

Open Education and TLEF Projects

WHAT IS OPEN EDUCATION?

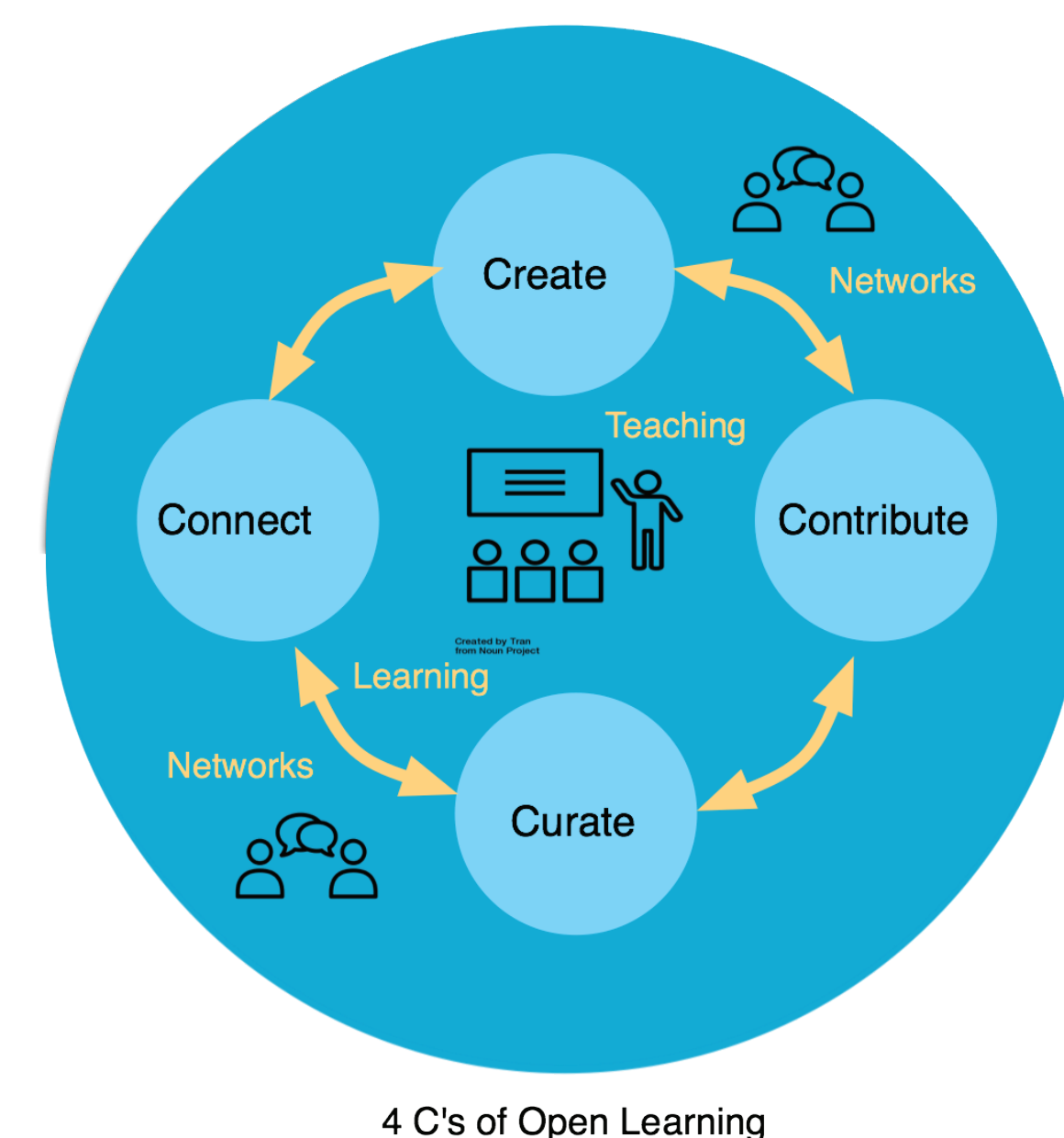
Open education encompasses resources, tools, and practices that employ a framework of open sharing to improve educational access and effectiveness worldwide. Open education combines the traditions of knowledge sharing and creation with 21st century technology to create a vast pool of openly shared educational resources. It also harnesses today's collaborative spirit to develop educational approaches that are more responsive to learners' needs.

