

National Science Digital Library *Reusability and Interoperability Workshop*

IMPLEMENTING AND SUPPORTING REUSABILITY

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Fostering Reusability in the NSDL*

What can NSDL projects do to foster the creation and support the dissemination of content that is designed for reuse?

- Barriers / Enablers that can be addressed:
 - Rights
 - Interoperability
 - Metadata
 - Reusable Design
 - Sociological Issues

*And Conference Group

Rights: Possible Actions

- Post policies and information about rights.
 - Increase rights awareness of people and organizations
- Review the licenses and rights associated with content from other sources and generated by NSDL projects.
- Recommend (or require) that appropriate Creative Commons licenses be used for all content referenced by (or generated by) NSDL projects.
- Maintain, expose and allow searches on rights metadata for all NSDL resources.
 - Dublin core
 - LOM
 - Rights Expression Languages

Interoperability: Possible Actions

- Recommend platforms:
 - Brands and version numbers of operating systems and browsers
 - Brands and version numbers of plug-ins
 - Brands and version numbers of end-user applications, including software that is specific to certain disciplines.
- Recommend standards.
 - Learning technology interoperability standards and specifications (e.g. SCORM)
 - Standards for formats, such as XHTML
- Maintain, expose and allow searches on technical metadata.
- Review resources for interoperability.

Metadata: Possible Actions

- *Mandatory Support for Metadata*
 - Basic descriptive metadata
 - Educational metadata elements
 - Technical metadata
 - Rights metadata
- *Links to Documentation*
 - Provide provide to software documentation and other usage information.

Reusable Design: Possible Actions

- Information & guidelines
- Selection criteria
- Sub-collections (e.g. SCORM content, modifiable content)

Sociological Issues: Possible Actions

- Frequently Identified Issues:
 - Absence of a culture of sharing and reuse
 - Lack of recognition and rewards for developing or using digital learning resources
 - A need for professional development in teaching with digital learning resources
- Possible actions:
 - Strive to be a role model for sharing and reuse.
 - Track the reuse of content.
 - Provide professional development opportunities that go beyond posting guidelines.

Activity

Implementing & Supporting Reusability

Goals

- List technologies, activities, services and policies you have in place to support each Reusable Design Guideline.
- Identify technologies, activities, services and policies that should be put into place to support each Reusable Design Guideline.
- Start to formulate an action plan for your project.

Activity – 30 minutes

- Form into logical groups of 3 to 6 people
- For each reusable design guideline, note
 - what you are doing *now*
 - what you could be doing *in the future*to support end-users meet and take advantage of that guideline.
- Record on stickies, and post – see instructions
 - Blue for NOW, Pink for FUTURE
- Walk around and observe / take notes
- Sketch an action plan for your project
- Discussion of action plans for your project or collection

Discuss Recommendations – 45 minutes

- Review posted recommendations
- Gather general themes
- Develop a group set of recommendations



Wrap-up Next

Questions? Comments?

