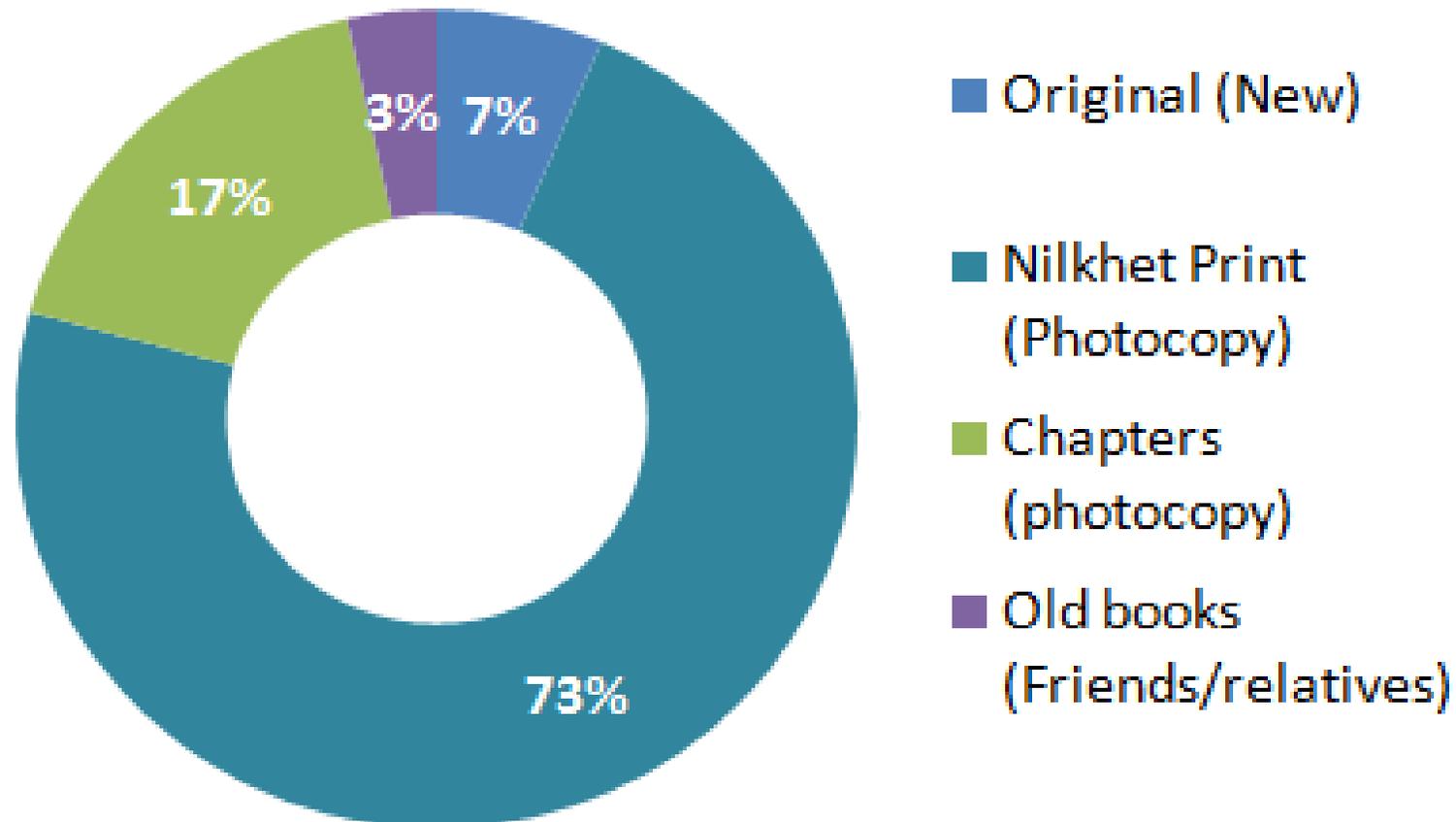
- Expansive for the users – limited or no access to quality textbooks, dropout in higher education
- Time consuming production of the resources
- Repeated investment on the similar educational resources – wastage of resources
- Low scalability – less efficiency
- Limited or no access to the quality research data or articles
- Slow innovation from social point of view

CLOSED

Status of Students' Access to Educational Resources (COL Survey 2016)

