

# Open Source Software

Online Educa 2003

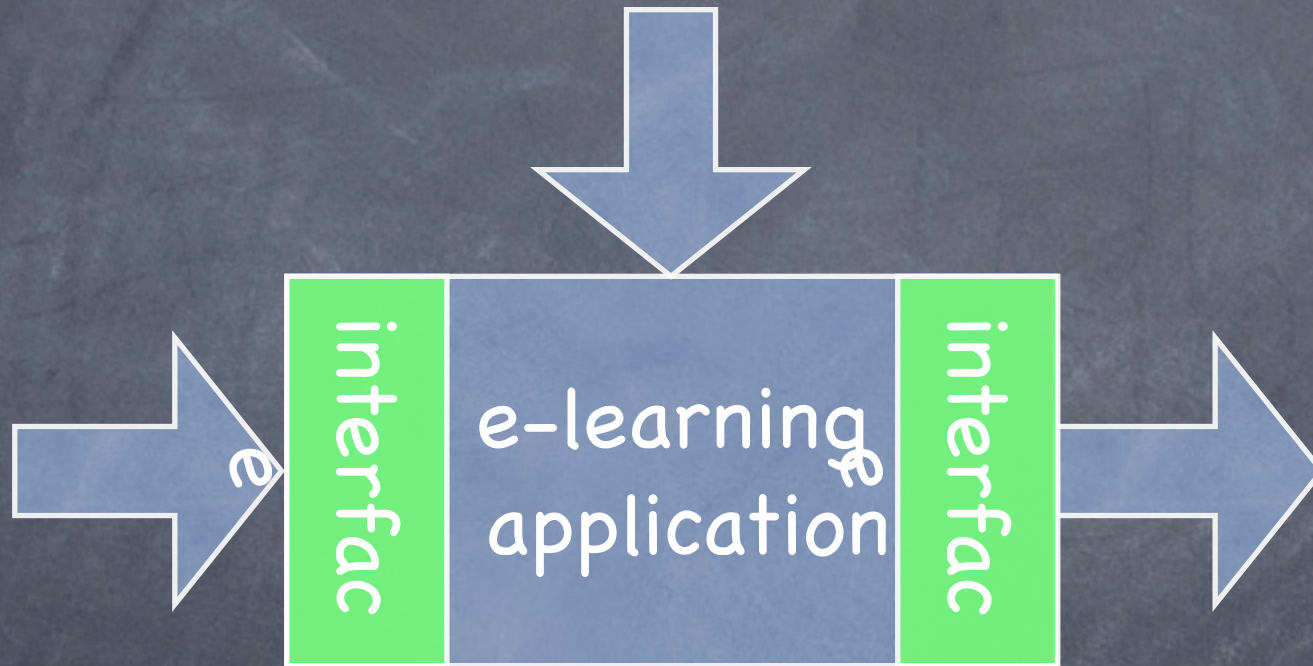
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e-learning  
application

