

Final Report

Public

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EXECUTIVE SUMMARY

This report explains how the project Open Educational Ideas and Innovation (OEI2) has carried out the work within the project runtime. The main objectives will be presented in addition to the key results and outcomes of the project.

The project develops new ways of sharing for educators and learners, focusing on collaborative idea generation that leads to co-creation and re-use of OERs. The project has created Idea Space - a collaborative environment where educators can build on their ideas and collaborations. This report will explain how individuals can get onboard and how OEI2 validated the concepts and tools. The report concludes on a section describing how OEI2 supports current EU policies.

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1. PROJECT OBJECTIVES

The project Open Educational Ideas and Innovation (OEI2) deals with new ways for learners and educators to share and collaborate on educational resources (OERs). There is no question that Open Education approaches can provide benefits to educators and learners: increasing the quality of materials, initiating collaborative development, saving cost, increasing transparency and learner participation are examples of these promising approaches. However, many studies have shown that the uptake is still extremely small compared to the vast amount of available resources.

As a starting point, we can state that Open Education has been discussed on many different levels and in different phases. UNESCO defines OER as "technology-enabled, open provision of educational resources for consultation, use and adaptation by a community of users for non-commercial purposes". We define OER as "Any digital object which can be freely accessed and used for educational purposes". This broad definition includes a lot of different objects, such as digital learning objects, software tools like wikis or authoring systems, simulations or animations, electronic textbooks, but also lesson plans or experiences shared. The main aspect is that the object is usable to improve education. The main approaches currently discussed are:

- Open Educational Resources (OER): Currently, the main research field is how to make learning objects (specific digital objects created for learning purposes) available and re-usable.
- Open Educational Practices (OEP): Educators are highly dependent on successfully planning and designing their learning experiences – this class of resources includes access to instructional designs, didactical plannings such as lesson plans, case studies or curricula. It also includes one of the most valuable resources: sharing experiences about materials and lessons between colleagues. This class of objects is also called Open Educational Practices.

In educators' planning and development process, this means that

1. OER are used in the late design and development phase (e.g. when developing a new course). When an educator has developed the initial course structure, she might be looking for potentially fitting resources. It is important to note that all of the resources in repositories are already fixed and complete, so they have to be adapted towards 1) curricula, 2) context, 3) design, 4) didactics by educators using them.
2. OEP are used in the development phase when looking for potentially good learning designs. In particular, the approach focuses on sharing practices: which resources and practices worked and which did not work.

This means that OER and OEP are mainly applied during or after the planning process.

The key objective of OEI2 is to improve the re-use of OER and build on educational collaborations from ideas to refined resources and learning solutions. The key objectives of OEI2 is to:



ENABLE PEER LEARNING

We are bringing together educators and students to work together on educational resource creation.

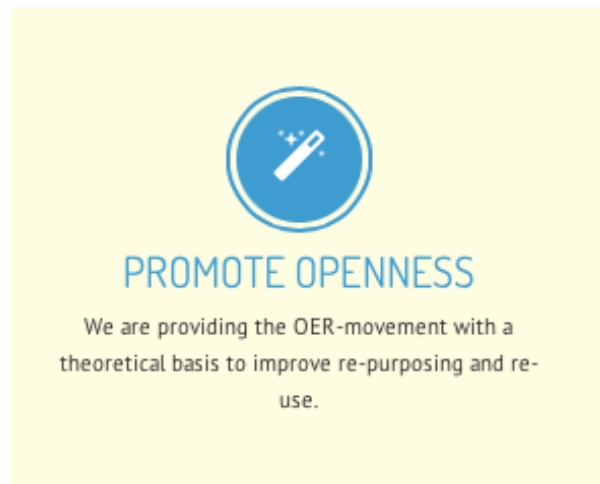
The first of the objectives is to enable collaborations not only between educators but to make students and even the industry an integral part of educational collaborations. This will ensure each stakeholder can benefit from collaborating around OER and make them devoted not only to others but also on the resources they create. Thus, increasing the re-use of OER.



INCUBATE IDEAS

We are developing free online tools to support the idea generation and sharing process.

It is important to find new ways of sharing ideas by providing a backbone for collaboration that OER movement can make use of. OEI2 has started developing of such online tools for incubating educational ideas, respecting the personal preferences for tools that individuals have and incorporating those to the OEI processes.



OEI2 deals with idea sharing that leads to OERs. As such practices aren't well developed in the OER movement, OEI2 is most of all focusing on proof of concept: To show that educators and students are willing to collaborate on OERs if they are properly supported and motivated. The basis that OEI2 gives can be used by other OER initiatives or as we say, Re-used.

2. PROJECT APPROACH

The clear overall goal is to improve the uptake of OER and increase access for and engagement by educators and learners. We aim at achieving this by engaging users in early stages of the OER development process: when courses or program developments are started.

The key idea of the project is to enable exchange of and collaboration around Open Educational Ideas, Resources and Practices (OEI, OER, OEP) in Europe. The project will focus on developing design guidelines to enable re-use and collaboration across borders.

Our specific goals are

- To implement and validate the concept of Open Educational Ideas and Emotional Ownership in the educational domain: The main idea is to involve users at early stages of the development process. Currently, users have access to complete resources. We aim at engaging educators at an earlier stage, i.e. when they develop resources. This will lead to higher acceptance and collaborative development of OER as well as to cross-border collaborations.
- Creating collaborative teaching and Virtual Mobility: Early idea sharing leads in most cases to collaborative development of courses – these courses can be designed in our environment in the form of a virtual mobility action. When participating in a course development, this should be done as a virtual mobility action leading to a commonly owned outcome (course, learning materials).
- To create more awareness and engagement on open approaches and cross-border collaboration in educator communities: The current main barriers of OER uptake have clearly motivational reasons. Therefore, it is necessary to increase awareness and engagement in the communities.
- To allow feedback processes by industry and students: Opening up new course ideas allows students and businesses to provide feedback and requirements already at an early stage.
- To create idea sharing tools which support the full lifecycle: Current tools to modify and adapt resources are in many cases prototypical tools which have many functionalities but are complex to use. We need to utilize tools which are simple and fulfill the basic requirements of educators. Thus, tools need to be implemented which allow easy sharing processes: from sharing ideas to collaboratively developing educational resources.
- Relationship building as a basis for virtual and physical mobility: It is obvious that relations between institutions lead also to higher mobility rates for both, staff and students. Engagement in collaborative teaching also eases the virtual mobility process as developing OER is the common task. Therefore, we aim at embedding virtual mobility in the sharing and OER development process.

- To engage a broad community across Europe in sharing and collaborating across borders: Our approach is promising and mainly aims at increasing engagement. By our partnerships and the existing OpenScout user community, we have a strong basis for user engagement and uptake during and after the project. We will run validations with business, management and ICT contents which are especially important for SMEs, young entrepreneurs and new businesses.
- Creating sustainable solutions: The project aims at creating initial experiences and good practices. However, from the first trials we make results sustainable by providing good practices as well as engaged, self-containing communities.

