# Open slather? – supporting open educational practices and resources

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# What is Open Education?

- Restrictions placed on students are under constant review and removed wherever possible

- Incorporates a wide range of teaching strategies, in particular those using independent and individualised learning (Coffey, 1977)

# A bit on lifelong learning

- Hail the mighty Web
- Enabling of connections, access and networks
  - Is everything freely available now?
  - Barriers to access
    - Commercial
    - Political
    - Technical
    - Cultural
    - Educational

# Open Education Environment

- Three-fold base required

  1. Free-of-charge access to open content
  2. Content licences allowing modification, repurposing
  3. Available source software code

# Supporting Open Education practice

- Technical
- Licensing
- Teaching
- User requirements
- Access support

# Technology

- Open Source movement

- Apache project

- Open source software – source code in the public domain
  - Linux operating system

# Licensing

- Copyleft – keeping works in the public domain

  - GNU General Purpose Licence

  - Creative Commons

# Teaching

- Availability of supported digital educational content

- OpenCourseWare (MIT)

- Development of core competencies in utilising digital educational content

- Personal learning environments

# User requirements

- Centre of the educational process
- Access to quality repurposable resources
- Access to teachers committed to the promotion and sustainability of open educational resources
- Opportunity to create a personal learning environment
- Opportunities to contribute to the learning process

# Access support – libraries at last!

- Commitment to freedom of access to information

- Library 2.0
    - Bringing the library user into design
    - Harnessing local expertise
    - Integrating with other management systems
    - Self-archiving and open access repositories
    - Collaboration and blurring boundaries