

# Open Educational Resources: *Reflection towards Open License*



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

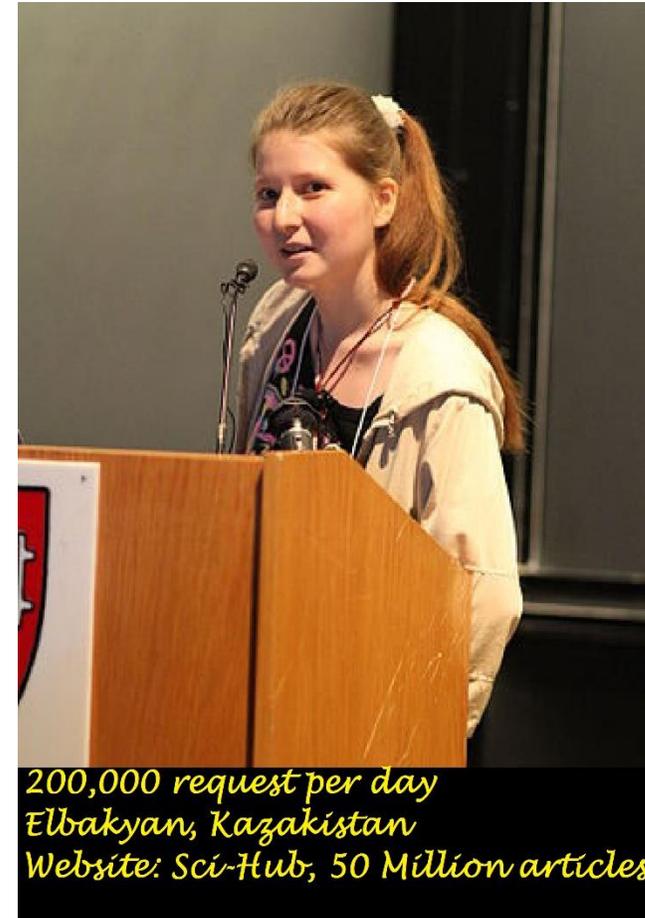


- Expansive for the users – limited or no access to quality textbooks, dropout in higher education
- Time consuming production of the resources
- Repeated investment on the similar educational resources – wastage of resources
- Low scalability – less efficiency
- Limited or no access to the quality research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