Summarizing our objectives, we aimed to create simple solutions for broad user communities at early development stages of the collaboration and OERs.

The project used a participatory &/ prototyping approach to build on the conceptual foundation and idea sharing tools in an early phase of the project and validated those through many engagement activities.

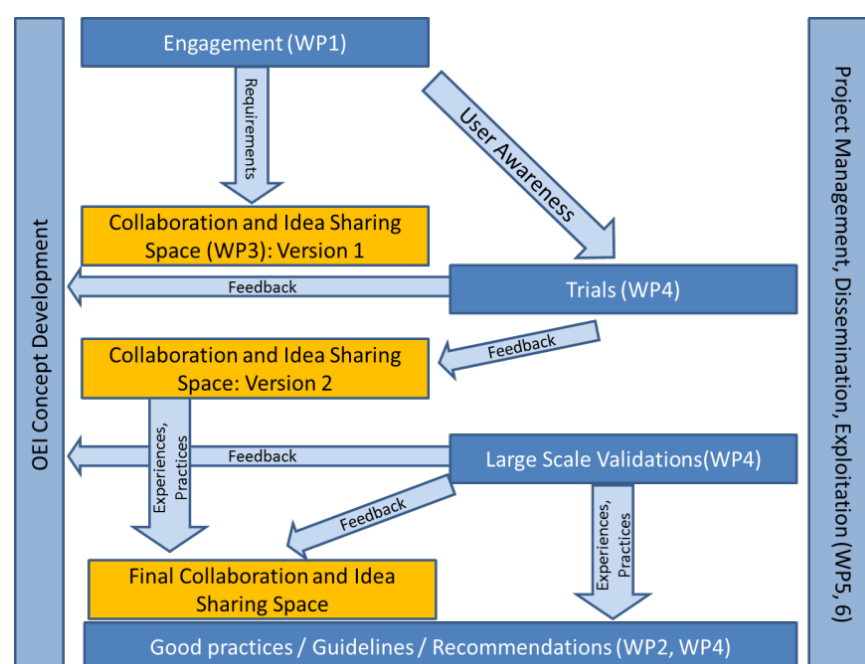


FIGURE 1 RELATIONS OF THE OEI2 ACTIVITIES

The key activities of the project can be explained through:

- OEI2 Concept development
- Engagement activities and validations
- Implementation and refinement of the collaboration environment (Idea sharing space)
- Project management and dissemination

The project has successfully completed the activities and aims set for the last 2,5 years. This report describes those key outcomes and results.

3. PROJECT OUTCOMES AND RESULTS

The key outcomes and results for the OEI2-project can be summarized as:

- Idea Space - a collaboration environment to support educational idea sharing
- Conceptual foundation built for OEI2 processes and tools
- Analysis of the needs and requirements of educators towards collaborative idea sharing
- Validation of the requirements and needs of educators
- Running online activities through OEI2 website, blog and in Twitter and Facebook
- Running an Open Educational Ideas and Innovation day with active members of OER communities

- Validating the concept of emotional ownership

3.1 Idea Space

Idea Space (<http://idea-space.eu>) is an open collaboration platform allowing users to work together towards the development of multi purposed content and documentation. Please see the detailed how-to – tutorial to guide you to the possibilities of Idea Space: <http://idea-space.eu/idea/147/info>

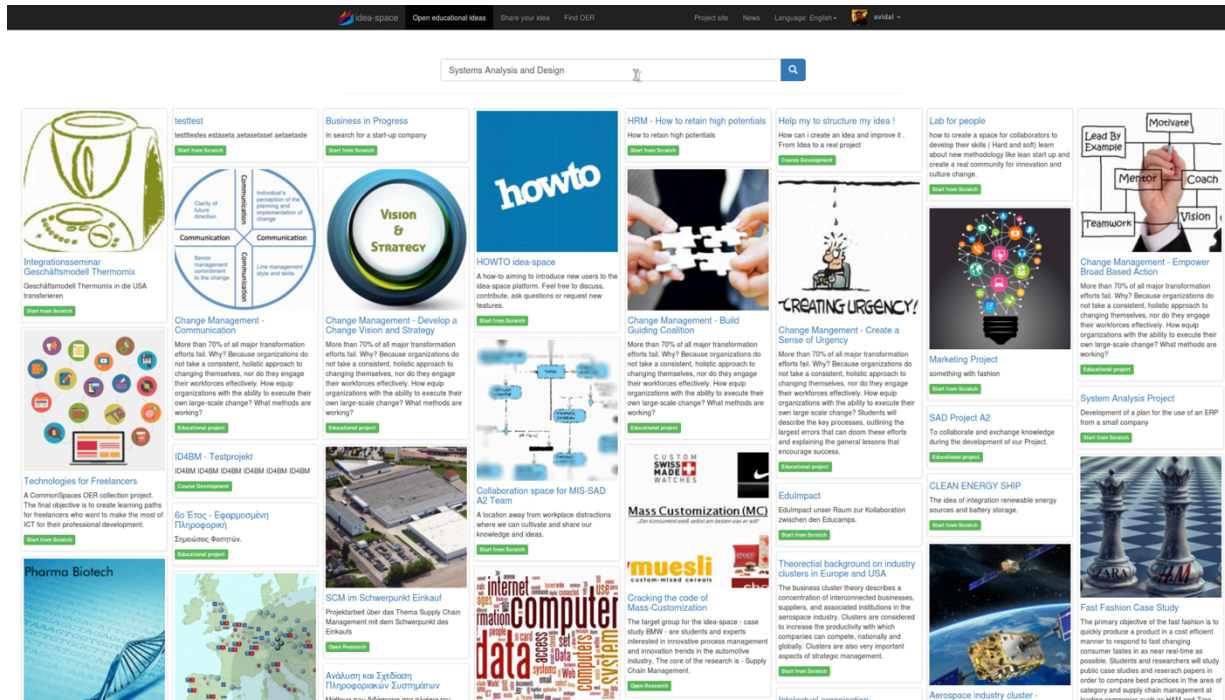


FIGURE 2 SEARCHING FOR EDUCATIONAL IDEAS?

In a typical collaborative editing scenario users rely on many services and tools in order to accomplish their task. Some of the most popular are:

- extensive e-mail usage
- online services such as google docs, Dropbox, we-transfer
- office suites such as Microsoft office
- time scheduling tools such as online calendars and doodle
- online web meeting software such as adobe breeze, Skype, video etc.

Main goal of the idea-space platform is to provide interactive work-spaces encapsulating all work and communication between team members in **one place**. Users can then benefit in many ways such as:

- Time is saved since they don't have to go through different services in order to keep up
- Team management becomes immediate and easier
- Everything is kept in one place which makes it easier to roll back and see how things developed
- Single URL all that is needed to access everything at any time.
- Libraries of content get developed which can be re-used and re-purposed easily

files etc.

What is the idea all about? What is the broad topic, what are the main aspects to be covered?

Idea description

description of your idea

Can the workspace be viewed by everyone?