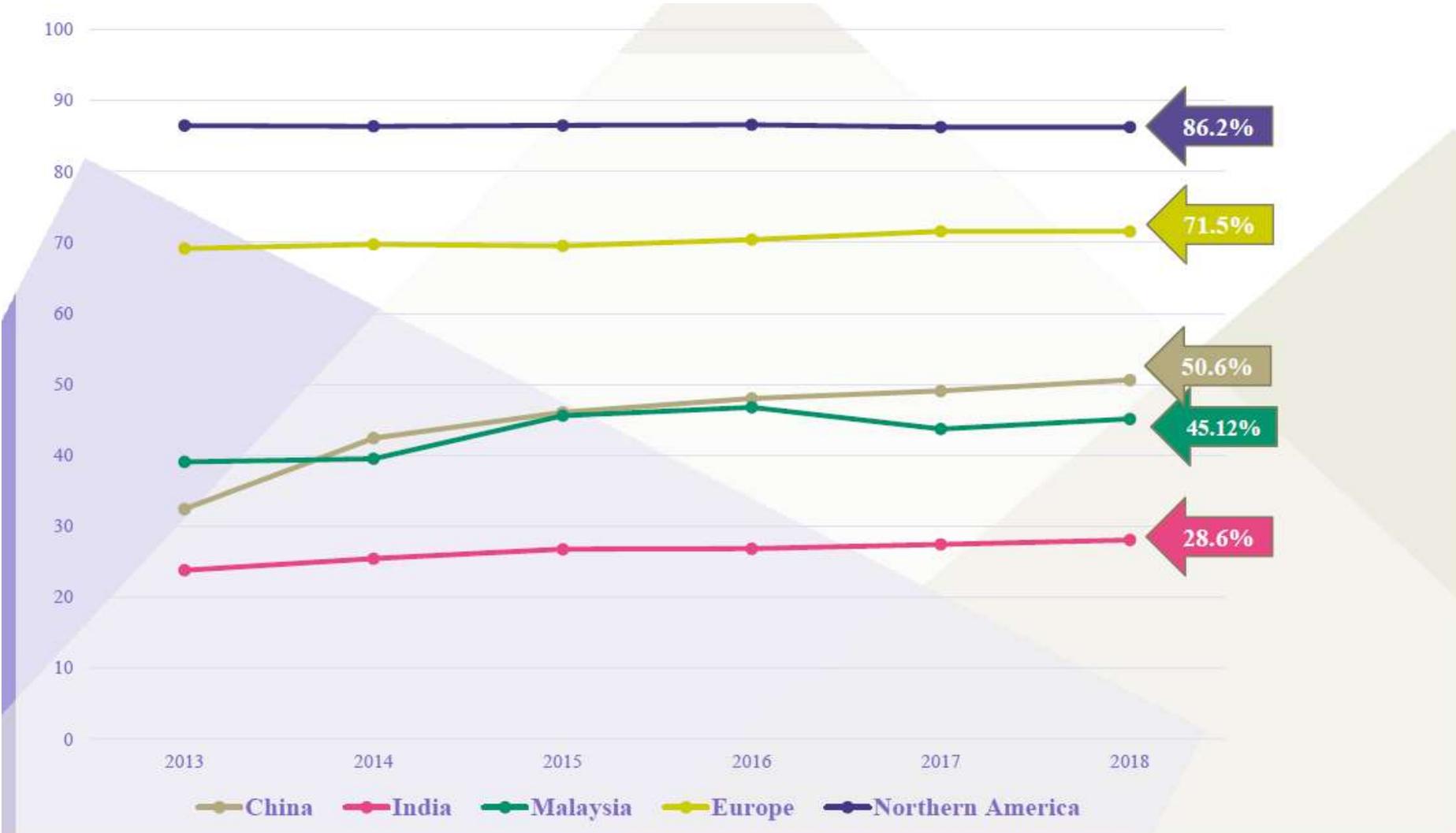


Status of Students' Access to Educational Resources (COL Survey 2016) Continued...



Photocopied
Books

Access to Higher Education



Source: UNESCO Institute of Statistics: http://data.uis.unesco.org/Index.aspx?DataSetCode=EDULIT_DS

Some History of OER: In brief



Paris Declaration on OER

- ❑ Foster awareness and use of OER
- ❑ Encourage the development and adaptation of OER in a variety of languages and cultural contexts
- ❑ Encourage the open licensing of educational materials produced with public funds.



