

OER and Lectures

What are Open Educational Resources?

Open Education Resources (OERs) are online resources that have been openly licensed so that anyone can re-use, re-mix, and re-share to use to support learning.

The University of Edinburgh has an **OER policy**, which outlines the institutional position on OERs and provides guidelines for practice in learning and teaching. You can find the policy on the **Academic Services, Policies** (<http://edin.ac/2r1Wc3M>) page under **Learning and Teaching**, or link directly to the document here:

Open Educational Resources Policy (<http://edin.ac/2IMXM9L> PDF).

Why should you (as an educator) get involved with (using) OER?

Content used in lectures, presentations, and teaching materials should be in line with current copyright laws and legislations. The University has a licence with the CLA (for published materials) and with the ERA (for broadcast materials) which covers most of the readings and viewings that may be required for teaching, but when it comes to the extras (images, sounds, demonstration videos and clips) seeking out and using materials that have been openly licensed reduces any concerns around copyright infringement. It also means that you are fine if your teaching content (lectures or presentations) ends up outside of the closed educational environment.

Why re-invent the wheel? - Teachers are responsible for creating great learning experiences, not (necessarily) for creating all the resources needed for this themselves. Re-using OER frees up time that can be spent on other aspects of the teaching and learning process.

Raising your profile - Sharing your own materials as an educator can both help raise your profile and allow your resources to be improved by other users.

Take your resources with you - By making your teaching resources open you are also allowing yourself to take these materials with you when you move from one institution to another.

Why you should get involved with (using) OER (as an educator)? was re-mixed from The Open Education Handbook (<http://edin.ac/2s1fYuR>), licensed under a Creative Commons Attribution (Unported) v3.0 Attribution CC BY (<http://bit.ly/1jma1Qx>)

Where can you find OER for teaching and presentations?

There are a number of different places online where you can search for and find open education resources.

Open Repositories

Open repositories allow anyone to upload and download learning resources in more than one format for reuse and remixing. The repositories provide a wide variety of types and levels of resources and provide guidance on the level of CC licences the resources are provided under.

TES Connect (<http://bit.ly/2sK5wug>): is a repository for educators to find and share original teaching materials. Its focus is on sharing materials for primary and secondary school, and up to early undergraduate, education levels.

Wikimedia Commons (<http://bit.ly/2rHVdsh>): is a media file repository making available public domain and freely-licensed educational media content (images, sound and video clips) to everyone. It acts as a common repository for the various projects of the Wikimedia Foundation, but you do not need to belong to one of those projects to use media hosted here.

National Science Digital Library (<http://bit.ly/2sk7GKz>): is a repository for science, technology, engineering and mathematics educational resources. It is searchable by subject, educational level, and standard. Resources vary from documents, video, images, textbooks, presentations, and quizzes. Materials are provided across all of the CC licences.

OER Commons (<http://bit.ly/1teVq1a>): is a digital library and teachers network repository with resources ranging from documents, audio, video, images, textbooks, and presentations. It is searchable by subject, educational level, and standard. Materials are provided across all of the CC licences, plus some custom licences.

Find an Open Repository: <http://bit.ly/2rcBopd>

Specialised Content Sites

There are also websites which offer only one format of content but specialise in that field. Some of these you may be familiar with include Flickr, SoundCloud, and YouTube. You can search within these sites to find resources under CC licences.

Media Hopper (<http://www.media.ed.ac.uk>): is the University's Media Asset platform. It provides all staff and students with a space that they can use to upload media and then publish to various places, including VLEs, Websites and social media channels. Materials are provided across all of the CC licences.

Pixabay (<https://pixabay.com/>): is an illustration and picture sharing repository. Artists can upload images and all of these are released under the CC0 into the public domain. Sponsored images are shown at the top of the pages, this require a fee and are marked with the Shutterstock logo.

Sketchfab (<https://sketchfab.com/>): is the leading platform to publish and find 3D and VR content online. You can upload files in almost any 3D format, licence, and then embed them on any web page, and share them on other platforms like Tumblr, WordPress, Facebook, LinkedIn, etc. Materials are provided across all of the CC licences.