Yes

Structure of the workspace

Start from Scratch

Use this one to collaborate on idea freely, using no structured template

Course Development

You can use this template to collaboratively develop an idea for a course and related learning material

Open Research

You can use this template for working on a common research effort

e-Handbook

You can use this template for creating an e-handbook

Educational project

You can use this template for planning and creating an educational project

Add the workspace

FIGURE 3 CREATING YOUR OWN IDEAS FROM SCRATCH OF AS A GUIDED PROCESS

The process for educational idea sharing can be multifold and differ from project to another. However, The process usually takes place as Specified in Figure 4.

Open Idea Development

The Idea Space platform is a place to find others to connect and work together on open education from the very beginning when bouncing around ideas to the final outcome - whether this is an open course or open textbook or anything else that helps to open up education.

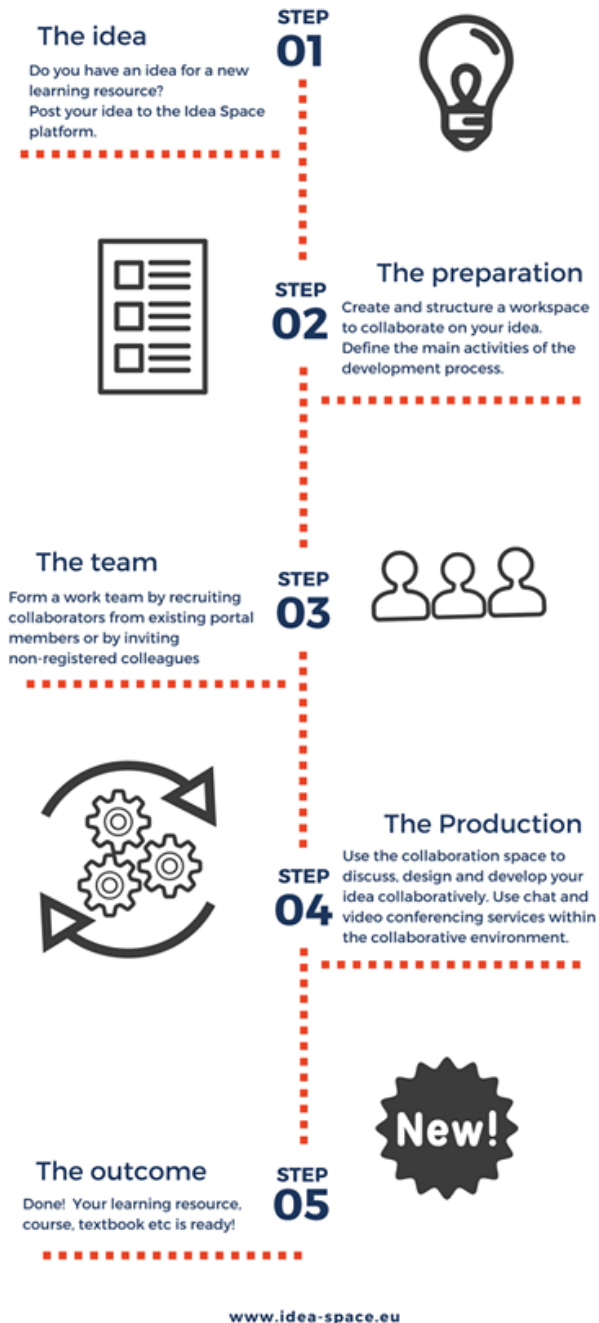


FIGURE 4 IDEA SHARING PROCESS

The Idea Space offers workspaces that allow multiple opportunities for collaboration. Amongst those collaborative editing of content, video conferencing, chatting and announcement and tracking of contributions.

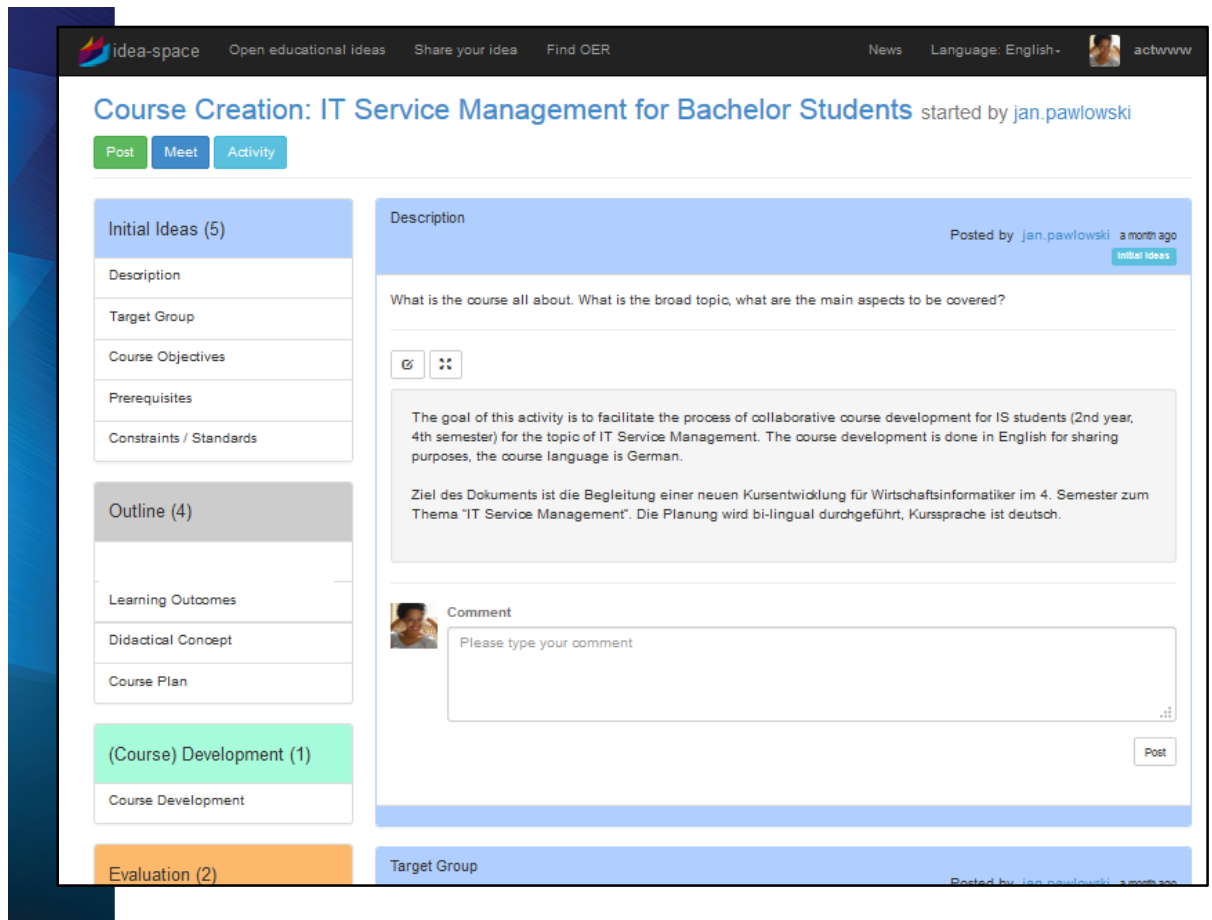


FIGURE 5 WORKSPACES FOR IDEA SHARING

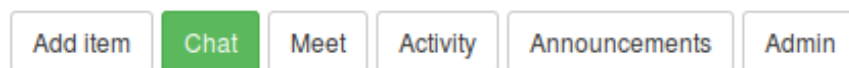


FIGURE 6 VARIETY OF ACTIONS IN WORKSPACES

Main actions include “Add item” where the users click in order to add a new item to a category. Items are basically blocks of content that users can edit and collaborate upon. As an example a new item with the title “Introduce your self” can be created where team members can add a short profile of them selves. Moving on to the “Chat” button which brings up the synchronous chat window. Each time a user types something into the chat window other users are notified by sound and color. Chat history is retained for team members to read at any time.

