## Open Educational Resources And The Personal Learning Environment

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# What is an Open Educational Resource?

- fees
- subscriptions
- tuitions
- registrations
- obligations
- etc.

at a minimum, no cost to the consumer or user of the resource





Attribution
Share-Alike
Non-commercial
No-modify
Educational

Other?

#### Freedom to

- access
- copy
- modify
- redistribute

Foote 2005, Doyle 2005

Matter more in conditions of scarcity, not abundance

### What resources? Not just courseware... CONTENT **CAPACITY TOOLS**

#### Sustainability

- Costs exist and may be significant
- Sustainability is measured from *provider* perspective... but providers vary
  - are there models for *cheaper* providers?

#### More than just cost...

#### we need to consider:

- usability
- durability
- accessibility
- effectiveness

-Alternate objective: free as in freedom

#### Staffing

#### **Traditional Model**

hiring of professional staff to design and produce OERs

#### Question of cost, use of volunteers

(This raises the question of motives and again changes 'sustainable')

Non-financial incentives?

#### Volunteer Organizations

- Community model emphasis on individual members (eg. OSS)
- -Emergent model emphasis on process (eg., Slashdot, eBay)
- -Producer-consumer model vs coproducer moder – Web 2.0

#### **Content Models**

The type of content produced is heavily influenced by the funder

- universities produce courses
- governments produce institutions
- publishers produce books, journals

What would the recipients produce?

#### **Content Models**

'Sustainable' often means 'localizable' and tantamount to 'reusable'

so people can meet their own needs

What you produce might not mean the same thing to the people reading it....

Not merely an issue of culture - also one of semantics

## Rethinking the Provider / Consumer relationship

- -Content may reflect values of the provider
- -- cultural imperialism

We need to think of OERs from the perspective of the user... and the user's community

Not just a needs assessment

Because you always find what you're looking for

-Traditional – design, use, evaluation

Quality: peer review? MERLOT

- -Rethink the idea of 'producing'
- -Decentralize, disaggregate

The 'use' of a resource constitutes the 'production' of a new resource

We need not just a mechanism but a *model* of production, use, distribution

#### **Existing structures**

- centralized management, funding
- hierarchical, 'outcomes'

are often *barriers* to OERs - we feel this in our communities

OECD Report...
'Giving Knowledge for Free' ....?

So long as we think of OERs as charity... as something we create and that we *give* to the indigent OERs will never be sustainable

#### The new model

- Adobe: "we want to be the toolmaker"
- Google: GEAR, open source tools

OERs today are about giving people the means to create

And then stepping out of the way

#### The new tools



#### E-Learning 2.0

Insofar as there is content, it is used rather than read—and is, in any case, more likely to be produced by students than courseware authors. And insofar as there is structure, it is more likely to resemble a language or a conversation rather than a book or a manual."

http://elearnmag.org/subpage.cfm?section=articles&article=29-1

#### **Content Creation**

- Blogs
- E-Portfolios <u>ELGG</u>
  - ePortfolios Helen Barrett
  - ELGG and blogging Miles Berry

(a good way of promoting learner autonomy and voice)

Video - YouTube

#### Collaborative Writing

- Wikis PB Wiki, Media Wiki
  - RSS inside a Wiki Alan Levine
  - South African Curriculum on a wiki
  - **OOPS**
- Collaborative Bookmarking <u>del.icio.us</u>, Furl
- Online Office Applications Writely, Gliffy, iRows

#### Aggregators

- Aggregate This, Scott McLemee
- MetaxuCafe is "a network of literary blogs with over 300 members."
- <u>Postgenomic</u>, aggregates "posts from life science blogs."
- Edu\_RSS
- Intute the new face of the Resource Discovery Network (RDN)
- Yahoo Pipes

## Webtops and Social Networks

- 30Boxes, PageFlakes, ProtoPage, Goowy
  - Interfaces of the future Mark Oehlert
- <u>Facebook</u> as platform
- Windows Live

#### **Learning Networks**

- <u>Ton Zylstra</u>: <u>successful social software</u>: Flickr and delicious work in a triangle: person, picture/bookmark, and tag(s).
- <u>Jyri Engesrom</u>: <u>about social objects</u>: social networks consist of people who are connected by a shared object.
- <u>Downes</u>: Social networking becomes a semantic social network when we can determine how A and B are connected.

#### From LMS to PLE

Personal Learning Environments are systems that help learners take control of and manage their own learning.

