ABOUT THE REUSABLE LEARNING PROJECT

GOAL

Increase the value and impact of the NSDL by increasing the reusability of its content.

DELIVERABLES

- Reusable Design Guidelines – for authors and collections
- Workshops on Reusability – tailored to NSDL and other audiences
- Web Site – www.reusablelearning.org
- Policy suggestions – for NSDL and NSDL collections
- Examples and Best Practices
- Learning Content on Reusability
- Theoretical Framework for Reusability

ACCOMPLISHMENTS & TIMELINE

Guidelines, Website, Framework: Available now
Public versions 1.0 early 2005

Workshops & Presentations: Four NSDL workshops in 2004
JCDL 2004, ELearn 2004, and others
Anticipate further workshops in 2005

Policy suggestions & Partner Implementations: Material being put to use by partner projects
Anticipate wider implementation in 2005

Learning Content on Reusability: Planned for second quarter, 2005

PEOPLE

- Robby Robson (PI)
- Geoff Collier (Project management; content development & review)
- Brandon Muramatsu (Web site, content development & review)

Special thanks to: Wayne Brent, Kim Lightle, Eric Roberts, Flora McMartin, Len Simutis, Lang Moore, Dave Smith, and many others.

PARTNERS

- MERLOT
- The Eisenhower National Clearinghouse
- The Mathematical Association of America (MathDL)
- The GROW project

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(see http://creativecommons.org/licenses/by-nd-nc/1.0/).
Design for use by as wide an audience as possible.

Patterned after W3C Web Accessibility Guidelines

Each guideline includes statement, purpose, techniques and examples

Guidelines are prioritized. Priorities may change within a given community.

1. *Must* be satisfied to ensure reusability.
2. *Should* be satisfied to increase reusability.
3. *May* be used to enhance reusability.

Create self-contained accessible learning experiences.

Separate presentation, navigation and content.

Provide rich, searchable metadata.

Design: Context & Pedagogy

Metadata

Design: Structure & Presentation

Rights

Interoperability

Provide a statement of rights and permissions.

Provide versions that can be edited and modified.

Ensure compatibility with as many environments as possible.

www.reusablelearning.org

www.reusablelearning.org
Core Recommendations

Managing Rights

- Links to **terms of use** should be included for all resources.
- Links to a **source for** obtaining additional **permissions** should be included for all resources.
- Collections should make a **small standardized set of licenses** available to contributors.

Managing Metadata

- Collections should maintain, expose and exchange **contextual metadata** (audience, educational level, etc.).
- Collections should maintain, expose and exchange **technical metadata**.
- Collections should maintain, expose and exchange **rights metadata**.
- Collections or resources should provide links to **documentation and user guides**.

Source Code

- Contributors and Collections should **provide links to modifiable or editable versions** of content and provide terms and conditions that **allow appropriate modification** and reuse.

Raising Awareness

- Authors, developers and designers should **apply reusable design principles**.
- Collections should **disseminate information about reusability**.
- Collections should **consider reusability in content policies**.