Idea collaborators



sabarinathpm

Make admin



airina

Make admin



hejupirk

Make admin



Add new collaborators from idea space

Search

Invite new collaborators via email

Invite

FIGURE 7 ADMINISTRATING YOUR IDEA

Last but not least the “Admin” button which is available only to idea owners/administrators is used to access the settings of each work-space. Through the administration environment users can modify basic idea information such as title and description, create announcements, manage team members, order items, change the logo or delete the entire idea.

An item contains title, description, poster information, date, collaborative content and comments. Item title and description are only editable by the owner of each item or administrators. Item descriptions can hold any type of multimedia content.

By clicking on the “collaboration toggle” button each item is transformed to a collaborative editing environment. Users can add rich content, track history, upload files, perform self contained web meetings, chat and many more.

3.2 Conceptual foundation and processes for idea sharing

The activities to understand the needs and requirements of the OEI2-project were accomplished through multiple workshops and interviews around Europe. Within these activities we gained an understanding on the key issues that enable but also disrupt or disenable idea sharing practices to occur in education. Those considerations were turned in to a best practice on how to build on educational idea sharing and to make it successful.

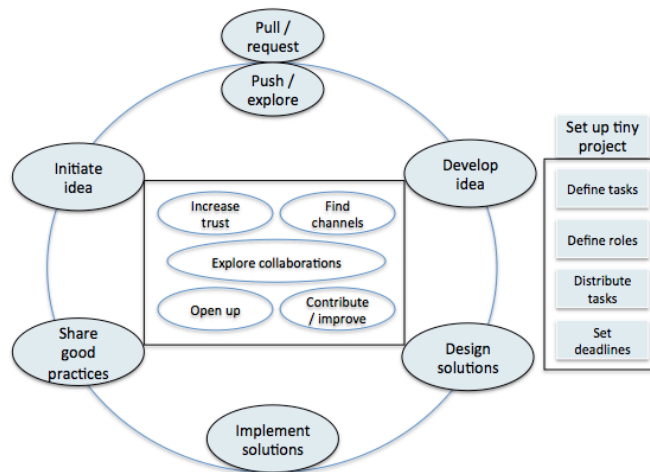


FIGURE 10 OPEN EDUCATIONA IDEAS LIFE CYCLE (PIRKKALAINEN & PAWLOWSKI, 2014) ¹

One of the main tasks in the project was to explore the concept of emotional ownership. Through multiple rounds of testing of the idea space and consulting educators and professionals around Europe, we can conclude with certain statement about successful idea sharing.

During the last 2,5 years we have explored differing ways to collaborate on educational ideas with the OEI2-team. In general we can say that an optimal process is something you see in the figure here. The reality is sometimes slightly different. Below we raise few statements regarding idea sharing one should consider.

STATEMENT 1: LEAD USERS GUIDE THE WAY

What we have learned is that there are certain educators who are extremely active in collaborating on ideas. These lead users are often the initiators of a certain idea. In such case it is very obvious that such person has the strongest motivation to develop that idea further.

If this description sounded like yourself, your on a good way to successful idea sharing!

STATEMENT 2: ONLINE ENVIRONMENT NOT THE PLACE WHERE ALL MAGIC HAPPENS

In the OEI2 project we have learned that fully distributed idea sharing projects hardly exist or sustain. The successful projects usually had some face-to-face activity where like-minded people got together.

Use all opportunities of co-located collaboration to your advantage and at minimum, set regular conferencing sessions. Try the conferencing tool included in each Idea Space!

STATEMENT 3: EDUCATORS CAN BE PROTECTIVE TOWARD THEIR IDEAS

While we need to feel a bond to our ideas to be motivated, educators can also be protective toward their ideas when they feel those are “their own”. This can turn out in a way that one does not take part in idea sharing.

Agree early on with your collaborators whether the process can be fully open and transparent. If some are hesitant, agree on approach that the ones uncertain are happy with. This is a necessary step to do!

STATEMENT 4: FIND THE MOTIVATED PEOPLE

Shared passion is critical. Setting up collaborations where not all participants are devoted, is unlikely to take off. Additionally, the chances for successful collaboration is higher if the participants have previous experience in working collaboratively in ICT environments. This does increase sharing intentions.

STATEMENT 5: EXPECT CONTRIBUTORS TO GET INVOLVED AT DIFFERENT STAGES

While the lead users usually remain from start to the end, contributors (both in offline and online settings) tend not to remain from the early idea setting to the diffusion of ideas. This is why it is beneficial that several online networks are utilized throughout the process to keep an ongoing activity and discussion up and running. Ideas that stop, even for days, often remain untouched and unchanged. This is when great ideas remain as ideas and do not come out as OERs, practices etc.

Therefore, don't worry if not everyone is interested in every single step of the way. Acknowledge this and utilize several networks in different steps of the process.

STATEMENT 6: KEEP IN MIND THAT PREFERENCES MATTER

One of the lessons learnt early in the OEI2 project was that educators have very different types of attitudes and behaviors and even hidden agendas to technology use and to idea sharing. These attitudes and behaviors are unfortunately very hard to detect except afterwards when idea sharing should have taken place. One of the most critical factor to sharing open educational ideas is the preference to collaborate on early, not-so-fully-thought-through ideas. The second issue is whether educators appreciate to brainstorm (both asynchronously and synchronously) on these early ideas with professionals they do not know well, even by their reputation.

Idea sharing is highly creative so ensure participation of individuals who truly like brainstorming and are happy to discuss various perspectives and solutions.

STATEMENT 7: IF OBJECTIVES AND GOALS CHANGE, STAY FLEXIBLE

What might start as an idea toward a new course or course material might result in a national or even international project. Not all projects set in Idea Space even have a clear outcome in mind but the process and common ideas will be pursued further.