**PLE Blog** 

#### The PLE...

#### Provides support for learners to:

- \* set their own learning goals
- \* manage their learning; managing both content and process
- \* communicate with others in the process of learning and thereby achieve learning goals."

http://octette.cs.man.ac.uk/jitt/index.php/Personal\_Learning\_Environments

#### The PLE: An approach, not an application

The evolution of read/write applications

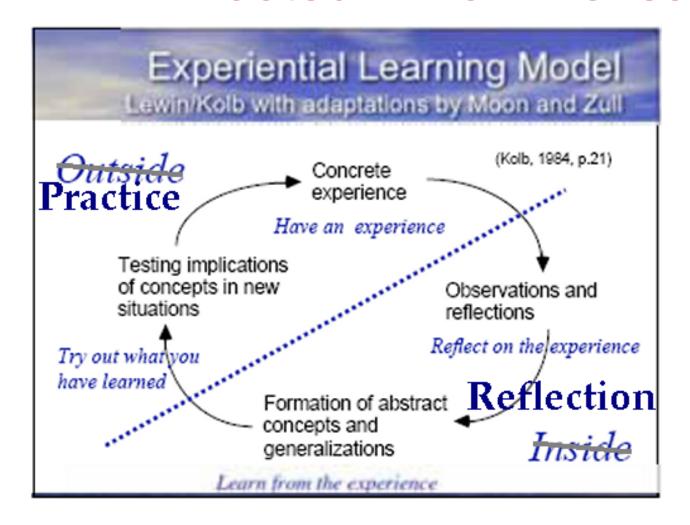
Similar to Web 2.0 applications

Similar also to Windows Vista

The students' application need not be a learning application

Eg. More like an email client than a learning client

#### Rooted in how we learn



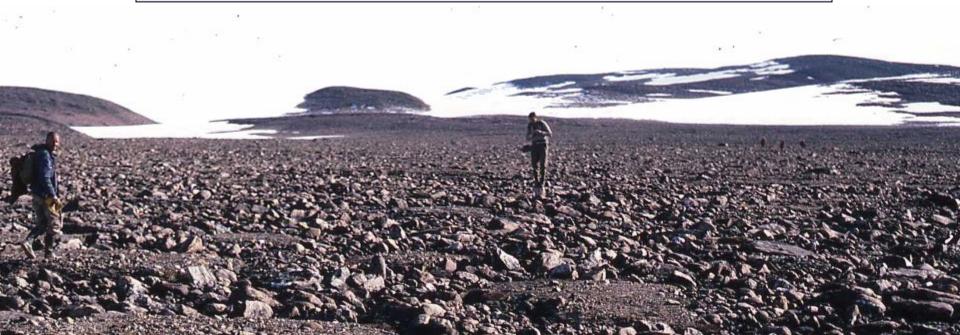
Helen Barrett, Stephen Downes

#### Leads to this...

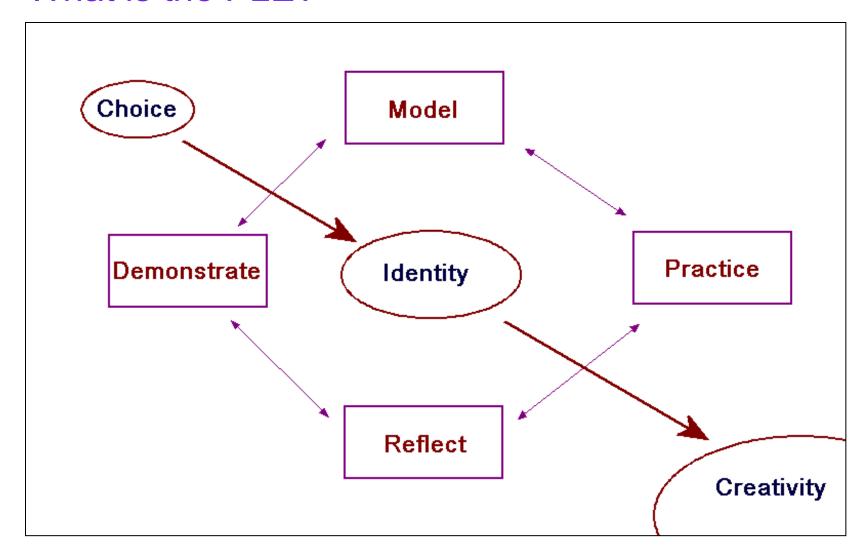
#### Personal Learning...

To teach is to model and to demonstrate

To *learn* is to *practice* and *reflect* 



#### What is the PLE?



http://www.downes.ca