Open Education Consortium

Teaching and Learning Enhancement Fund (TLEF) projects at UBC include different approaches to creating, curating, and developing open courses. In many projects these elements overlap and include students in resource creation.

Create: Creating open resources such as videos, textbooks, and web resources that are shared publically and licensed for use and/or reuse.

Curate: Finding, using, and remixing open resources within courses, programs, or projects.



CREATE

- Development of eNunciate, web-based resources to improve learners' pronunciation in Japanese and English
- Student creation of more than 100 online exhibits and resources linked to exhibits at the Museum of Anthropology as part of the Engage UBC project
- Creation of openly licensed instructional videos, resources, and interactive slides for learning the functional anatomy and neuroanatomy of the head and neck
- Development of a new open textbook on natural hazards and tutorials for learning open source software (QGIS) for GIScience
- Digitization of 700 Greek Epigraphic Squeezes in an open collection and development of supporting teaching resources
- Creation of an open course *Introduction to Latin American Studies*, which includes videos, online resources, and podcasts

CURATE

- Open educational resources were curated as part of the redesign of Physics 100. This included replacing the course textbook with an open textbook that is free for students.
- Open courses and resources on global health were curated and evaluated for the development of an online global health resource that can be used in different courses and programs at UBC and beyond.
- Project teams for BIOL 112: Biology of the Cell and BIOL 121: Genetics, Evolution and Ecology curated open resources to support the implementation of flipped or blended classrooms.
- Open Educational Resource Repositories (OERR) are under development on campus with financial support. The OERR are meant to support both the archiving of internally created and externally curated educational content. The primary site of development is with the Department of Statistics.