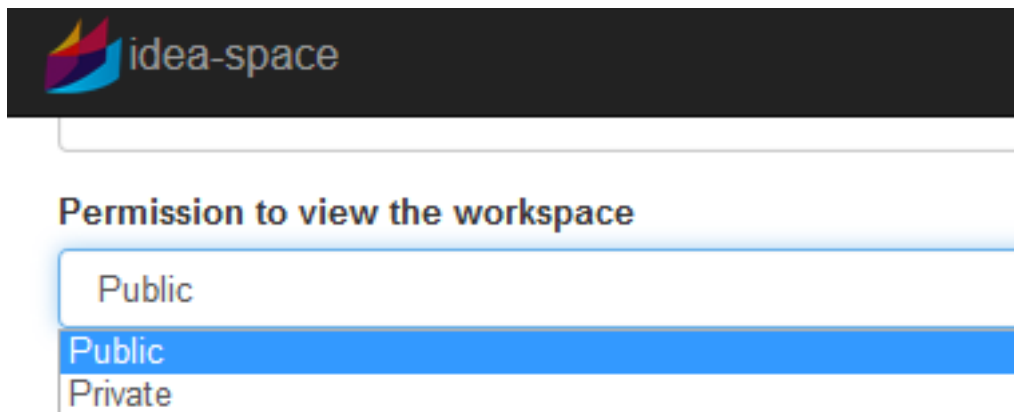
Be open minded about changing the direction when good opportunities arise.

STATEMENT 8: BENEFITS NEED TO BE CLEAR WHILE RAISING STATUS OR REPUTATION DO NOT PLAY A BIG ROLE IN OEI SHARING

Outcome expectations such as an increase in reputation and position in a certain network do not seem to influence the sharing intentions of educators. This does not mean the benefits for sharing should not be evident. On the contrary, our validation results indicate that the benefits for sharing need to be perfectly clear for both short-and long-term.

Discuss what value the collaboration brings to participants and adapt your approach accordingly.

STATEMENT 9: IF YOUR CONTRIBUTORS ARE NOT FULLY AT EASE WITH EARLY IDEA SHARING, GO OPEN GRADUALLY



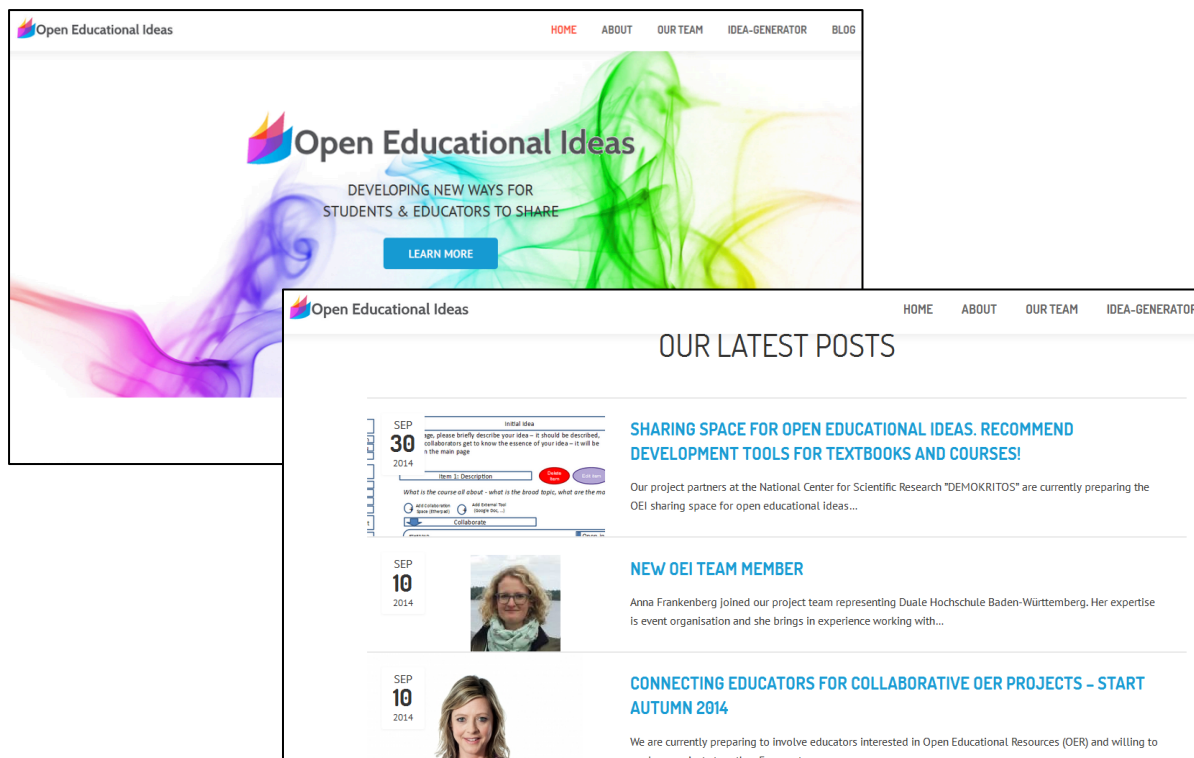
While educators can be protective towards their ideas, the findings of our studies in the last two years have shown the importance of interaction between educators and the benefits they get from the rich contributions of others.

Thus, start the online collaboration in a private mode with the peers you are comfortable sharing your ideas with. Gradually see whether including wider networks could be useful. When that time comes and you are already collaborating in idea space, turn the privacy setting of Idea Space to public, not before.

With these considerations in mind, you're well prepared to idea sharing online!

3.3 Idea Space – OEI2 website and blog

The project website went live in January 2014 and is accessible under the following URL: <http://www.idea-space.eu/>



The OEI website is a central place for finding information on the latest developments on OEI2. This includes:

- Consortium information
- News (new publications, project events, workshops, including twitter feeds #openideas)
- (upcoming) Links to the collaboration environment
- Link to facebook group
- Guidance for users
- Contact information

The OEI2 blog is the key component of the website, disseminating the key results and requesting feedback during development of OEI2 collaboration environment and conceptual foundation.

34 Blog posts were published throughout the lifetime of OEI2, which were then circulated via social media (a dedicated Facebook page and Twitter) by our partners. A specific focus was given to the dissemination the OEI2 conference (see chapter 3.4 below) and the good practices. Starting from 15 January 2015, 8 good practice blog posts were authored with the following titles:

- How Greek engineering students collaborate on lab assignments through an online platform
- Open collaboration on industry-related research among B.A. students, academics and companies
- Annual barcamps on OER – How an open event inspires open educational activities in Germany



- Co-creating a virtual mobility course on adult education for Master students
- Successful idea sharing for open education and innovation – 9 key statements
- OERs for international management – Case studies co-created by learners & educators on the Idea Space platform
- Open course development in the idea space: programming for first graders
- “Schulbuch-O-Mat” – A collaboratively authored open text book for biology

To access this delightful good practices, please go to: <http://project.idea-space.eu/#blog>

3.4 OEI2 conference

ESCP Business School Berlin organized and hosted an event in the frame of the OEI2 project 4-7 September 2015. Project partners contributed by giving input during the planning phase and presentations/barcamp sessions during the event itself.

Partners and sponsors

For a wider reach out of the event and additional financial support¹, ESCP partnered with two stakeholders in Germany.

