Learning through Generating Open Educational Resources



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What are Open Cational Resources?

Atkins, D.E., Brown, J.S., & Hammond, A.L. (2007). A review of the open educational resources (OER) movement: Achievements, challenges, and new opportunities. Report to The William and Flora Hewlett Foundation.

Open Educational Resources









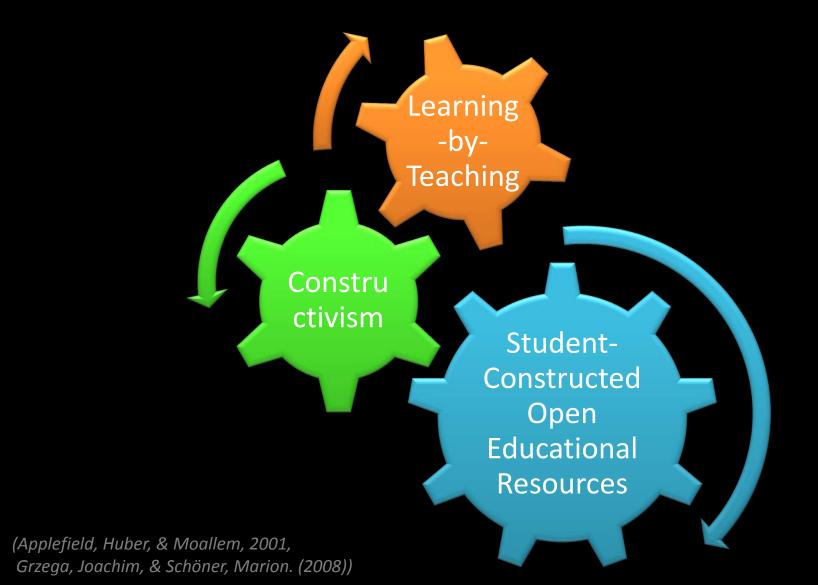


JHSPHOPENCOURSEWARE

Johns Hopkins Bloomberg School of Public Health

MITOPENCOURSEWARE

Learning through generating OER



OER Research Gaps

1. Expertise: Finding new learning resources developers (Wiley, D., 2007).

2. Quality: Quality of OER that is based on learning design (Hodgkinson-Williams, C., 2010; Hylén, J., 2006; Bates, T., 2011a,b).

3. Reusability: Reusability of learning resources of different forms (Kozinska, K. et al., 2010; Wiley, D., 2007).

4. Participation: Lack of effective examples of quality students' generated content (Bull, G., 2008; Sener, J., 2007).

Thus, the goal is to find a sustainable OER model for higher educational Institutions that addresses these areas.

Design-based Research

1. Analysis of practical problem

Literature review, research statement and research questions



Propose initial model based on theoretical framework



Implementation of the model, data collection and data analysis

4. Reflection to produce "design principles"

Design principle for OER development model and submit thesis

DBR1: Analysis of practical problem

Literature review

- Open Educational Resources (OERs).
- Open licenses.
- Student-generated content under:
 - Cognitive surplus
 - Digital Natives
- Evaluation of online learning resources.
- Learning Theories (Constructivism and Learning-by-Teaching (LdL)).

Identify the problem

 Finding a new sustainable OERs development for HEI that; runs as a service, encourages students participation to generate quality learning resources and advances knowledge construction of OERs.

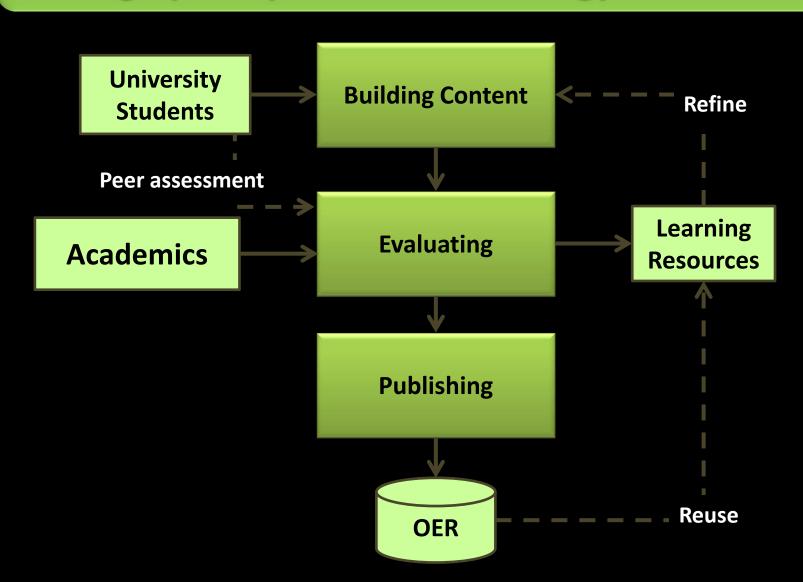
Barriers and challenges

- Raising awareness of Open
 Educational Movement and open
 publishing.
- Scaffolding student in generating learning resources.
- Assessing fitness of studentgenerated content to OER.
- Evaluating student learning performance through generating OER.

Propose a solution

Tapping into student-generated content through engaging them in generating learning resources as they go through their university years.

DBR2: Development of solutions using existing design principles and technology innovation



DBR3.1: Iterative cycles of testing and refinement of solution in practice

1. Engaging University Students

- Roles of students, teachers and researcher.
- Relationships between all stakeholders .
- Communications via LMS services and face-to-face mode.

3. Refining Design and Method

- Refining the model and methods based on Data Analysis of data collected from participants.
- Starting a new iteration based on recommendations from previous iteration(s).

2. Producing Learning Resources

- Integration of OER development model to unit learning design.
- Setting up workshops to raise awareness and developing skills.
- Utilizing Web 2.0 tools.
- Feedback from peers and teaching team.

4. Evaluating Learning Resources

- Assessing fitness of student-generated
 Learning Resources to OER by looking at:
 - Technical dimension.
 - Educational dimension.
 - Openness dimension.

DBR3.2: Tools used in research practice

Program of integration of OER development model into undergraduate study unit at UWS



Learning Resource Card

Design
Content
Reusability
Package
License
Publish

Learning Management System (Discussion forums, messages, announcements, content repository and course services (i.e.: send email))



Quality criteria to evaluate student-constructed learning resources



DBR4: Reflection to produce "design principles" and enhance solution implementation

- Principle 1: teachers need to be skillful and experienced in generating online learning content.
- Principle 2: the learning design should provide tools to scaffold students' learning.
- Principle 3: units learning design need to accommodate OER development model.



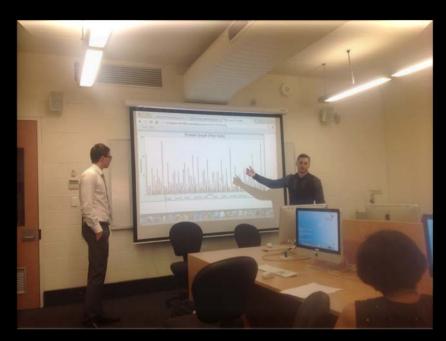


Students' Experience in Learning Through Generating OER

Online survey

Quizzes

Assessment and Learning Performance



Students' presentationData Mining Spring 2013