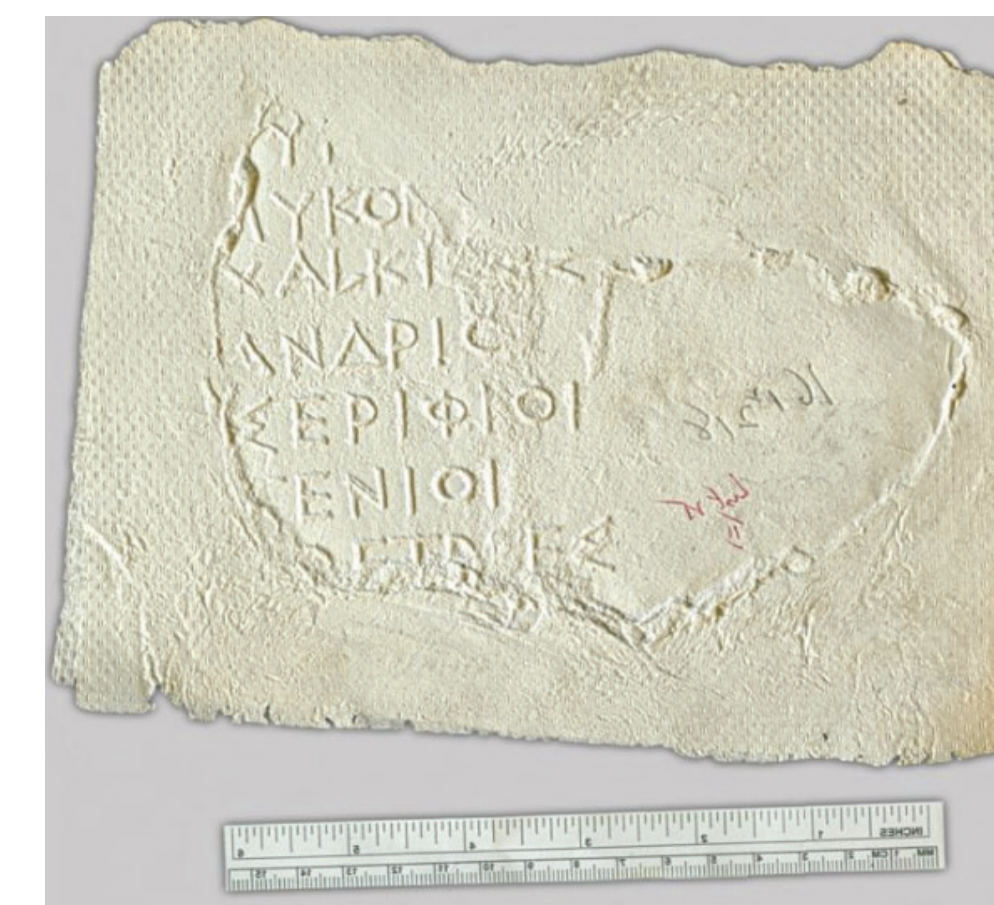
CONNECT AND CONTRIBUTE



Flexible Learning for Gross Anatomy

Faculty of Medicine, Claudia Krebs

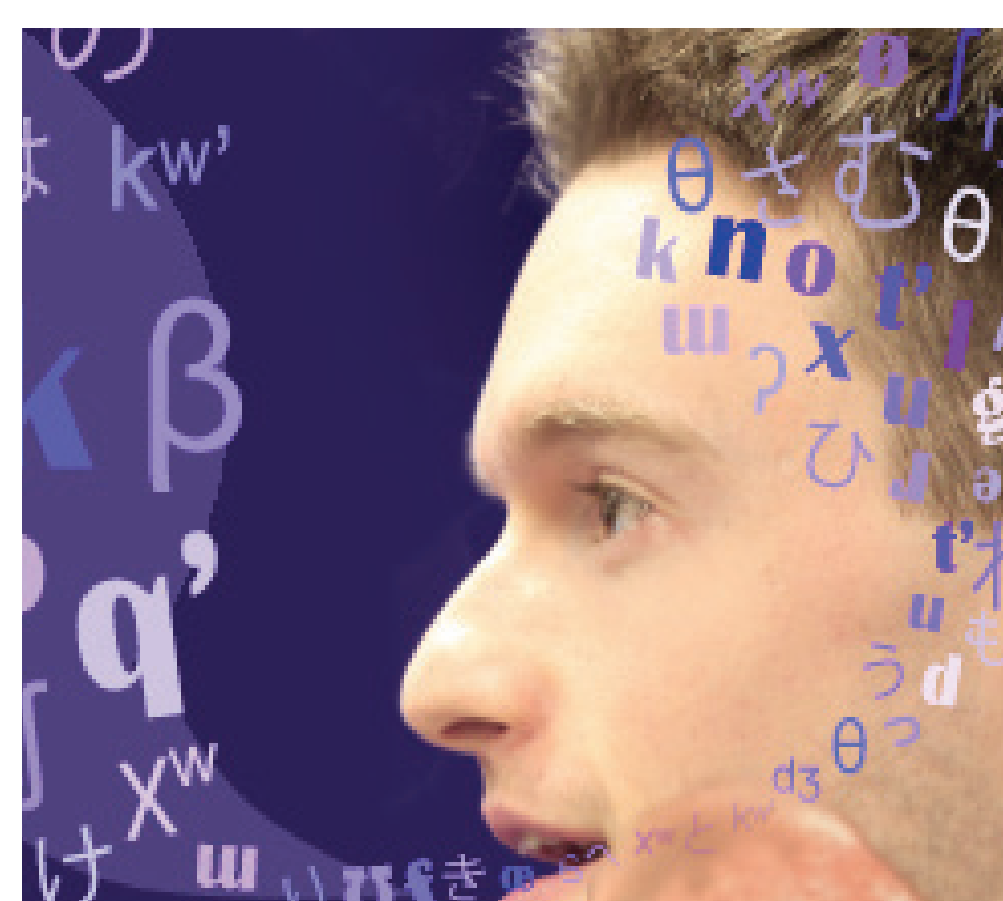
The project team created a comprehensive set of resources to support a flexible approach to learning the functional anatomy and neuroanatomy of the head and neck. This included the creation of instructional videos, interactive modules, and in-class activities (lab manual) that are open and licensed as Creative Commons Attribution-NonCommercial-ShareAlike 2.5 Canada. Students were co-creators of this content and participated throughout the development process.