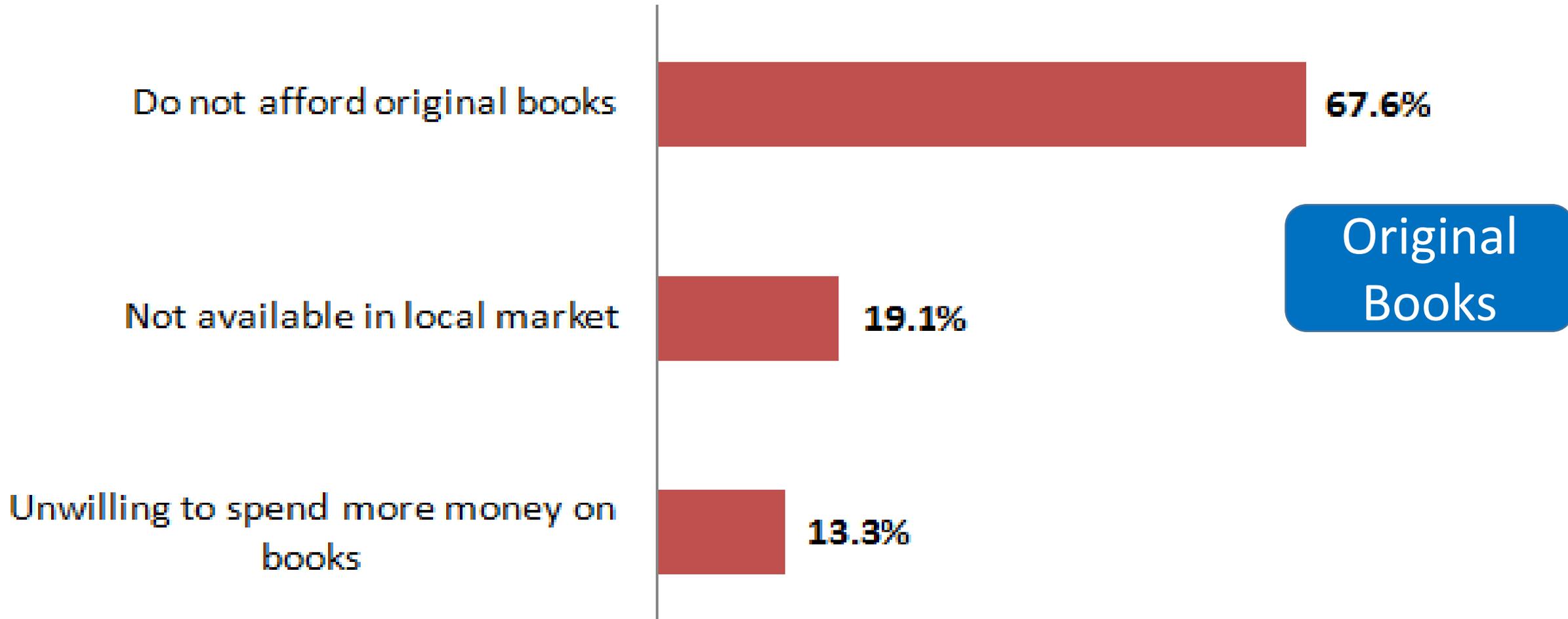
**CLOSED**

# What happens to Copyrighted Resources in 21<sup>st</sup> Century Learning Environment?

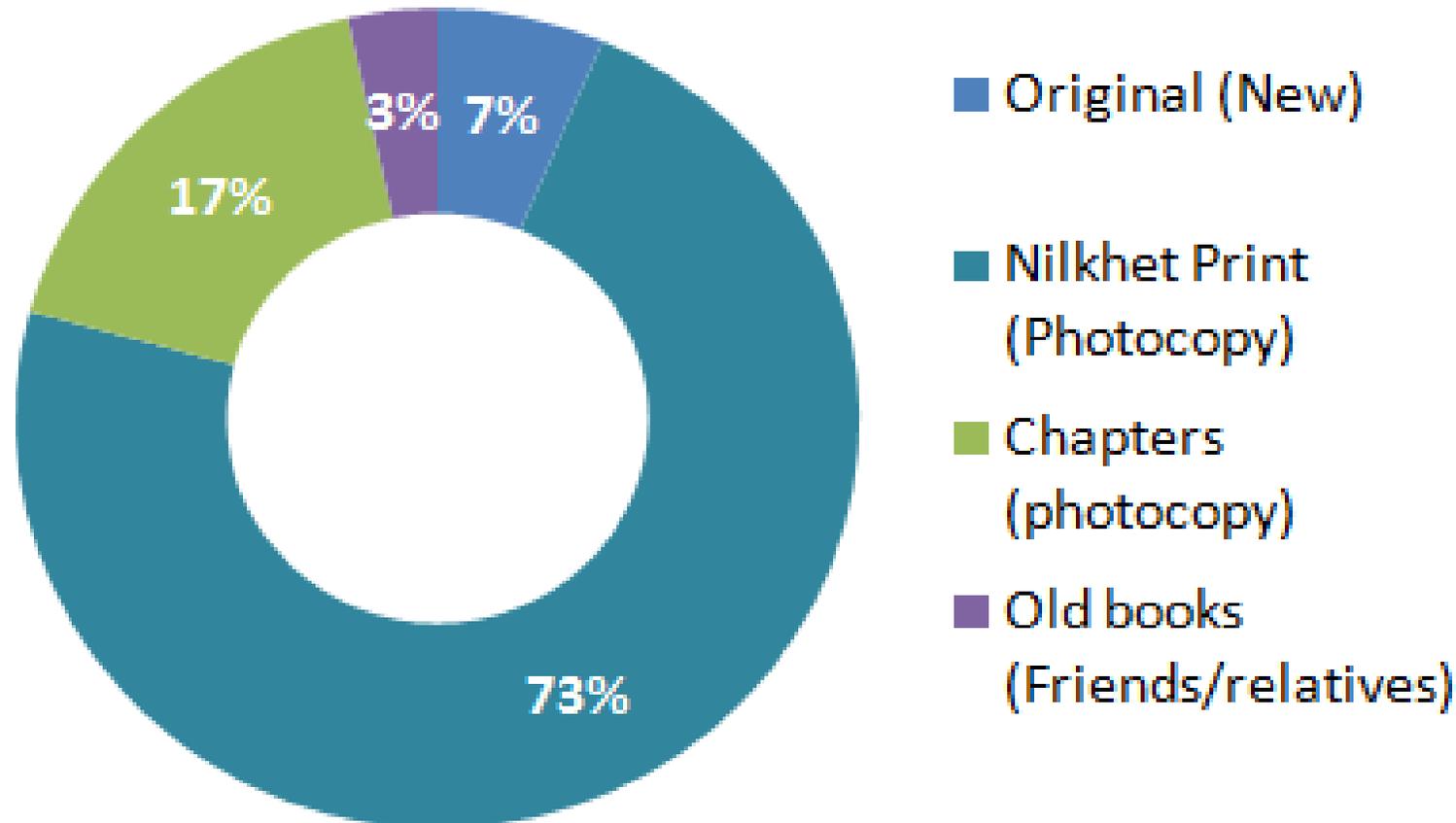
- Huge infringement
- Can not restrict the use of the digital content once it is online
- Very low/zero distribution cost – why still expensive?
- Movement against the unjust rent-seeking of the publishers over the educational resources!
- Need to reuse, remix, revise, redistribute and retain the content – as **elearning** got popularity!