EduCamp e.V. is an association offering open events, so-called “BarCamps”. For this unconference format the organizer(s) manage the facilities, internet access and catering. The programme is not pre-scheduled but instead planned live for each day on the spot. Presentations, discussions, workshops etc. are suggested by the active attendees and rooms allocated depending on signalled interest by other attendees. EduCamps focus on topics around technology-enhanced learning and innovative forms of teaching and learning. All educational levels are targeted with the events: schools, higher education, professional and adult learning.

In the frame of the OEI2 project ESCP hosted such an EduCamp and collaborated with the association on the organisation.

Stifterverband für die Deutsche Wissenschaft is the Donors' Association for the Promotion of Humanities and Sciences in Germany. Among others, the association runs a national initiative to discuss the versatile impact of digitalisation in higher education (HE) and particularly on higher education teaching and learning. Approximately 70 experts work in 6 thematic groups since March 2014. In 2015 *Stifterverband für die Deutsche Wissenschaft* organized a thematic week on digitalisation in HE. The ESCP team partnered with the association in the following form:

- The OEI2 day 7 September constituted a pre-conference event to the associations thematic week
- The association sponsored travel and accommodation for 4 selected speakers to the OEI2 event day 7 September

Programme

Four consecutive days were (co-)organized around the topic on open educational ideas:

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¹ The project application foresaw a (pre-) conference event in the frame of the annual EFQUEL Innovation Forum. However, given the dissolution of the foundation, further conferences did not take place. Since none of the OEI2 partners hosts a regular European event in the area of technology-enhanced learning an underestimated budget posed the challenge to cover travel for potential speakers.

- 4 Sep 2015** OEI2 workshop in German “Die „**Idea Space**“-Plattform rund um OER und die Öffnung der Bildung“
- 5-6 Sep 2015** Several BarCamp sessions were offered by OEI2 team members such as XXXX
- 7 Sep 2015** Dedicated *Open Educational Ideas and Innovations Day*

The programme for 7 September was designed to cover several open educational topics and offer a mixture of plenary presentations and interactive workshops.

Results: Participants, documentation and idea spaces

The following table gives an overview on the number of participants 4-7 September 2015:

- 4 Sep** 12 individuals attended the German workshop on the idea space platform.
- 5-6 Sep** 160 individuals attended the BarCamp weekend of which 35 joined the sessions offered by the OEI2 team
- 7 Sep** 50 individuals participated in the Open Educational Ideas and Innovations Day. A full list of all individuals who registered to the event can be found in annex 1

The event served to promote the Idea space platform and attract new users. As a result, workshop facilitators and barcamp session leaders set up several new idea spaces inviting participants to join. Examples of these idea space are listed below:

- [Computer Course, first grade](#) The goal is to create an innovative course on computer basics for kids in the first grade. You can support by sharing experiences, good practices, examples etc.
- [Launching European OER awards - A question of quality](#) This idea space serves to connect individuals who are interested in valorising and recognizing successful work on open educational resources.
- [A picture dictionary to support refugees](#) - The goal is to compose an OER dictionary including openly licensed icons that helps refugees to communicate on pressing matters without any prior knowledge of the target language. Please note: The idea space is in German.
- [OER and integration of refugees](#) - Thematically linked to the previous idea space, but setting a wider focus of reflection here contributions are gathered on OER contribute to improve the situation of refugees in Europe. How can we create access even in chaotic situations? Which topics and concrete OER can help refugees to directly improve their situation and support integration?
- [Educamp ideas go global](#) - This is a drafty collection of ideas gathered during an EduCamp session. All is still evolving and maybe you know the right person or approach to make things happen.



Several short statements on digitalisation in higher education from event participants were recorded and made accessible online by *Stifterverband*



<https://www.youtube.com/watch?list=PLDE3NyZgHoK5CM0GCofkaImPdQ4K6yEM&v=skT75LIaKg8>

Marci Powell (USDLA em.) – Keynote speaker



<https://www.youtube.com/watch?list=PLDE3NyZgHoK5CM0GCofkaImPdQ4K6yEM&v=w7q6F3IWcDE>

Jöran Muuß-Merholz – Head of Transferstelle OER/EduCamp team



<https://www.youtube.com/watch?list=PLDE3NyZgHoK5gh19qs8rkwidV23KXdZLE&v=4AW1cRZKfY0>

Andreia Inamorato dos Santos (IPTs) – Workshop facilitator

Most slide sets used by presenter of September 7 were published in the blog section of the project website.² Furthermore a reflective text on the conference “Sharing emerging ideas with the community – Reflections, new idea spaces and pictures from the OEI2 day” has been shared online at the same place³.

4. PARTNERSHIPS

OEI2 has focused during the project lifetime on awareness of the possibilities of idea generation and collaborative practices on OER. OEI2 started these engagement activities within Higher Education in specific by organizing multiple workshops and project presentations at some of the key events in the E-learning domain. The activities finally lead to the OEI2 conference and multiple presentations on various events related to Open Education.

OEI2 has had presence in the following face to face events.

Event	Date	# of Participants	Short Description	Type of participants	URL to outcomes/programme where available
InfoCom World 2014 - Infocom Media Conference, Athens	30/10/2013	7	Presentation of OEI2 project scope	University and Industry IT experts	
Greek ICT Forum / ICT plus 15 -	23-24/10/2013	8	Presentation of OEI2 project scope	University and Industry IT experts, policy makers	

² <http://project.idea-space.eu/oei2-day-slides-published/>

³ <http://project.idea-space.eu/oei2-day-reflections-pics-new-idea-spaces/>

conference, Athens					
Online Educa Berlin	05- 06/12/201 3				
Infocoms - mobiles and Apps Conference, Athens	12/2/2014	7	Presentation of OEI2 project and presentation of the design of OEI2 collaboration platform.	Mobile Industry, Universities	
EFQUEL Innovation Forum, Crete	08/05/201 4	10	The idea sharing workshop: Testing the OEI methodology regarding Collaborative Course Development for the EFQUEL MOOC project (Quality in E-learning)	Researchers, HEI educators, NGO educational representatives	http://cdn.efquel.org/wp-content/blogs.dir/2/files/2014/01/20140410_EIF_LINQ_2014_Programme_WEB_April2014.pdf Programme Day 1 16:15 Outcomes Group work: https://docs.google.com/document/d/1RiillRYt7l5wgUUXsvlB68m77kTPX1VuSlzGuMnGXw/edit?usp=sharing
EDEN Annual Conference, Zagreb	11/06/201 4	30	Focusing on “transforming educational ideas into OERs”. Group discussions focusing on collaborative practices in HE and ways to open up existing practices.	Researchers, Ph.D students, Open Source developer	http://www.idea-space.eu/oei-at-eden2014/ http://www.eden-online.org/2014_zagreb/detailed-programme/11-june-2014-Wednesday-afternoon.html
EdMedia	25/06/201 4	20	Conference paper explaining collaborative idea sharing practices and process: the OEI2 focus.	Educators, Higher education	Pirkkalainen, H., & Pawlowski, J. (2014). Collaborating on ideas: Tackling Barriers to Open Education. In World Conference on Educational Multimedia, Hypermedia and Telecommunications (pp. 1844-1850). World Conference on Educational Multimedia, Hypermedia and Telecommunications (1/2014). Chesapeake: Association for the Advancement of Computing in Education.
DHBW Forschungstag	05/02/201 5	80	Description of the Project OEI2	DHBW Professors and Researchers	http://www.dhbw.de/fileadmin/user/public/Dokumente/Kooperative_Forschung/DHBW_Forschungstag_Programm.pdf
UbiCamp Project Final Conference,	04/03/201 5		Presentation on OEI2 project	researchers, professionals, policy makers, NGO	http://ubicamp.yasar.edu.tr/wp-content/uploads/2015/03/Ubicamp-Airina-Volungeviciene.pdf

