

Type of Session

Open Education Action Lab (2h)

Title of Session

User-stories for the OER World Map

Names, titles, and institution or organization for all presenters

- Felix Ostrowski, hbz / graphthinking GmbH, Germany
- Rob Farrow, Open University, UK (to be confirmed)

Intended audience

Anybody interested in the development of the OER World Map, especially those with concrete ideas for real-world usage scenarios.

Intended Outcomes

The output of this Action Lab is planned to be a collection of user-stories which can be used to further develop the system according to the needs of the OER community.

140 Character Summary

The Action Lab invites all members of the OER community to evaluate the current state and develop ideas for the future of the OER World Map.

Proposal

For several years now, there has been a discussion about “OER mapping” within the open education community. As an early milestone, Susan D’Antoni presented her vision of an OER World Map at the 2012 UNESCO OER World Congress in Paris. In 2013, The William and Flora Hewlett Foundation decided to fund an OER World Map project in two phases.

The first phase called for the rapid development of three prototypes which were developed by the Institute of Knowledge Management in Education (ISKME), the Brazilian Mira project and the North Rhine-Westphalian Library Service Centre (hbz) in the beginning of 2014. After having evaluated several proposals for phase II, which consists of the development of a fully functional web site, The Hewlett Foundation recently announced that a team of members of hbz, graphthinking GmbH and the Open University UK will be funded to develop this system in 2015.

By adding a data-centric perspective, the proposal under the auspices of hbz extended the original idea by adding a focus on the back-end of the system which was originally conceived to be mainly a front-end. In doing so, it unleashed the full potential included in the original idea; it became obvious that the data underlying the OER World Map could be used to build

many other services which suit the faster development of the OER community as well as a better dissemination of its contents.

Besides the visualization in form of a geographic map, the project aims at developing several other components such as a search module for the back-end, profile pages for persons, institutions, projects and services, a statistics module as well as a calendar and a timeline. These will be driven by an open API, so that the data can easily be reused by others and become the foundation of a rich and flourishing ecosystem of applications.

A special challenge will be to install sustainable editing processes, which guarantee the actuality of the data at all times as well as its quality. In order to do so, the OER World Map project will use a hybrid process which allows every member of the OER community to input data and at the same time reuses data collected by projects and institutions like the POERUP project, UNESCO's WSIS Knowledge Community, the Open Education Consortium and many others ("OER data curation projects"). To achieve fast growth, an "OER-World-Map Edit-A-Ton" is planned to engage the OER community in collecting data as complete as possible. In order to do so, a network of national champions will be developed, which take care of the data collection in their countries.

All of the above shows, that the involvement of the community cannot be overrated. We thus propose an Open Education Action Lab for the OER World Map. As an introduction, the main features of the planned system as well as the current version of it will be presented. The Action Lab then aims at discussing the critical question:

Which tasks should be accomplished using the OER World Map?

The Action Lab will thus not focus on technical implementation details, but rather on the intended usages of the OER World Map from the perspectives of the various stakeholders. The concept of "user-stories" has been chosen, because "it captures the 'who', 'what' and 'why' of a requirement in a simple, concise way":

"As a <role> I want <goal/desire> [so that <benefit>]."¹

This allows all potential stakeholders to participate in the process, regardless of any experience in software development. User-stories provide the basis for a constructive dialogue between developers and users and are a great help to ensure that what is being developed is what the intended audience of the system - in this case the OER community - actually wants. And only if this is guaranteed the OER World Map can be successful and provide benefit for the community.

¹ http://en.wikipedia.org/wiki/User_story