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



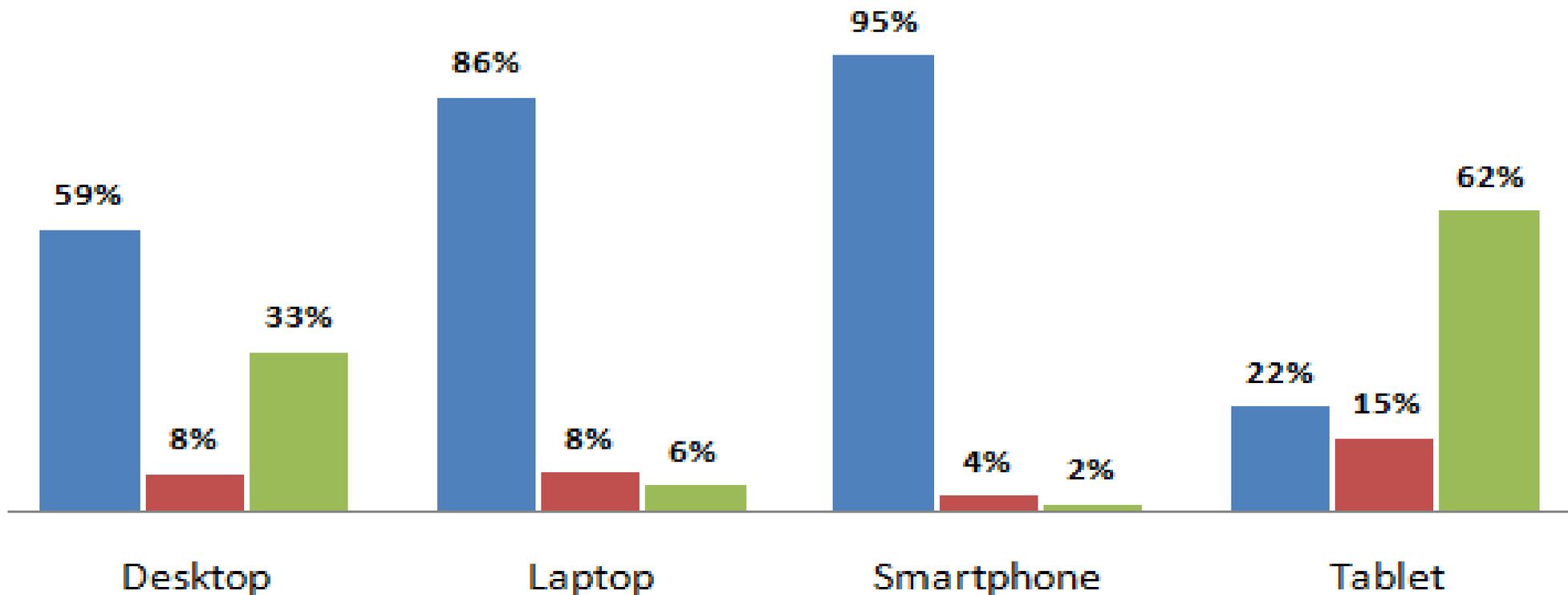
# Status of Students' Access to Educational Resources (COL Survey 2016) Continued...