Flickr (<http://flickr.com/>): is an online photo management and sharing platform with wide international use. Flickr provides the option of applying Creative Commons licences to any photographs uploaded to the platform. Flickr uses all of the CC licences.

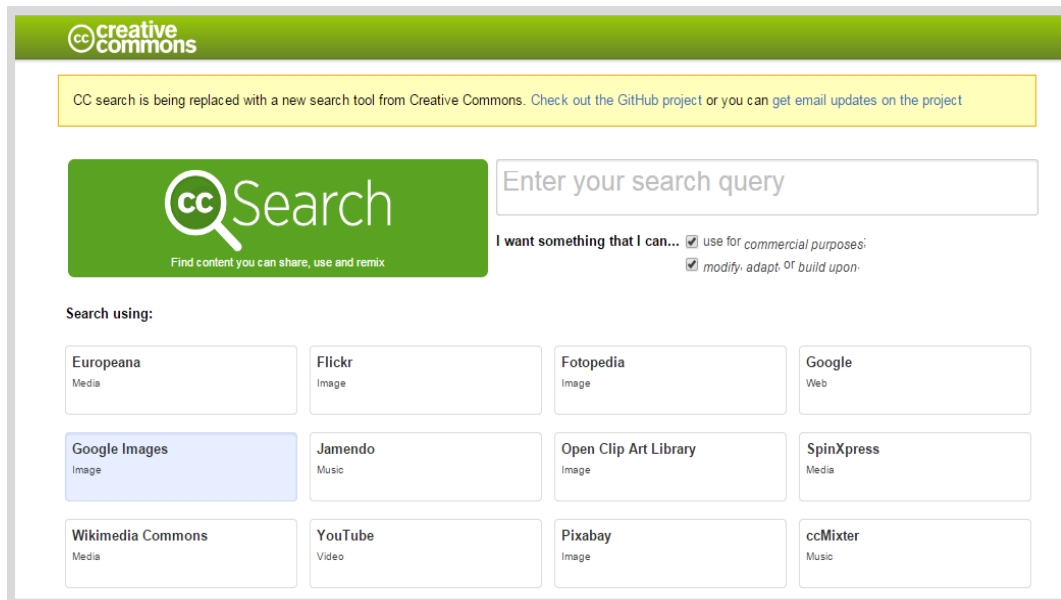
YouTube (<https://www.youtube.com/>): is the worlds largest online video sharing platform. YouTube offers two types of licences for videos uploaded to the platform, including the Creative Commons Attribution licence.

Find a Specialised Content Site: <http://edin.ac/2r1WWWC>

Search via Creative Commons

Creative Commons have also created a service that allows you to set the terms of your search, how you wish to use the item, and the search engine you would like to use. If there's any doubt you should contact the copyright holder directly, or try to contact the site where you found the content.

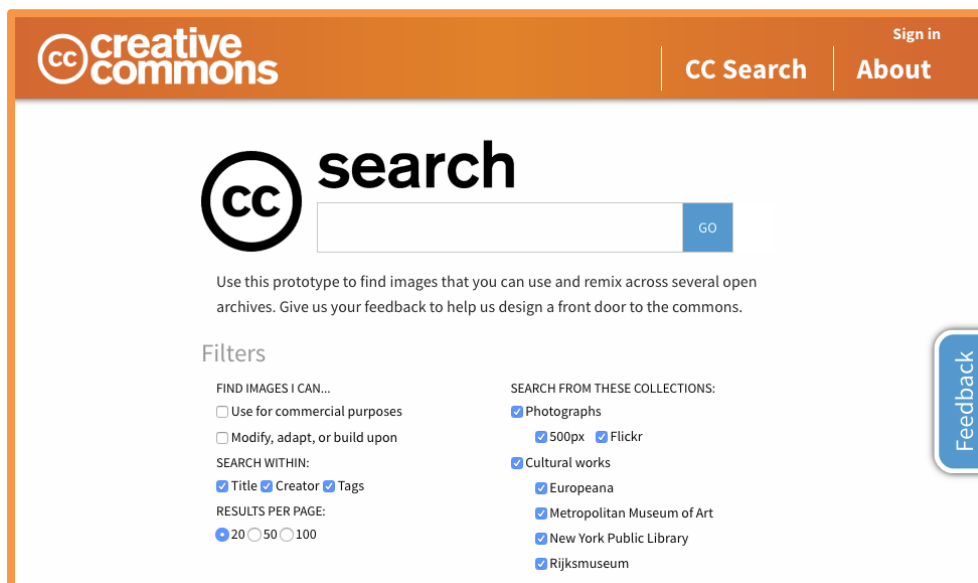
The CC Search includes: Europeana, Flickr, Fotopedia, Google (web), Google (images), Jamendo, Open Clip Art Library, SpinXpress, Wikimedia Commons, Youtube, Pixabay, and ccMixer.



