Open Education: Exploring Philosophy, Potential & Practices

Anita Walz, University Libraries, Virginia Tech @arwalz
March 8, 2018 ~ Colloquium on Scholarly Communication, American University
Happy Open Education Week!
Open Education, Copyright & Scholarly Communication Librarian

- Economics, Math
  + legal studies
- Open Education
- Copyright / Open Access
Support for Open Education at Virginia Tech

**Consultations** on: Copyright, Creative Commons, Publishing (broadly defined), Technology

**Open Textbook Adoption Workshop**

**OpenVT (& OpenVA) Listservs**

**Grants & Technical Support** for creating and adapting OER:

**Learning opportunities** (Annual “Open Education Week” events)

**Learning Community / Teaching Inquiry Group**

**Media / Crowdfunding** campaign
Traditional library services +
New studios focus on “making”
- Data transformation
- 3D printing
- Data Visualization
- Media Design Studio
- Virtual Reality Studio

~34,000 (full time equivalent) students
Getting to Know You...
What is Open Education?
Open education encompasses resources, tools and practices that employ a framework of open sharing to improve educational access and effectiveness worldwide.
Knowledge sharing
Technology
Collaboration
in service of learning
Open Educational Resources

Open Pedagogy

+ value framework
Open Educational Resources
OER are teaching, learning, and research resources that reside in the public domain or have been released under an intellectual property license that permits their free use and repurposing by others.

... including full courses, course materials, modules, textbooks, streaming videos, tests, software, and any other tools, materials, or techniques used to support access to knowledge.
Screenshots from https://openstax.org and https://open.umn.edu/opentextbooks
The Normal Canine Video Series
Licensed: CC BY 4.0. Four videos and transcripts demonstrate methods for examining a canine. Disclaimer: The information in this video is intended for educational purposes only and is not meant to take the place of veterinary care or services your canine may need. Please see your veterinarian about any health concerns.

The Normal Canine:
Head and Neck Exam
with Dr. Michael Nappier
Assisted by Courtney Sneed

Virginia Maryland College of Veterinary Medicine &
University Libraries at Virgina Tech

August 2017

http://hdl.handle.net/10919/78748
Open Textbooks at Virginia Tech
https://vtechworks.lib.vt.edu/handle/10919/70959

Cover design: Trevor Finney. "Hong Kong Skyscrapers" by Estial, cropped and modified by Trevor Finney CC BY-SA 4.0; "Paris vue d'ensemble tour Eiffel" by Taxiarchos228, cropped and modified by Poke2001 and Trevor Finney CC BY 4.0; "London Bridge" by Skitterphoto, cropped and modified by Trevor Finney, Public Domain; "New York" by Mscamilaalmeida, cropped and modified by Trevor Finney, Public Domain.

Cover image: (c) Michelle Yost. Total Internal Reflection (cropped by Robert Browder) is licensed with a Creative Commons Attribution-ShareAlike 2.0 license.
Fundamentals of Business (2016) is an openly licensed (CC BY NC SA 3.0) textbook designed for use in Virginia Tech’s Pamplin College of Business introductory level business course, MGT1104 Foundations of Business.

Share and find ancillary resources for this book at OER Commons. Questions? Comments? Did you adopt this book? Please contact the project manager at lib-sc-g@vt.edu.

This work is a project of University Libraries and the Pamplin College of Business at Virginia Tech.

Lead Author: Stephen J. Skripak
Contributors: Richard Parsons, Anastasia Cortes, Anita Walz
Layout: Anastasia Cortes
Selected graphics: Brian Craig http://bcraigdesign.com
Cover design: Trevor Finney
Student Reviewers: Jonathan De Pena, Nina Lindsay, Sachi Soni
Project Manager: Anita Walz

Editable files are available in MSWord in the zip folder. Please view the README.txt file within this zipped collection.

Print-on-demand softcover versions of this work are available at the cost of production.
Creative Commons Licenses

5 R permissions

Can anyone . . .
Retain it?
Reuse it?
Revise it?
Remix it?
Redistribute it?

https://creativecommons.org/licenses

http://opencontent.org/definition
This material is based on original writing by David Wiley, which was published freely under a Creative Commons Attribution 4.0 license.
<table>
<thead>
<tr>
<th>Most open</th>
<th>Allows adaptation</th>
<th>Allows redistribution</th>
<th>Requires attribution</th>
<th>Eliminates fair use</th>
</tr>
</thead>
<tbody>
<tr>
<td>PD (no known copyright)</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>PD0 / CC0 (donated to public domain)</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>CC BY</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>CC BY SA</td>
<td>Yes-under same license terms</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>CC BY NC</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>CC BY NC SA</td>
<td>Yes-under same license terms</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>CC BY ND</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>CC BY NC ND</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>In-Copyright with no additional license or permission</td>
<td>No</td>
<td>No</td>
<td>—</td>
<td>No</td>
</tr>
</tbody>
</table>
What’s the potential here?
Anyone can create, adapt & share if they:

Understand the licenses

Can extract content

Create in a format others can use

Attribute 3rd party works
Potential areas of growth: critical thinking, communication

Understand the licenses
  -- understanding of copyright, information ethics
Can extract content
  -- digital literacy / technical / software skills
Create in a format others can use
  -- reflection regarding barriers others may face
Attribute 3rd party works
  -- give credit

→ Leverages the power of the web
  → Enormous creative potential
What problems could this solve?
Open Educational Resources

Open Pedagoggy

+ value framework
Open Pedagogy
Non-disposable assignment
- Create
- Adapt or
- Modify with the intent of sharing

- Student agency / choice
- Valuing access by others
- Instructor as “coach”

- Themes:
  autonomy and interdependence;
  freedom and responsibility;
  democracy and participation
Student engagement & motivation
Deeper learning approaches
Real world connections
Produces value for the real world


Project Management for Instructional Designers

Multiple Authors, Brigham Young University
Pub Date: 2012
ISBN 13: 
Publisher: Independent

Read This Book

PDF  ePub

Conditions of Use

Attribution-NonCommercial-ShareAlike
CC BY-NC-SA
The Open Anthology of Earlier American Literature

Robin DeRosa

Creative Commons Attribution

READ BOOK
What’s the potential here?
Allows learners to . . .

- Connect with people and ideas in the real world
- Get feedback beyond the instructor
- Explore areas of interest in a supportive context
- Explore developing their digital persona

Allows instructors to . . .

- Learn, alongside students
- Develop skill in coaching and authentic assessment
- Include students in research programs
- Obtain meaningful feedback
Open Educational Resources

Open Pedagogy

+ value framework
+ value framework
Open Education Is:

a movement

a philosophy

a broad, expanding set of value-driven practices.

© “Jumping Hurdle” Luis Prado CC BY 3.0
Outward facing

Inclusive

Reducing all sorts of barriers and expand possibilities . . .

© “Jumping Hurdle” Luis Prado CC BY 3.0

Open Licenses

Feedback & Collaboration


© “Jumping Hurdle” Luis Prado CC BY 3.0
New Ideas

... about teaching

... about research

© “Jumping Hurdle” Luis Prado CC BY 3.0

Giving Credit

Lever

What can I do to make what I do more OPEN?
Thank you!

Anita Walz

arwalz@vt.edu

Twitter: @arwalz