Turkey				representatives and students	
ITK Days, Finland	13-15/4/2015	300	Conference stall presenting the idea space	researchers, professionals, policy makers,	http://www.itk.fi/2015
CSEDU 2015, Portugal	24/05/2015	15	Presenting the results from validation phase 1 of the project "Design Principles of Powerful Platforms for Open Education"	Researchers, academics	http://www.scitepress.org/Portal/PublicationDetail.aspx?ID=Vykt97abf28=&t=1
EDEN Annual Conference 2015, Spain	11/06/2015 + 12/06/2015	12 + 30	Present idea space and OEI2 project in form of a workshop "Hands-on collaboration for open education: Share your expertise and ideas on open courses textbooks and educational software" and a synergy short presentation	Researches, open and distance learning practitioners and decision-makers	http://www.eden-online.org/sites/default/files/Book%20of%20Abstracts_EDEN%202015%20Annual%20Conference_Barcelona_0.pdf (page 160)
Wissensgemeinschaften 2015, Germany	26/06/2015	15	Presentation of the paper: "Idea-Space: A Use Case of Collaborative Course Development in Higher Education"	Educators, Higher education	http://tud.qucosa.de/recherche/frontdoor/cache.off?tx_slubopus4frontend[id]=18159
Workshop E-Learning	23/09/2015	40	Idea space demonstration	HEI educators from federal state of Saxony	https://www.htwk-leipzig.de/de/intranet/tell/veranstaltungen/workshop-on-e-learning/wel-oud-2015/
OEI final event	7/9/2015	53	Open Educational Ideas and Innovations day	researchers, professionals, policy makers, NGO representatives etc	http://project.idea-space.eu/oei2-day-2015/
Seminar for Lithuanian Distance and eLearning (LieDM) association institutions, Klaipeda, Lithuania	18/09/2015	60	Presenting Open Educational Ideas approach	HE, adult education, schools and VET sector.	
Open professional collaboration -	5/11/2015	30	Running an engagement workshop	researchers, professionals, policy makers,	http://conference.liedm.net/en_US/

conference					
Boldic conference	9/11/215	20	Presenting key findings of the OEI2 project to Baltic and Nordic researchers on open education	OER experts from Nordic and Baltic countries	http://www.boldic.org

The events have been seen necessary for finding potential collaboration opportunities and idea development projects ranging from collaborative course development to creation of MOOCs and E-textbooks. Initial networks and collaborations with similar projects were started within previous conferences and events. While no Memorandum of Understanding (MoU) has been written, the collaboration has been smooth with projects such as:

- VMPass - <http://vmpass.eu/> -joint presentations and collaboration discussions
- NordicOER - <http://nordicoer.org> – Common online events, network building
- Boldic OLRO - <http://www.boldic.org> - Common online events, network building

Smaller collaborative projects on course development have emerged within the project lifetime where teachers on similar topics merge their ideas for common course contents and structure. One showcase prior to the launch of the collaborative environment was accomplished for a course on “IT service management”.

Case: Ruhr West University of Applied Sciences

- **Course development in 4 stages**
  - Idea posting (google doc, twitter, ...)
  - Outline discussion (google doc)
  - Slide and material development (collaboratively)
  - Experience and feedback sharing

General Information

Collaboration - About this document

I intend to build a new course on IT service management which should be freely available and re-usable for colleagues. I am sharing the full planning documents and later on the results - the (future) course is intended to be developed as OER using a creative commons license (for non commercial purposes). Would you be interested in joining a collaborative course development? This document describes the initial idea and planning phase. A second document will contain the detailed course planning.
https://docs.google.com/document/d/1JhXChl8Mh4YBJKPGGrhF_S-CheXGR80CdxUuYFt1g1e/dk7usp=sharing

In other words: I would like to build on existing OER and your expertise - in turn I will provide all the materials to be developed as well as experiences, feedback and hopefully new ideas.

Description/Beschreibung:

The goal of this document is to facilitate the process of collaborative course development for IS students (2nd year, 4th semester) for the topic of IT Service Management. The course development is done in English for sharing purposes, the course language is German.

Ziel des Dokuments ist die Begleitung einer neuen Kursentwicklung für Wirtschaftsinformatiker im 4. Semester zum Thema "IT Service Management". Die Planung wird bi-lingual durchgeführt, Kurssprache ist deutsch.

Target group / Zielgruppe

Undergraduate Students of Business Information Systems, 4th semester
Wirtschaftsinformatiker, Bachelor, viertes Semester

Course Objectives / Ziel des Kurses.

The main objective of the course is to introduce students to the concept of IT service management - as part of overall IS management activities, services need to be planned, designed and implemented. Students should be able to utilize in particular ITIL as a best practice

Dear Jan,

now I really am confused: There is a study subject called "IT Service Management" and additionally, IT Service Management is a current trend which is introduced in the very end of the course? You might like to rethink. Show more

Denis Kozlov

10:05 AM Feb 7

Cloud computing is relevant to ITSM. For instance, the standard ISO/IEC 20000-7 (currently being developed) focusing on application of ISO/IEC 20000-1 (i.e. service management system requirements) to the cloud.

Denis Kozlov

10:05 AM Feb 7

1. ISO/IEC 20000 - about IT Service Management
2. ISO/IEC 15504 - about IT process assessment
3. ISO/IEC 27001 - about information security management systems (might be relevant to some extent)
4. ISO/IEC 38500 - about corporate

Show more

Initial stage:
Describing the idea (e.g. course topic, target group, objectives)
Comments through google docs, facebook, twitter

Course Plan

The following table shows the main contents, learning activities as well as potential references (book chapters, papers, ...) and OER to be used for the course development.

Please comment or add whenever you have good ideas for refinement, activities, sources, ...