Photocopied Books

# Are the Students Ready? (COL Survey 2016)

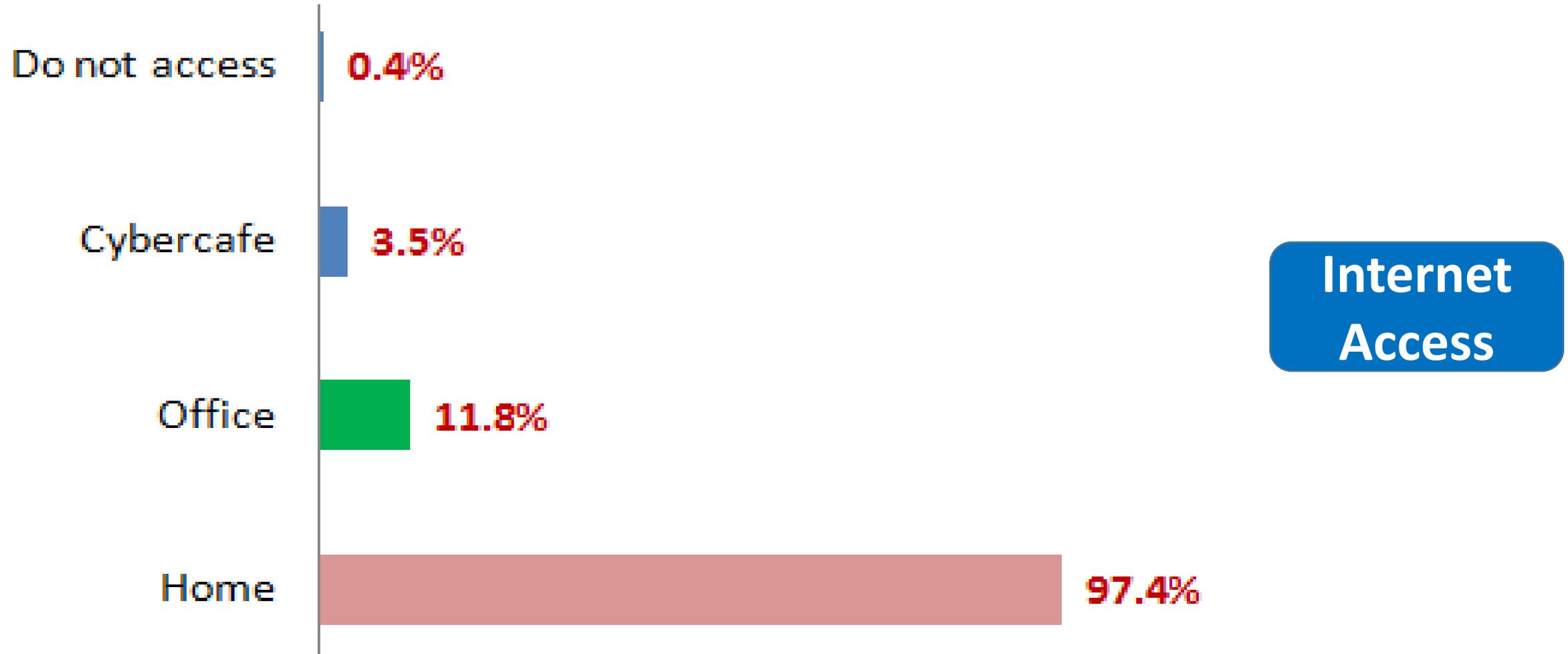
■ Yes ■ No, I plan to buy one in the next 12 months ■ No, I do not plan to buy in the next one year