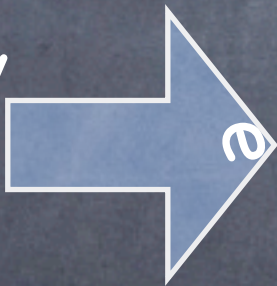




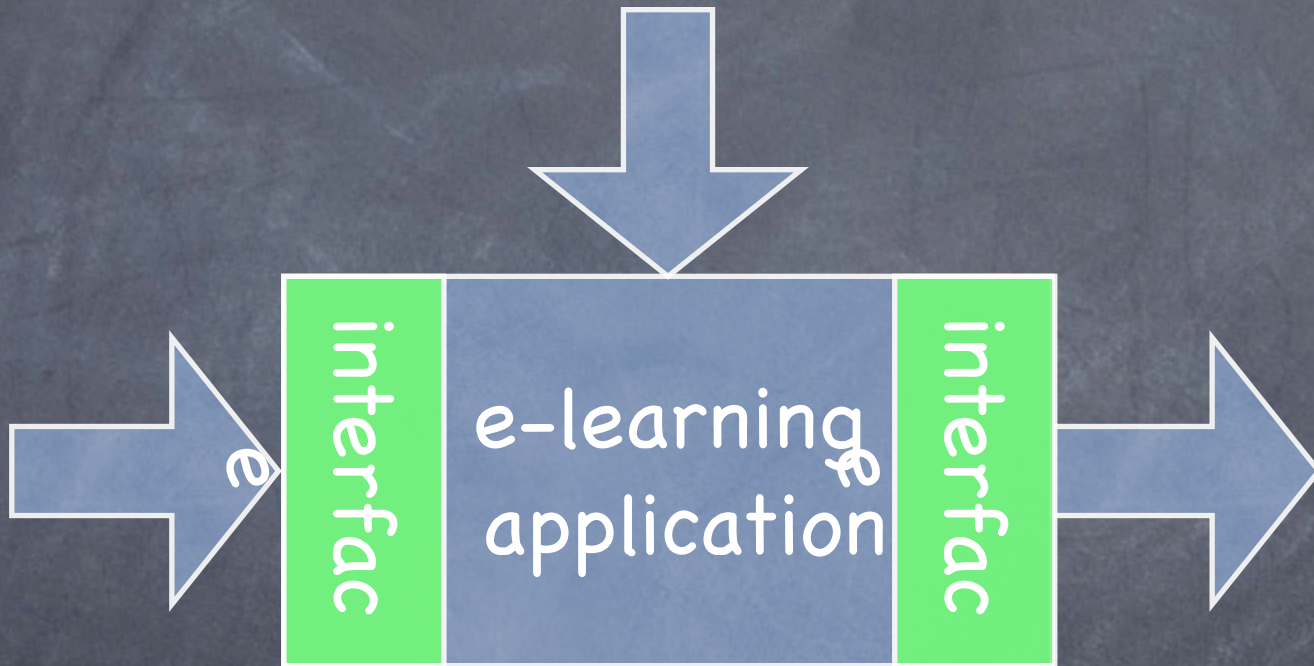
source code

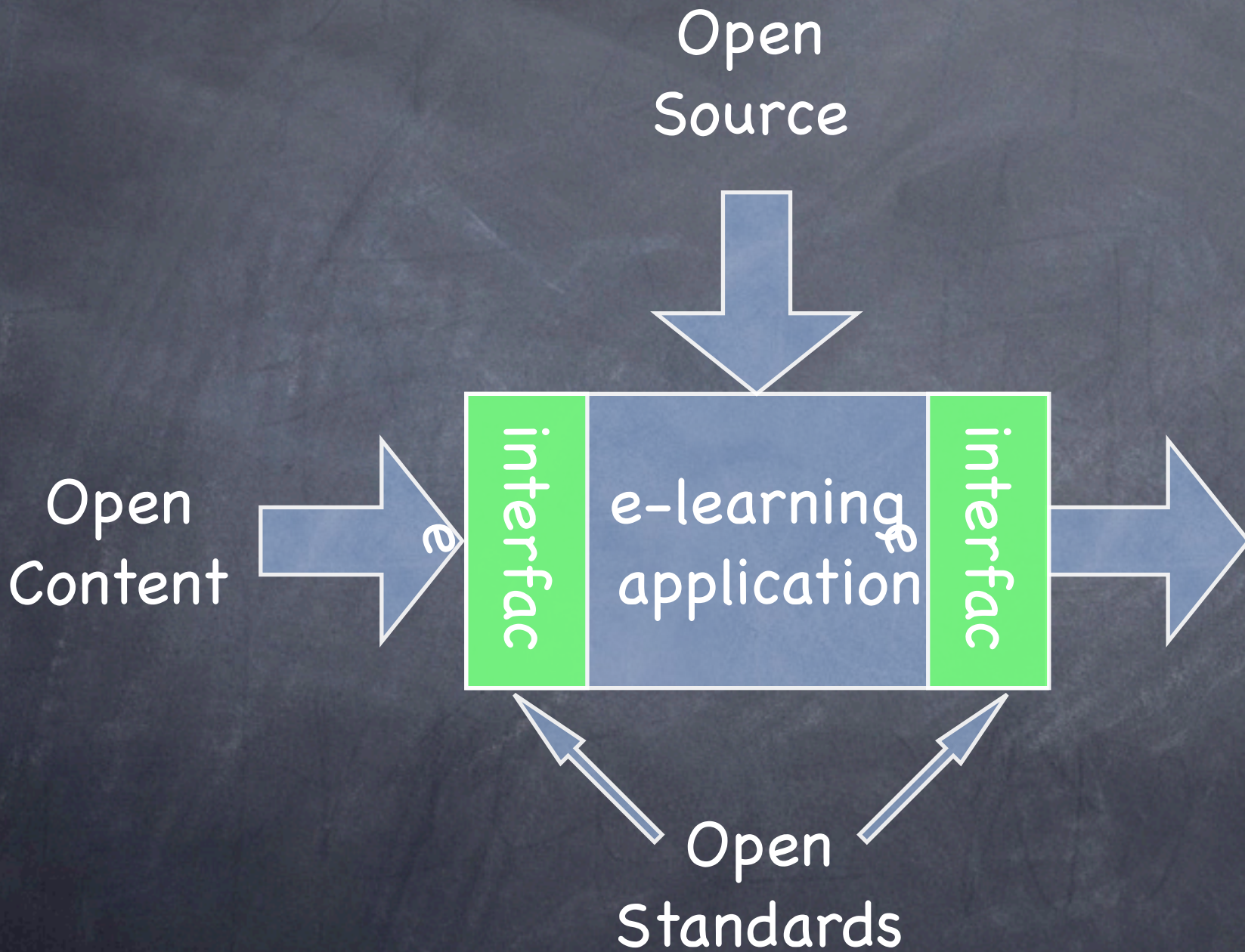


content/  
data



user/  
other app









Underlying philosophy:  
Create a level playing  
field for all concerned

# Open Standards

- ① standardise formats, not applications
- ① consumer: no lock in, hence less risky
- ① consumer: more competition, hence cheaper
- ① vendor: less risky to enter and invest
- ① vendor: larger market

# Important differences


- ① Open standards are fully compliant with the vendor-consumer model: invest & earn back
- ① Open source and open content seek to operate on the basis of a different economy: reciprocal altruism
- ① Investments are recouped by 'returning favours'

# Open content


- ⑥ Freely publish, read and share
- ⑥ Low threshold to enter
- ⑥ Creative commons
- ⑥ Mission: devoted to expanding the range of creative work available for other to build upon and share

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# Open content

- ⑥ Helps building a learning object economy
- ⑥ Fosters easy reuse and modification of learning objects
- ⑥ Promises to put the teacher back in the developer's role

# Open source

- deferred to my co-presenters