



open source contents and technologies

Workshop - Didamatica 2004
Ferrara University - May 11

draft
0.4.1

AICA **OpenSource** working group - <http://linfe.it>



The open source new production methodologies are becoming popular as a revolutionary opportunity on the world wide web.

The essential features of the open source phenomenon are summarized by peculiar collaborative ways, established among peers within a freely accessible digital infrastructure, aimed at assembling and delivering knowledge objects.

It is noteworthy that, while reproduction and modification of objects are 'as free and open as possible', authorship can be preserved and reliability of sources can be checked in the open source environment, as effectively as in the traditional modalities.

The growing interest in the open source ideation, production and distribution of content-rich objects shows that such methodologies could play a relevant role to increase quality and to foster sharing in the world of academic research at broad.

The workshop aims at a deepened understanding of open source by addressing expectations from scholars and teachers, as producers and users of digital contents.



AICA
Associazione Italiana
per l'Informatica ed
il Calcolo Automatico



May 11
2004

open source contents and technologies

AICA OpenSource working group - <http://linfe.it>



Preliminary Programme

Open source contents

9:00 - 11:15

- *Towards an extensive understanding of open source*
Paolo Pumilia
AICA OpenSource working group
- *Copyright and open contents*
Marco Ciurcina
Creative Commons Europe
- *Open contents in education - from shared authoring to shared use*
Teemu Leinonen - Media Lab, Learning Environments research group - University of Art and Design - Helsinki
- *Open Source Content: The School Network's Perspective*
Riina Vuorikari
Research Analyst - European Schoolnet
- *Open Source: the Goals, the Tools, and the Culture*
Paul G. Mezey
Secretary General, CODATA (ICSU/UNESCO) / International Council for Science - Committee for Data in Science and Technology CODATA

Open source technologies

14:30 - 16:15

- *Open technologies for e-Learning*
F. Kaderali
FernUniversität FG Kommunikationssysteme - Hagen
- *Open contents for democratic open societies*
Bill Yotive
Global School Networks Alliance
Project Manager Global Teaching and Learning Project - United Nations Headquarters, New York
- *ICTs in Education - UNESCO Vision and Activities*
Tarek G. Shawki
CI Regional Advisor for Arab States UNESCO Cairo Office
- *Open Source goes education - do the educators and trainers follow?*
Juergen van Capelle
ESTA Training Institute - collaboration and transnational educational and vocational training projects.

► Translation service available

► **The Workshop will be held at the Didamatica congress.**

↪ Please fill in the on line form at: <http://www.expoe-learning.net/expo2004/didamatica.htm> to attend the congress. The participation fee (70 €) can be payed on site.

↪ Please fill in your pre-registration form at : <http://linfe.it/events/>



Open Source

A more extensive definition

The essential features of the open source phenomenon are summarized by peculiar collaborative ways, established within a freely accessible digital infrastructure, aimed at assembling and delivering 'knowledge objects'.

Such methodologies, that have firstly proved to be successful in specialized fields of software production, are based on the belief that knowledge cannot be considered as exclusive property of those who made the discover and that inventors will benefit, in terms of feedback from peers and on the financial side as well, by spreading out the attained results, under the least restrictions as possible, while exploiting the international law to preserve authorship.

The economical implications, in short, are that the exchange value of the traded knowledge objects boils down to production and distribution costs of the physical supports, which are vanishingly small in the digital environment, while demand for professional services can be greatly enhanced.

Several production areas can be affected by the open source methodologies:. The workshop will deal with the following:

⊙ technological production

- Users gain control over technological development. They are allowed to freely form alliance come to an agreement with professionals to adapt, customize and improve purchased products.
- Businesses compete on a more equal (non monopolistic) ground and exploit more efficient development methodologies, across company and national borders.

⊙ education

- People have access to the most advanced knowledge a no cost; more remarkably, grasping is made easier by modularity of knowledge objects and free cross linking through the web resources.
- People with teaching attitudes are encouraged to produce educational materials, while exploitation of knowledge already packaged by others is unrestricted; professional abilities are valued and collaboration across institutional borders is fostered.

⊙ scientific research

- Researchers are allowed to easily access results, analyse data and establish correlations through a wide variety of sources without restrictions.
- Evaluation of scientific contributions by properly taking the number of accesses throught the web into account can be as authoritative as the opinion of institutional committees.
- Cross-disciplinary communication is ehanced