



STIMULATING THE SHARING AND REUSING OF OPEN EDUCATIONAL RESOURCES IN HIGHER EDUCATION – THE DUTCH EXPERIENCE

LIEKE RENSINK – SURF

SURF

SURF is an ICT cooperative for education and research

At the SURF cooperative, education and research work together to make full use of the opportunities offered by digitalisation,
with the aim: making education and research better and more flexible.



*‘My ambition is that by 2025
all lecturers at Dutch higher
education institutions
make their teaching material
openly available.’*

**JET BUSSEMAKER,
MINISTER OF EDUCATION 2015**

SURF

Target groups



Professional



Researcher



Student



Lecturer



Lifelong learner

Collaboration with other industries



Collaboration between institutions



International collaboration

Collaboration Open Science/ Open education



MBO

Support Desk



HBO

Collaboration between faculties



WO

Data-stewards

Library

IT-department

Educational advisor

AV-department

Strategy & Policy

Platform = safe transaction environment, physical & online

SURF-portfolio for digital learning materials

National support desk for digital learning materials

Content strategy

Standards

National arrangements

Joint procurement commercial learning material





Coordination creation open learning materials

Innovation

Knowledge creation, dissemination, & professionalization

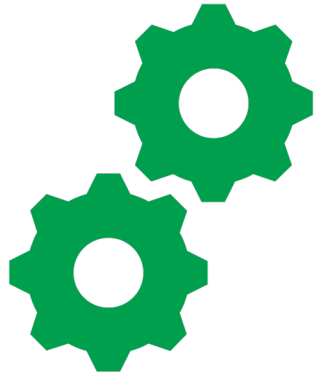
Special Interest Groups

Experiment

-  = Services
-  = Collaboration
-  = Knowledge
-  = Innovation



National collaboration on 3 levels



INFRASTRUCTURE

EDUSOURCES



CONTENT

COMMUNITIES



SUPPORT AND KNOWLEGDE

SPECIAL INTEREST GROUPS

PUBLISH



User

- Support staff
- Community

SEARCH

User:
Lecturer
Student





Communities & contentstrategy



Communities



4TU.Ethics

[See >](#)



Boundary Crossing

[See >](#)



Domain Applied Science (DAS)

[See >](#)



Information Literacy

[See >](#)

Interprofessional workplace learning for healthcare students

[See >](#)

Street Law - Open Interactive Book

[See >](#)

SURF Community Redesign education

[See >](#)



Urban Resilience: Engineering perspective

[See >](#)



Arts and psychomotor therapies

[See >](#)

Content advisory board

- Subject specialists and teachers advise at a national level on third-party resources to be made available via edusources.
- Start with open educational resources, including open textbooks.
- Develop into an advisory body for make-or-buy decisions regarding content?

Photo by [Enrique Macias](#) on [Unsplash](#)





Experiments



19 professional communities

Health

Economics and business

Exact sciences and computer science

Behavioural and society studies

Law and administration

Education and pedagogy

Technical studies

Interdisciplinary

Collaboration of 15 Dutch Bachelor of Nursing Universities of applied sciences

- National education profile
- Vocabulaire
- Quality model
- Workflow
- Community platform & manager
- Collection materials





Knowledge exchange, professionalisation and collaboration



Introduction OER

The screenshot shows the SURF website header with navigation links: SURF, SURFpaper, SURFdashboard, My SURFmarket, SURFdrive, SURFfilesender, edu.nl, IT facilities, Education & IT, and Research & IT. The main heading is 'Introduction to open educational resources'. Below it is a sub-heading 'Developing learning materials is time-consuming and expensive...' and a small image of two people working together. A navigation bar includes 'Introduction', 'What?', 'Why?', 'Re-use', 'Developing', 'Collaborating', 'Sharing', and 'About'.

For whom is the introduction written?

The target group of the Introduction to open educational resources is lecturers and teams of lecturers who:

- are interested in sharing and reusing open educational resources
- wish to explore the potential of open educational resources for the purpose of (re)designing education.

In addition, the introduction is interesting for people who help lecturers in developing education, such as educationalists, AV and media experts, copyright experts and information specialists.

What is the purpose of the introduction?

The aim of the Introduction to open educational resources is to collect all the basic information on sharing, re-using and developing open educational resources in one place so that lecturers, educational support staff and communities of lecturers can educate themselves in this area.