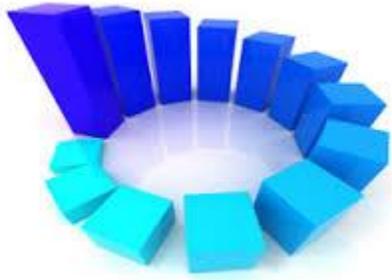


Devices in use

# Are the Students Ready? (COL Survey 2016)

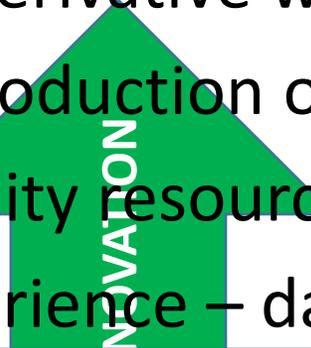
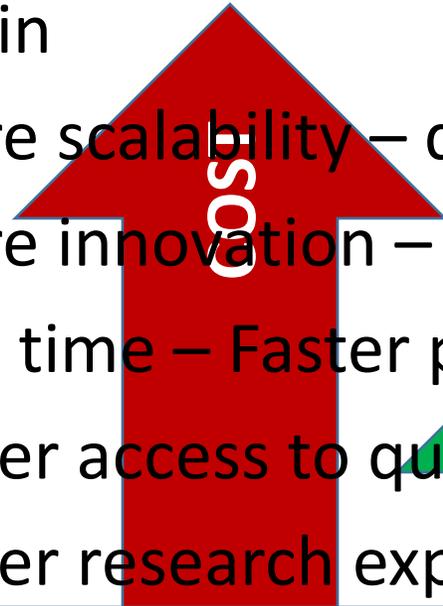
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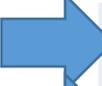


# Copyright + Open License = Some Rights Reserved

- 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

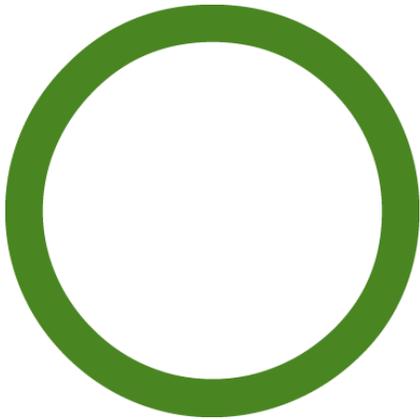
Features	Copyrighted resources	Copyright + Openly licensed resources
 Rights	All Rights Reserved	Some Rights Reserved
 Permission	yes	No
 Reuse	No, if not permitted	Yes, depends on the license
 Revise	No, if not permitted	Yes, depends on the license
 Redistribute	No, if not permitted	Yes, depends on 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



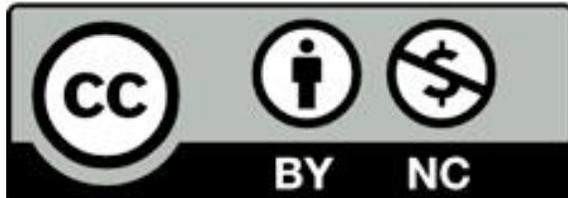
<https://www.youtube.com/watch?v=1DKm96Ftfko>