UNESCO OER Recommendation 2019



**BUILDING CAPACITY OF
STAKEHOLDERS TO CREATE,
ACCESS, USE, ADAPT AND
REDISTRIBUTE OER**



**DEVELOPING SUPPORTIVE
POLICY**



**ENCOURAGE INCLUSIVE
AND EQUITABLE QUALITY
OER**



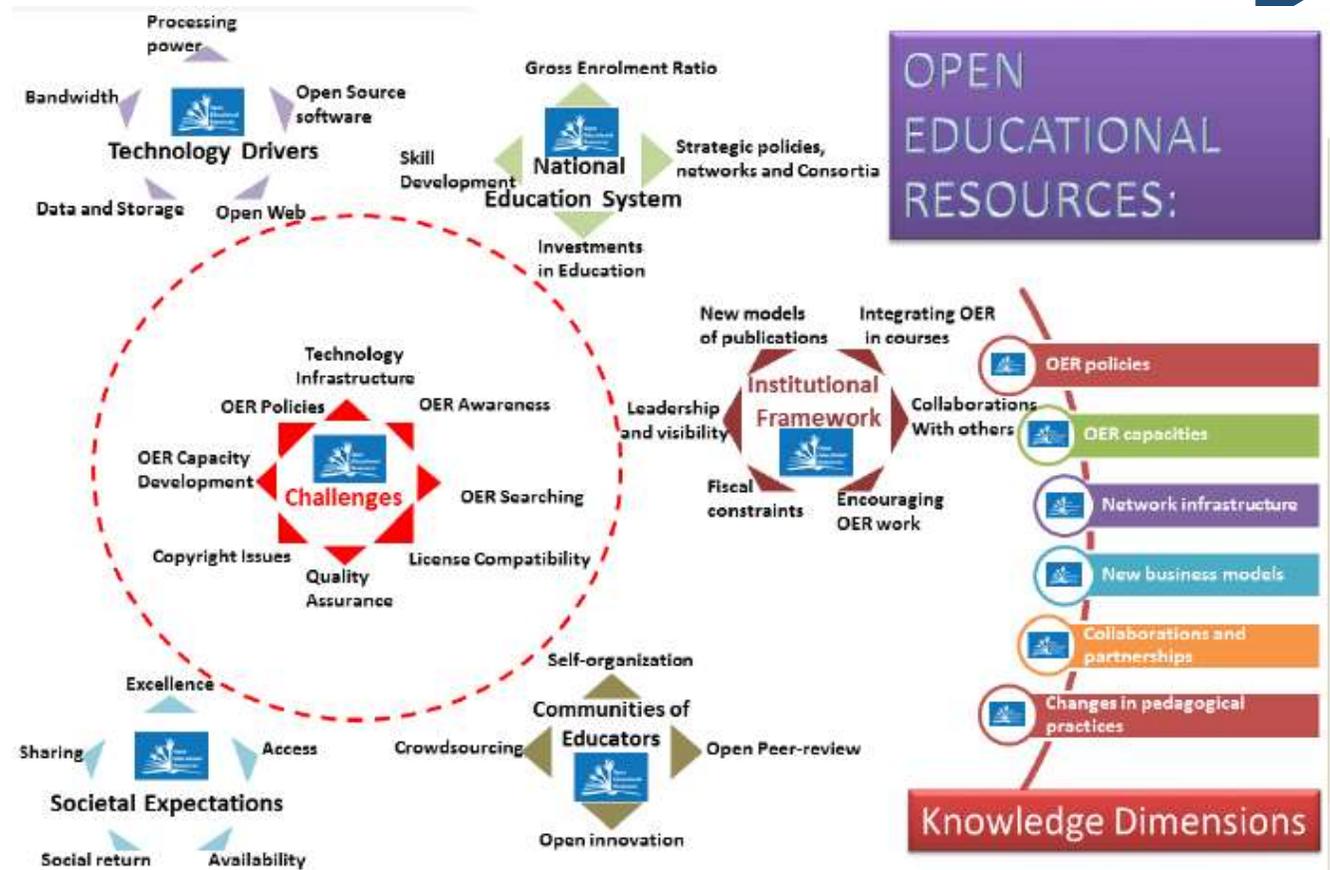
**NURTURING THE CREATION
OF SUSTAINABILITY
MODELS FOR OER**

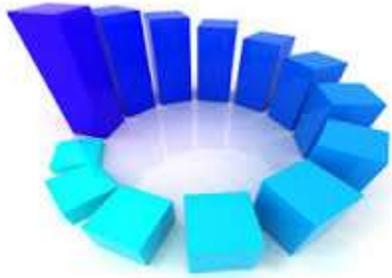


**FACILITATING
INTERNATIONAL
COOPERATION**

OER: Definition

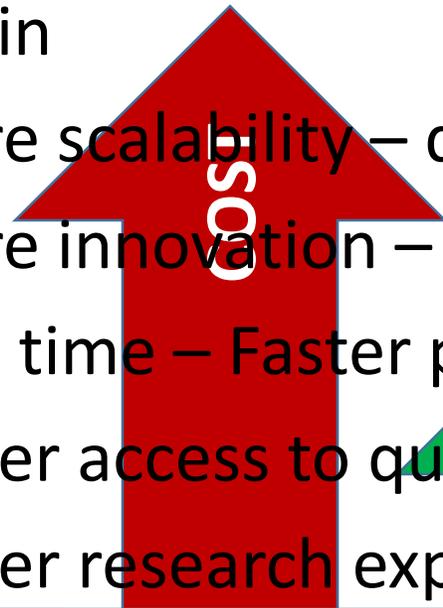
OER are teaching, learning and research materials in any medium that reside in the public domain or have been released under an open license that permits their free use and, in some instances, re-purposing by others