Greek Epigraphic Squeezes: Developing a Digital Environment

Faculty of Arts, Gwynnaeth McIntyre

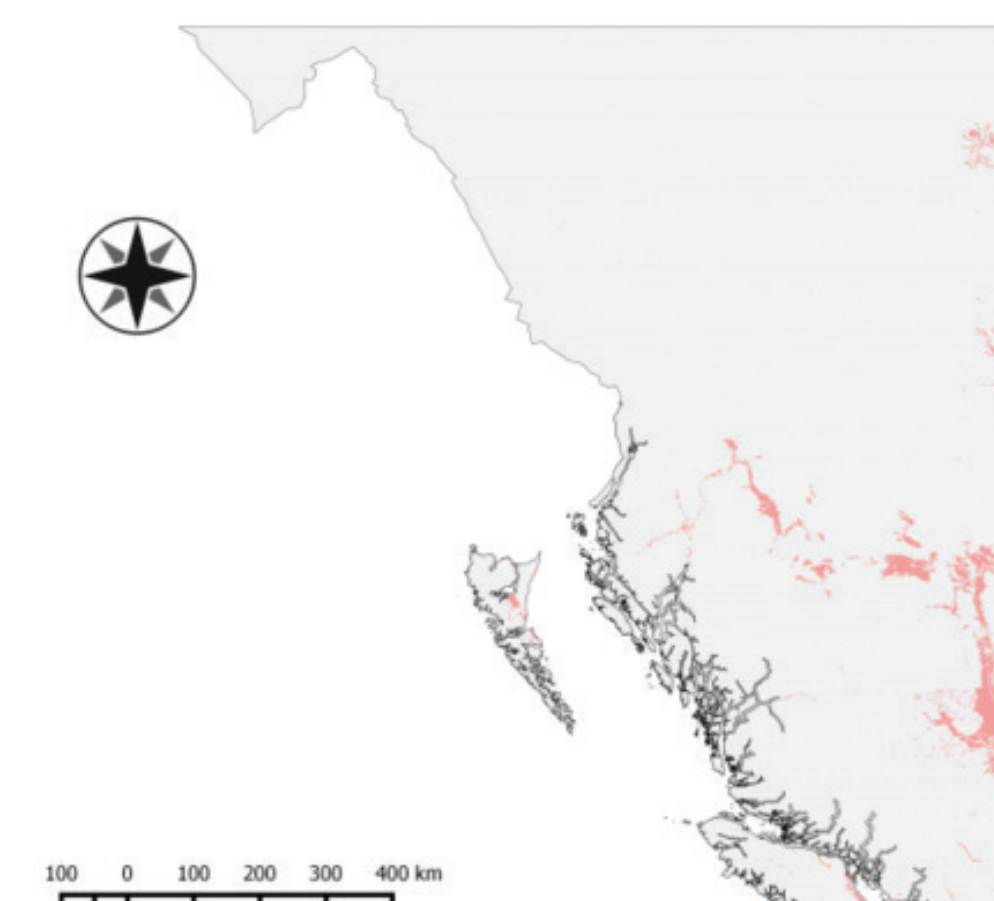
This student-driven project collaborated with the UBC Library to digitize 700 Greek Epigraphic Squeezes and develop the descriptive content necessary to deliver comprehensive online collections. In addition to contributing the Squeezes to an open collection, they developed open teaching resources for public use.



Multimodal approaches to the empowerment of pronunciation teaching and learning (eNunciate)

Faculty of Arts, Brian Glick

The project team developed instructional videos, phonetics videos, an interactive IPA chart, and instructional resources for Japanese and English pronunciation. These resources were co-created by students. The eNunciate site resource is open and licensed as Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International.



Human and Environmental Geography Experiential Learning Initiative

Faculty of Arts, Siobhan McPhee

One element of this project involved the project team adopting and creating open education resources, including a new open textbook on natural disasters, tutorials for learning open source software (QGIS), and 360 video content for accessible field trips. These resources have been licensed as Creative Commons Attribution-ShareAlike 4.0 International.

ACKNOWLEDGEMENTS

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