## *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

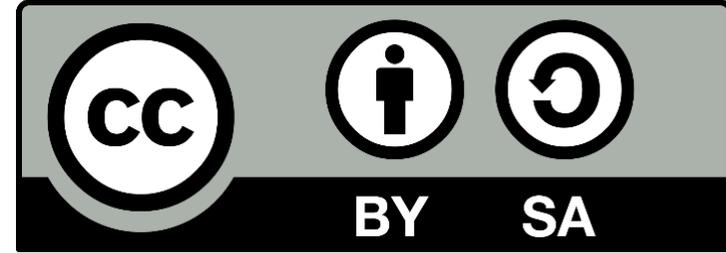
Non-Derivative

## Attribution (CC-BY)



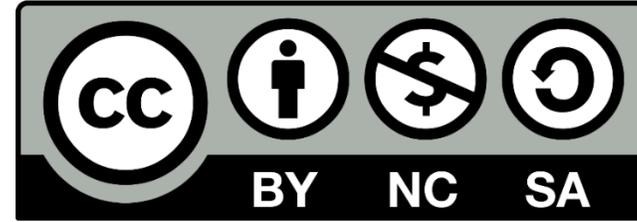
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- This is the most accommodating of licences offered.
- It is recommended for maximum dissemination and use of licensed materials.

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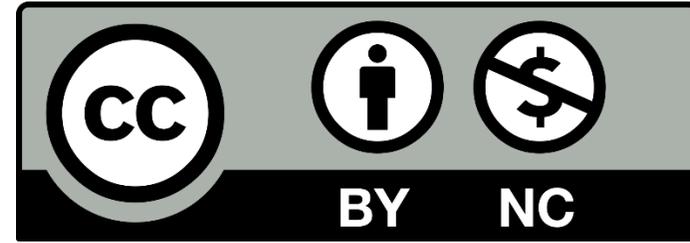
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- All new works based on yours will carry the same licence, so any derivatives will also allow commercial use. This is the licence used by Wikipedia.