Copyright + Open License = Some Rights Reserved

- More sharing – Reuse, remix, revise, redistribute and retain
- More scalability – declining cost [Zero marginal cost]
- More innovation – derivative works possible!
- Less time – Faster production of resources!
- Wider access to quality resources and data
- Wider research experience – data mining
- Wider than t



User benefits: Comparison

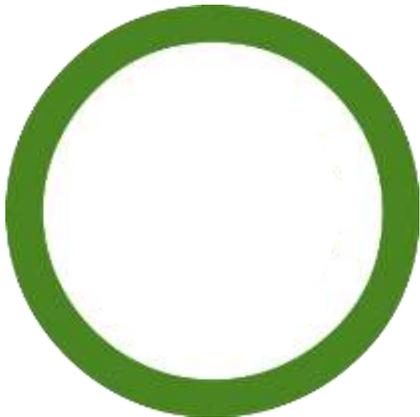
Features	Copyrighted resources	Copyright + Openly licensed resources
➔ Rights	All Rights Reserved	Some Rights Reserved
➔ Permission	yes	No
➔ Reuse	No, if not permitted	Yes, depends on the license
➔ Revise	No, if not permitted	Yes, depends on the license
➔ Redistribute	No, if not permitted	Yes, depends on the license
➔ Remix	No, if not permitted	Yes, depends on the license
➔ Retain	No, if not permitted	Yes, depends on the license
➔ Free use	Sometimes	Always
➔ Open use	No, if not permitted	Allowed

Why consider licensing?

- Copyright and licensing issues are at the heart of OER as they have important implications for creators, users and institutions.
- By default, copyright is automatic and ‘all rights reserved’ - thus permission is required by those who wish to use the work.

Open Licenses, *cont'd*

- An open license is any license that applies to copyrighted content that allows any person to reuse that content without asking for prior permission.



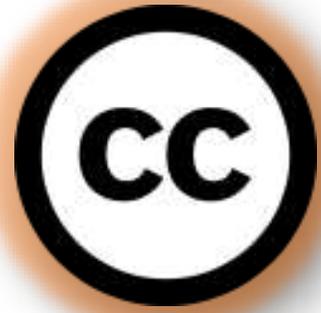
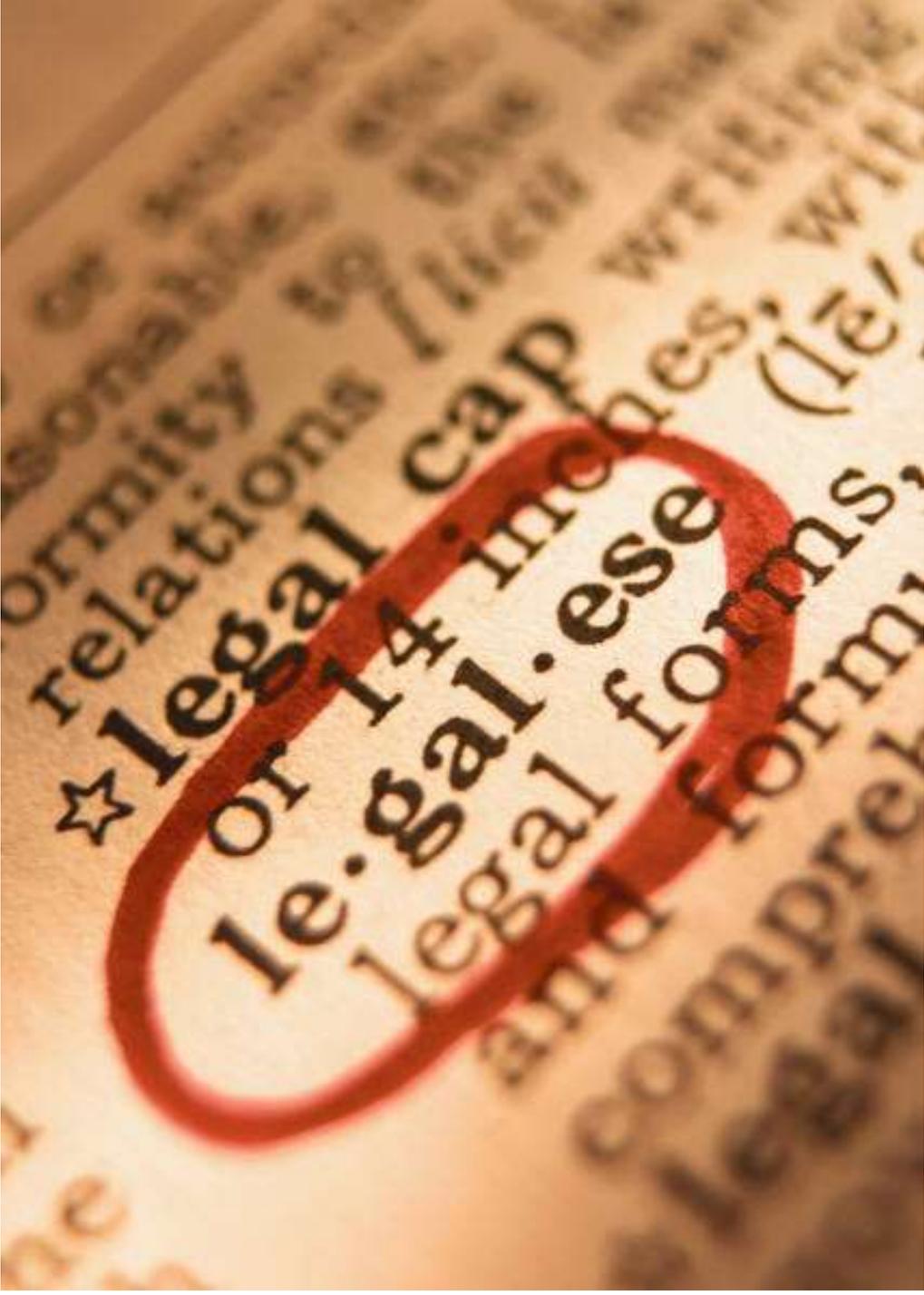
5R