Go to Search Creative Commons: <https://search.creativecommons.org/>

There is now also a new CC Beta Search that can be used to find images across several open archives.





The CC Beta Search searches across Flickr, Europeana, Metropolitan Museum of Art, the New York Public Library, and the Rijksmuseum.



Go to the CC Beta Search: <https://ccsearch.creativecommons.org/>

Once you've found the OER, how do you use it?

Once you've located an Open Education Resource (this could be anything from a lesson plan, to a presentation, a piece of music, you name it), check the licence to see if there are any restrictions around using the resource to create something new.

 <p>CC BY</p> <p>A resource licensed CC BY means you can re-distribute, remix, tweak, and build upon the resource, even commercially, as long as you credit the original author.</p>	 <p>CC BY-SA</p> <p>A resource licensed CC BY-SA means you can remix, tweak, and build upon the resource even for commercial purposes, as long as you credit the author and license their new creations under the identical terms. Any re-distribution of a resource that you create from this one will need to carry the same licence.</p>
 <p>CC BY-NC</p> <p>A resource licensed CC BY-NC means you can re-distribute, for commercial and non-commercial purposes, as long as it is passed along unchanged and in whole, with credit to the original author.</p>	 <p>CC BY-NC</p> <p>A resource licensed CC BY-NC means you can remix, tweak, and build upon your work so long as it is used for non-commercial purposes. However, although the new work must also acknowledge the author and be non-commercial, you don't have to licence a derivative work on the same terms.</p>

As long as you follow any restrictions placed by the licence you can use the resource for any purpose.

What attribution information do I need?

A good rule of thumb is to use the acronym TASL, which stands for Title, Author, Source, Licence:

Title – What is the name of the material?

Author – Who created the material?

Source – Where did you find the material? / Where can someone else find the material?

Licence – How can the material be used?

Lastly, is there anything else you should know before using the material? Things you may want to consider is when and where it was created, who is the source and are they reliable, is the content accurate?

Make sure you get the attribution right

Here are three attributions for an image provided by Creative Commons:



Attribution A)

[“Creative Commons 10th Birthday Celebration San Francisco”](#) by [tvol](#) (Flickr) is licensed under [CC BY 4.0](#)

Good – This attribution includes the full name of the photo with a hyperlink through to the image source, the name of the author with a hyperlink to the author’s page, and the CC licence that has been applied to the photo with a hyperlink through to the licence details.

We could improve this by also including the platform where the image was hosted so that if the attribution was provided on a resource not connected to the internet, the image could be found by someone wanting to look it up.

E.g. “Creative Commons 10th Birthday Celebration San Francisco” by tvol on Flickr is licensed under CC BY 4.0

Attribution B)

Photo by [tvol](#) / [CC BY](#)

Average – This attribution has included the author name and the licence with hyperlinks, but has not named the photo to provide context or provided the full name of the licence.

Attribution C)

Photo: Creative Commons

Incorrect – Does 'Creative Commons' refer to the name of the photo? The content? The creator? We don't know. This attribution provides no useful information in order to trace back the author of the photo, nor has it provided any licensing details. We don't know where it came from or whether it is licensed for re-use.

If you are unsure whether or not you are correctly attributing works on a CC licence the Creative Commons Wiki provides detailed information on how to correctly attribute resources for a variety of licences: https://wiki.creativecommons.org/Best_practices_for_attribution

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