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



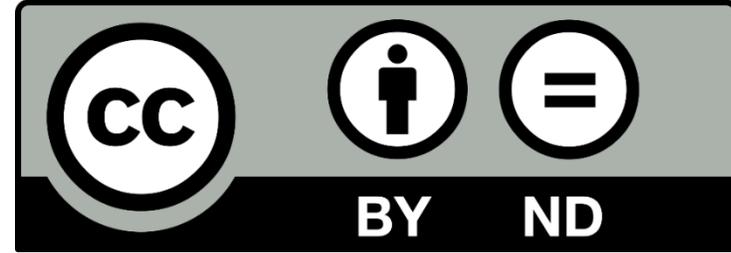
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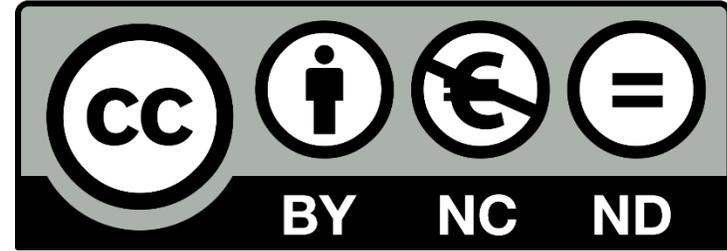
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Attribution-No Derivatives (CC  
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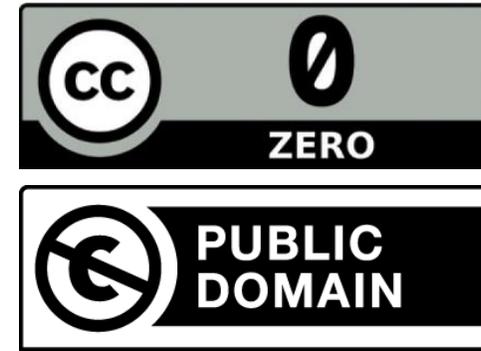
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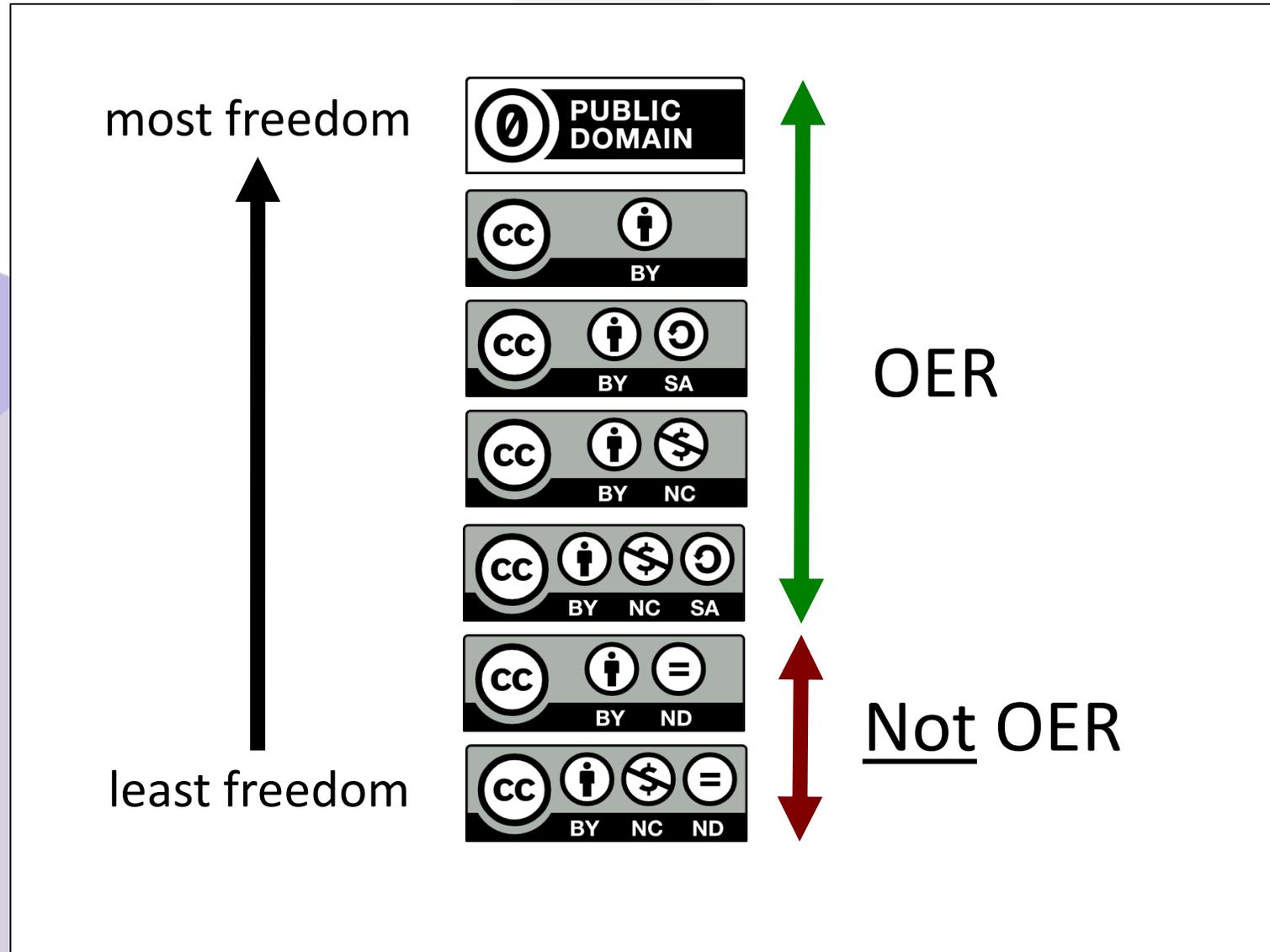
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# *Creative Commons Public Domain Tools*



- 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



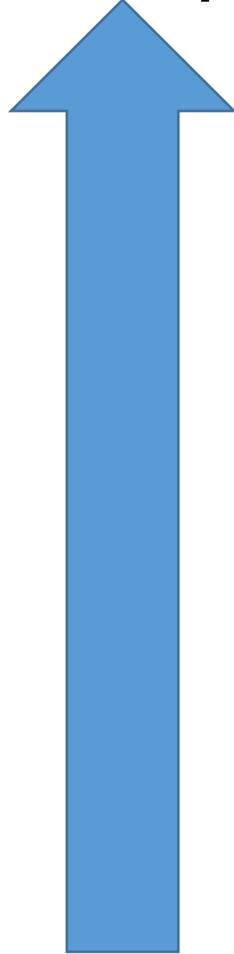
# Open Licenses



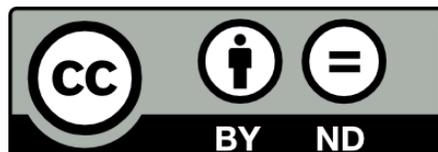
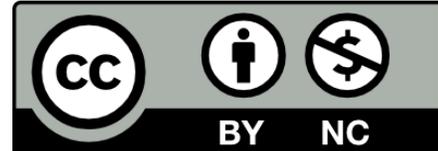
UNESCO: 2002, OER Concept