Nr.	Title / Titel	Contents / Inhalte	Learning methods / Lernmethoden	References / Materials Referenzen / Materialien
1	Einführung / Introduction: IT Service Management	Begrüßung / Welcome Vorstellung der Arbeitsgruppe / Introduction to workgroup Vorstellung, Abfrage von vorherigen Erfahrungen und Erwartungen / Discussion of previous experiences and expectations Organisatorisches / Organizational Basiskonzepte / Basic concepts: Information Management, Services, Process Management, IT Governance, Application Development Services in everyday life: Identify services used in everyday life - who provides them, how are they available (e.g. dropbox, mailing, messaging, ...) Reflection: presentation by students, guiding questions for initial course unit	Presentation Discussion of experiences (self-presentations) Presentation - contextualization / relating to known and similar concepts Initial exercise & discussion Reflection	
2	Informationsmanagement und Services	Aufgaben des Informationsmanagements - von der Strategie zur Implementierung (Wertschöpfung, QM, ...) Relation of IT Management / IT Governance / IT Architecture / IT SM	Video of CIO Discussion on key tasks of CIO, middle management	Slide set "Grundzüge Wirtschaftsinformatik", relevant slides for IT management Service management
3	Prozessorientierung und Services / Process Orientation and Services	Grundlegende Aufgaben des Prozessmanagements - Rolle von Service Unternehmensprozessen	 Jan M. Pawlowski @JanPawlowski - Feb 5 short blog post on addressing motivational problems and barriers of #openeducation and #OER idea-space.eu/whats-wrong-wi... #openideas #OEI Expand	

Outline stage:
Discussing contents, learning activities, materials / resources
Comments through google docs, facebook, twitter

Experiences from the showcase:

- Collaboration agreement
  - 2 commitments to participate in course development
- Type of comments
  - Initial stage: Providing ideas regarding the outline

- Outline stage: Comments on specific contents / interests; links to OER / existing materials; suggestions for learning activities
- Variety of comments
  - Comments in google docs, facebook, twitter and web site
  - Distributed comments – to be compiled manually
  - 4/5 of comments by colleagues, 1/5 from interested externals
- Consequences
  - Comments to be gathered in one place
  - Inform collaborators on progress
  - Need for specific tools: multilingual authoring
  - Need for visualization: text documents are not always self-explaining
  - Need to have integrated tools for a simple workflow

Now as the Idea Space is running, Open Education communities can apply the lessons learnt of the project and use the created tools to support collaborative course creation as well as collaborative educational activities in general.

To summarize, the main partnerships that were formed were taking place on individual educator level mainly. As educational idea sharing is not yet a common practice, the distribution of good practices and efforts with trial and error are necessary to shed a light on the practices educators and according institutions are comfortable with. The feedback received in the final validations was highly positive and encourages us to proceed with educational idea sharing.

5. PLANS FOR THE FUTURE

The OEI2 collaboration environment – Idea Space – will remain online in the future and partners are finding ways to utilize it in different purposes. The main benefit for educators and students is that they already can facilitate their collaboration through the environment. The Idea Space portal is based on the sharing and collaborative paradigm of Web 2.0. Thus, its content is not password protected and openly available to the public according to the Creative Commons CC BY 4.0 license .

Thus we urge educators to try the tool for building on ideas in collaboration with like-minded people. For doing so, there are only a few things you need to do:

1. Go to: <https://oei2.dat.demokritos.gr>
2. Register and follow the guidelines in the confirmation mail
3. Create your idea – give it a title and description
4. Invite your colleagues through the admin page
5. Expand the idea towards educational solutions and OERs.
6. Expand collaborations and build your network

Some emphasis will be placed on the future growth of the Idea Space system and services. In the light of the outcomes of the validation work, it is evident that the OEI2 platform can be regarded as a versatile system offering adaptable and evolving services in line with the requirements of its user base. This needs to be accommodated by provisions after the project's funding period. The extensive validation data collected served to make core improvements during OEI2 lifetime, but also is an indication for further development work needed in the near future. Partners (especially NCSR as main developer) will work towards strategic partnerships with relevant stakeholders in the area of Open Education to

- acquire additional resources for sustainability and future enhancement of the platform's functions such as a strategic partnerships with an existing initiative that is active and popular in the area of interest. This will enable the consortium to minimise the initial investment for creating the sustainable service, yield significantly savings in terms of running costs.
- extend its reach and promote the concept of Open Educational Ideas within already formed communities of relevant stakeholders, on a pan-European level. This could also allow for synergies to be identified, in terms of future development and advanced services to offer to the targeted user communities.

Looking into the long-term evolution of the OEI2 system, the exploitation/sustainability strategy should devise an operational plan to ensure the resources needed to facilitate appropriate measures and support actions for expanding the system and services.

6. CONTRIBUTION TO EU POLICIES

OEI2 created a cross-border network with the aim to collaborate regarding development of OER / learning materials as well as creating cross-border collaborative teaching as well as virtual mobility. The main activity of the project was set on proof-of-concept regarding educational idea sharing and emotional ownership. As recognized in the start of the project, the impact on organizational / institutional levels are hard to reach with lack of awareness on what educational idea sharing is and what forms could it take place in. Thus, the project has organized multiple types of activities in collaborative development of ideas to showcase what can work and what limitations there exists. These lessons learnt are discussed in various deliverables of the project.

Therefore, the main question is how the project contributes towards European mobility and collaboration? The creation of a single tool, valid across the entire European Higher Education Area (EHEA), brings a number of benefits including:

- Open Educational Idea Sharing leads to a better understanding of different aspects of education – parts of the discussion will be a better understanding of curricula and cultural aspects
- Long term goals include use of common OER – this means that main parts of the OER will be re-used by all developers. This also means that curricula gaps can be overcome. We thus find better solutions to bring curricula closer together across Europe.
- OEI development processes mean that educators work together, learn about each others environment and context and share the same goals – thus, this is in fact similar if not the same like a Virtual Mobility activity. This aspect was one of the most appreciated aspects of the project.
- OEI lead to establishing long-term collaborations – these are necessary to establish virtual as well as physical mobility (as those work best on existing partnerships) – therefore, we create also a better base for mobility.
- We created cross border collaborations, not limited to the participating countries. Therefore, we aim at providing support to establish cross-border teaching.

To achieve its European scope, the project by necessity needed to be European in its design and outlook. Thus, we brought together European organisations (Nordic, Baltic, Central, Southern European) with coverage of Higher Education and professional training at national, local and institutional levels. The final conference of the project and other networking events were needed to raise the awareness on potentials of idea sharing and to provide a proof-of-concept the project was set for. These in turn have the capacity to mobilise a wide range of European level Education & Training stakeholders, for purposes of consultation, dissemination and multiplication of project outputs.

The project necessitates taking a European approach since:

- OEI can support better understanding of developing OEI across countries, contexts and curricula
- OEI is a preparation for broad OER sharing which will be a clear focus in the Horizon 2020 program.
- The stakeholders participating reach a broad range of stakeholders, in Higher Education, SME and business not only in the participating countries.
- This European approach is implemented at every level in the project:
- The engagement workshops were implemented in different areas of Europe and be open for online participation across Europe
- The trials and validations worked across borders
- The expert group that provided feedback for the OEI approach consisted not only of academic experts in the field, but also EU-level Education & Training stakeholders
- The sustainability activities aimed at creating a European service, with Europe-wide exchange of practice through peer-review.

 Open Educational Ideas

While the project doesn't provide for translation costs, The idea space uses an open licence, and participating institutions will be encouraged to take advantage of this to build on the ideas in their local settings.