What is Open?

- It's about open license used to share educational material
- No permission required as long as the open license is respected



- 1. Reuse**
(copy verbatim)
- 2. Revise**
(adapt and edit)
- 3. Remix**
(combine with other materials)
- 4. Redistribute**
(share with others)
- 5. Retain**
(make, own and control copies)



CLOSED to OPEN



Openness

Weak Open

Open access

Strong Open

Open Licenses

Movie time



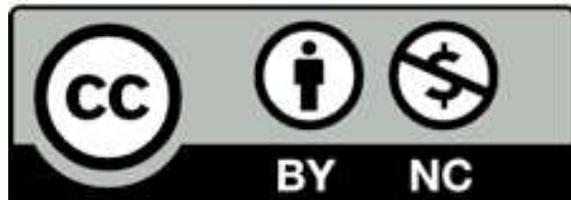
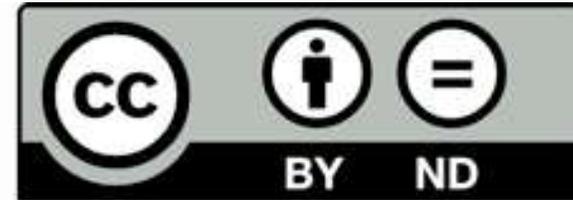
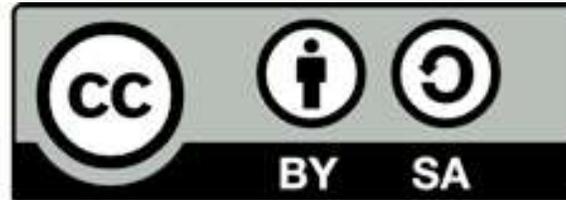
<https://www.youtube.com/watch?v=1DKm96Ftfko>



Licenses

- Creative Commons (CC) is a non-profit organization that aims to promote better identification, negotiation, and re-use of content for the purpose of creativity and innovation.
- The CC licenses have been designed to offer a flexible and straightforward tool for people who value access to and use of their works over monetary incentives, while still maintaining some rights.

Creative Commons



Types of CC Licenses and Conditions

Creative Commons

CC-BY



CC-BY-SA



CC-BY-NC



CC-BY-NC-SA



CC-BY-ND



CC-BY-NC-ND



Concepts

Attribution

Share Alike

Non-Commercial

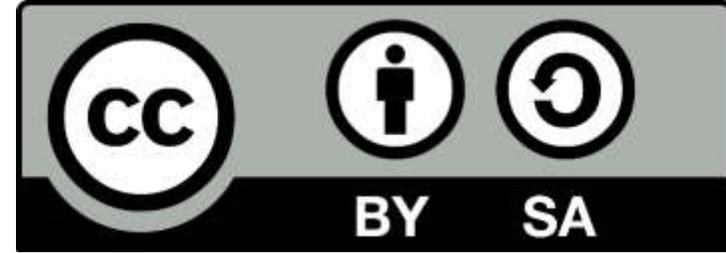
Non-Derivative

Attribution (CC-BY)



- This licence lets others distribute, remix, tweak, and build upon your work, even commercially, as long as they credit you for the original creation.
- This is the most accommodating of licences offered.
- It is recommended for maximum dissemination and use of licensed materials.