Parts of this introduction

What are open educational resources?

Quality assurance

The screenshot shows the SURF website header with navigation links: SURF, SURFpaper, SURFdashboard, My SURFmarket, SURFdrive, SURFfilesender, edu.nl, IT facilities, Education & IT, and Research & IT. The main heading is 'Quality assurance of open educational resources'. Below it is a sub-heading 'Are you working on open educational resources? Make sure that the learning materials are good quality and that they meet the right criteria...' and a small image of a person working at a computer. A navigation bar includes 'Quality model', 'What?', 'Why?', 'Re-use', 'Developing', 'Collaborating', 'Sharing', and 'About'.

What is a quality model?

A quality model is a list of criteria with which learning materials must comply if they are to qualify as "fit for purpose". Within an educational institution or a professional community, you can decide to collaborate with creating a quality model like this, to make it easier for educators to share and reuse open educational resources. Having a quality model for open educational resources ensures that educators' confidence in open educational resources will grow. It provides them with a way to evaluate their own materials, and gives them support to assessing materials from others.

What is the aim of the road map?

The aim of this road map is to provide an approach for groups (such as within an educational institution or a professional community) who are creating a collection of open educational resources and therefore want to create, implement and maintain a quality model.

Go through the 6 steps of the roadmap.

Step 1. Define the scope, aim and target audience

Step 2. Create a project team

Step 3. Develop an initial version

Workshop for professionalisation

The screenshot shows the SURF website header with navigation links: SURF, SURFpaper, SURFdashboard, My SURFmarket, SURFdrive, SURFfilesender, edu.nl, IT facilities, Education & IT, and Research & IT. The main heading is 'Roadmap for the development of the workshop 'Redesign your teaching using open educational resources''. Below it is a sub-heading 'Would you like to speed up the adoption of open educational resources (OER) within your institution? Do you want to help lecturers start with OER? Using this roadmap, we will set up an online workshop which will be your platform to inspire lecturers...' and a small image of two people working together. A navigation bar includes 'Roadmap', 'What?', 'Why?', 'Re-use', 'Developing', 'Collaborating', 'Sharing', and 'About'.

Make a flying start with open educational resources

Using this roadmap, you will develop an online workshop as a platform where lecturers can get some hands-on experience with OER. The primary goal of the workshop is to enable lecturers to discover that there are plenty of accessible educational resources in the world. We also want to show participants that it makes a lot of sense and is easy to share your own educational resources openly. And we really want to allow lecturers to make a start on redesigning courses using OER.

Steps in this roadmap

Make your way through the following steps to produce a workshop:

Step 1. Define target groups and learning objectives

Step 2. Design the workshop

Step 3. Recruit participants

Step 4. Produce preparatory assignments

Community OER

The screenshot shows the SURF website header with navigation links: SURF, SURFpaper, SURFdashboard, My SURFmarket, SURFdrive, SURFfilesender, edu.nl, IT facilities, Education & IT, and Research & IT. The main heading is 'Roadmap: build a professional community around open education resources'. Below it is a sub-heading 'If you create, share and reuse open educational resources, it is absolutely essential to collaborate with other lecturers...' and a small image of two people working together. A navigation bar includes 'Introduction', 'What?', 'Why?', 'Re-use', 'Developing', 'Collaborating', 'Sharing', and 'About'.

What is a professional community?

A professional community is a partnership between colleagues, inside and outside the educational institution, in which they work together on specific topics or towards certain objectives. [Read more about the concept behind the professional community.](#)

What is the purpose of this roadmap?

This roadmap helps professional communities of collaborating lecturers to launch their joint work on open educational resources. How do you organise a professional community and how do you ensure that members feel engaged and actively contribute?

Who is this roadmap for?

This roadmap is for anyone who wants to create a professional community for the sharing and reuse of educational materials, or who wants to reactivate or boost an existing professional community through open educational resources.

About this roadmap

Complete the following steps to create an active professional community in which members collaborate on a high-quality collection of open educational resources:

Step 1. Setting up your core team



NATIONAL SUPPORT DESK DIGITAL (OPEN) LEARNING RESOURCES

- **Sharing knowledge about digital (open) learning resources**
- **Community building around digital (open) learning resources**
- **Community building around subject area's (professional communities)**

Photo by [Alex Dudar](#) on [Unsplash](#)



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