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 what 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

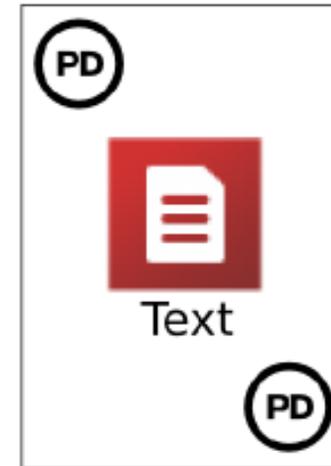
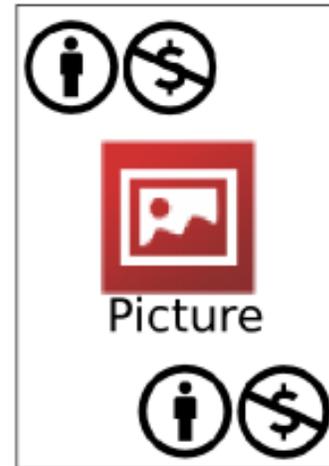
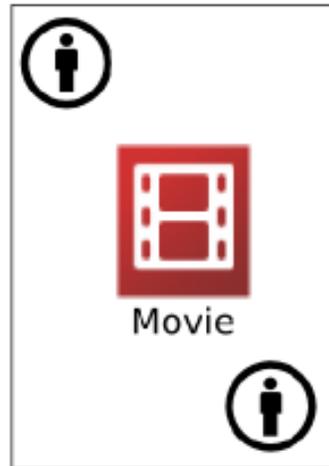
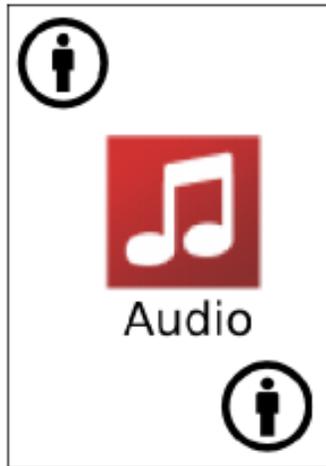


<https://www.youtube.com/watch?v=y6RR29O4Rlo>

# *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/](http://wikieducator.org/course/OCL4Ed/Pathways/Creative_Commons/Remix_game/)

Movie time



# INSTRUCTIONAL CONTENT

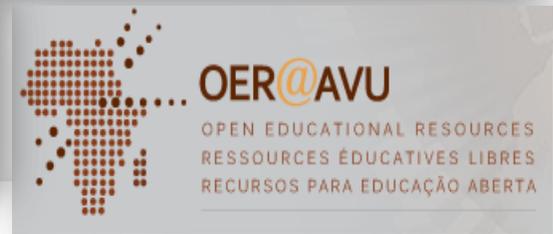
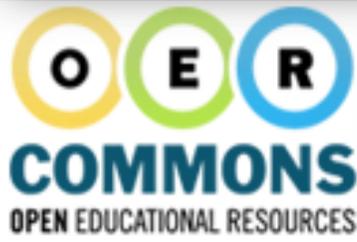
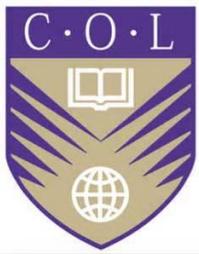
**OEB**

<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](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](https://commons.wikimedia.org/wiki/Main_Page)

Wiki books

[https://en.wikibooks.org/wiki/Main\\_Page](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]

# Thanks