Attribution-ShareAlike (CC BY-SA)



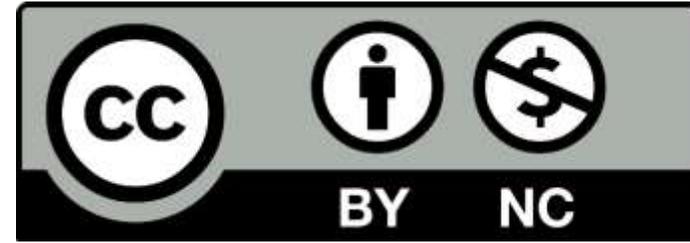
- This licence lets others remix, tweak, and build upon your work even for commercial purposes, as long as they credit you and license their new creations under the identical terms.
- Often compared to “copyleft” free and open source software licences.
- All new works based on yours will carry the same licence, so any derivatives will also allow commercial use. This is the licence used by Wikipedia.

Attribution-Non Commercial (CC BY-NC-SA)



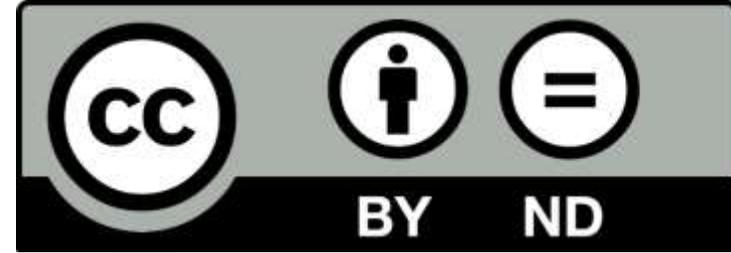
- This licence lets others remix, tweak and build upon your work non-commercially, as long as they credit you and license their new creations under the identical terms. Others can download and redistribute your work, translate, make remixes and produce new derivatives based on your work. All new work based on yours will carry the same licence, so any derivatives will also be non-commercial in nature.

Attribution-Non Commercial (CC BY-NC)



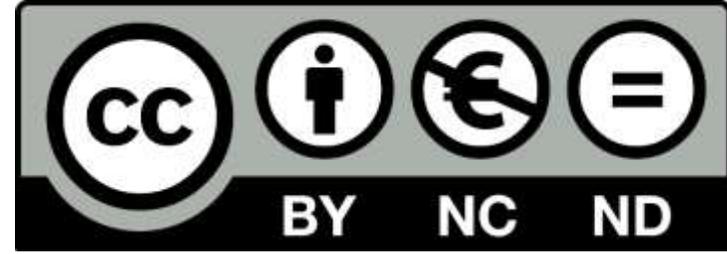
- This licence lets others remix, tweak, and build upon your work non-commercially, and although their new works must also acknowledge you and be non-commercial, they don't have to license their derivative works on the same terms.

Attribution-No Derivatives (CC BY-ND)



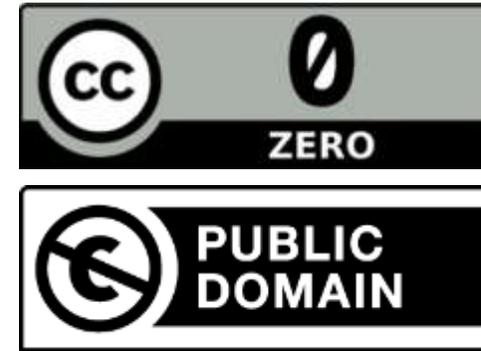
- This licence allows for redistribution, commercial and non-commercial, as long as it is passed along unchanged and in whole, with credit to you.

Attribution-Non Commercial-No Derivatives (CC BY-NC-ND)



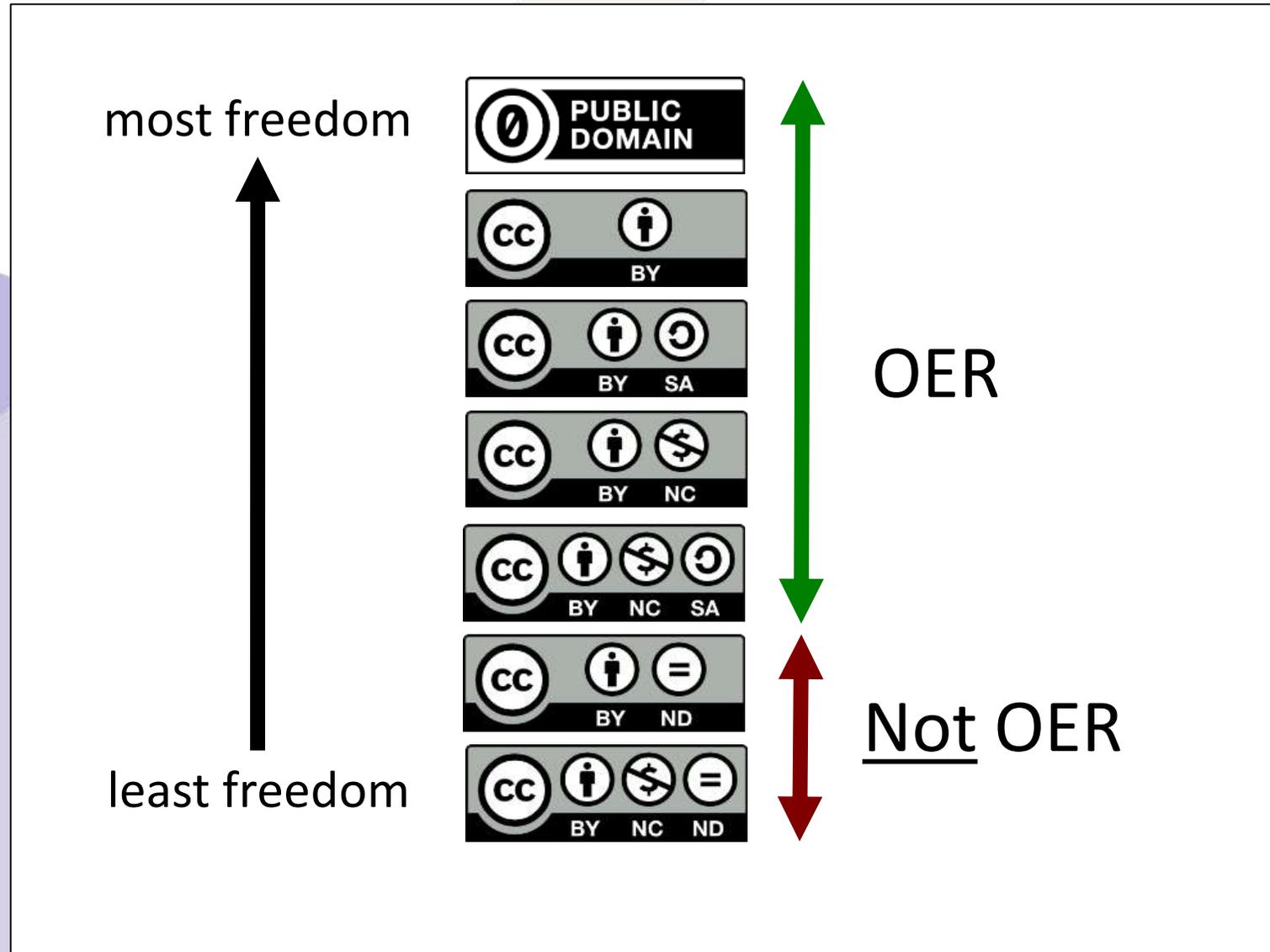
- This licence is the most restrictive, only allowing others to download your works and share them with others as long as they credit you, but they can't change them in any way or use them commercially.

Creative Commons Public Domain Tools



- CC's public domain tools enable authors and copyright owners who want to dedicate their works to the worldwide public domain to do so.
 - The CC-0 tool (“No Rights Reserved”) allows licensors to waive all rights and place a work in the public domain.
 - The Public Domain mark identifies a work that is free of known copyright restrictions. It is not recommend for works that are restricted by copyright laws in one or more jurisdictions.

Open Licences- Summary

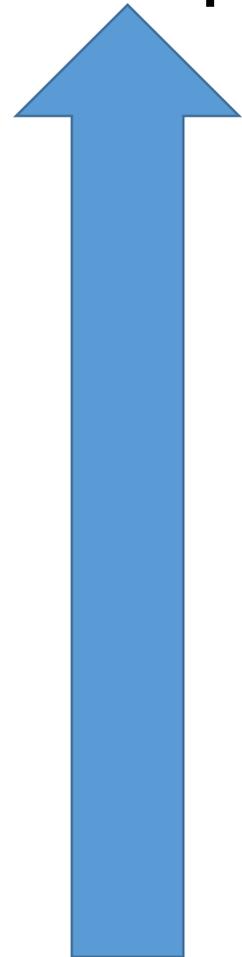


Open Licenses

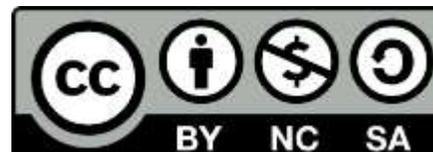


UNESCO: 2002, OER Concept
UNESCO: 2012 OER Congress, Paris OER Declaration

Most Open



Least Open



Open Educational Resources

Not OER



Why Use Creative Commons licenses?

- **Legal Code:** expansive legal languages tested in several cases
- **Commons Code:** Simple icon-based approach to explain what you can do want you can't
- **Digital Code:** Enables search engines to search and locate through CC Rights Expression Language

Three "Layers" Of Licenses



CC Licence Chooser

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

Step 1: Choose License Feature

- **Allow adaptations of your work to be shared?**
 - Yes
 - No
 - As long as others share alike

Step 2: Choose License Feature

- **Allow commercial uses of your work?**
 - Yes
 - No

Step 3: Select Licence

Step 4: Copy the Code to use

4.0
© CC

It's here.

What's new in CC 4.0?

- A more global license
- Rights outside the scope of copyright
- Common-sense attribution
- Enabling more anonymity, when desired
- 30-day window to correct license violations
- Increased readability
- Clarity about adaptations

Movie time

Creative Commons Licenses



<http://www.youtube.com/watch?v=8YkbeycRa2A>

Movie time

REMIXING

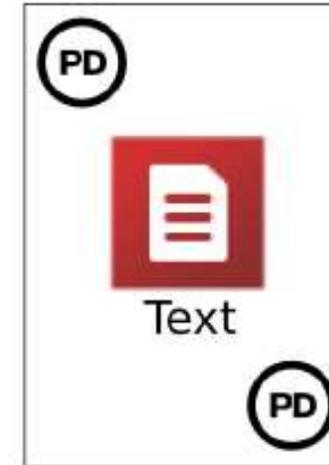
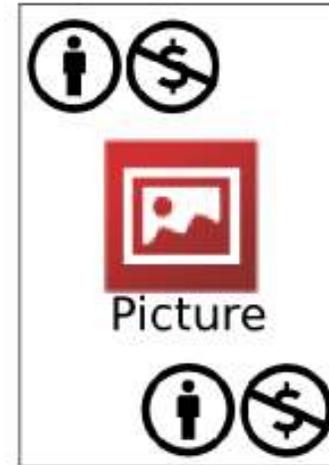
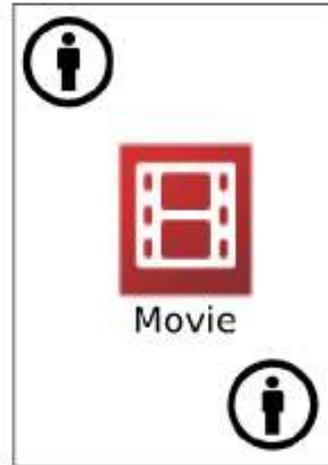


<https://www.youtube.com/watch?v=y6RR29O4Rlo>

How do we acknowledge?

- Title
- Author
- Source
- Link

Game time



Try your luck with this hand

1. Can these resources be aggregated and legally released as a derivative work?

- Yes
- No

GAMES

http://wikieducator.org/course/OCL4Ed/Pathways/Creative_Commons/Remix_game/

Movie time



INSTRUCTIONAL CONTENT

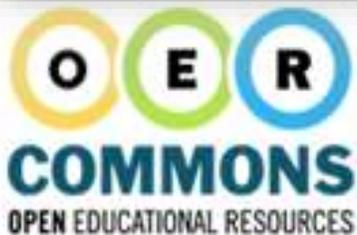
OEB

<https://www.youtube.com/watch?v=0LxD7xAcY3k>

Recap

By now you should be able to:

- Describe the openness in OER
- Identify the various CC licenses
- Remix various CC and other licenses to create legal derivative work
- Create an OER and redistribute it under the appropriate license



Repositories [Content Repository, Portal Repository, Content+Portal Repositories]

For images: Flickr Creative Commons

<https://www.flickr.com/creativecommons/>

Google Advanced Search

https://www.google.com/advanced_search

For video: Vimeo

<https://vimeo.com/creativecommons>

For text, etc: OER Commons

<https://www.oercommons.org/>

Directory of Open Educational Resources (DOER), COL

<http://doer.col.org/>

OASIS [COL's eLibrary]

<http://oasis.col.org/>

Wikimedia Commons

https://commons.wikimedia.org/wiki/Main_Page

Wiki books

https://en.wikibooks.org/wiki/Main_Page

Openstax CNX

<https://cnx.org/browse>

Khan Academy

<https://www.khanacademy.org/>

Saylor.com

<https://www.saylor.org/>

Jorum Merlot

NPTEL [Indian effort against Youtube]

Online Course on OER



The image shows a person from a side profile, sitting at a desk and working on a laptop. The desk is cluttered with various items including a smartphone, a white mug, a green folder, and some papers. The laptop screen displays a website with a colorful header image. In the top left corner of the website, there is a logo for the Commonwealth of Learning and the text 'COMMONWEALTH of LEARNING'. The main heading on the page reads 'Understanding Open Educational Resources'. On the right side of the page, there is a white login form with a purple icon of a person at a computer. The form contains the following elements: a title 'Login to your account' with the subtitle 'Enter your credentials', an input field for 'Enter valid email id', an input field for 'Enter password' with a 'Forgot password?' link, a purple 'Login' button, a link 'Don't have an account?' with a horizontal line, a purple 'Register' button, and a link 'Help and Support - FAQs'.

<https://learnoer.col.org>

Thanks

