

# 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](http://www.reusablelearning.org)
- **Policy** suggestions – for NSDL and NSDL collections
- **Examples** and Best Practices
- **Learning** Content on Reusability
- Theoretical **Framework** for Reusability

## ACCOMPLISHMENTS & TIMELINE

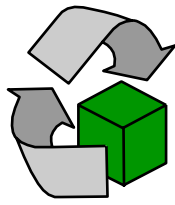
Guidelines, Website, Framework:	Available now Public versions 1.0 early 2005
Workshops & Presentations:	Four NSDL workshops in 2004 JCDL 2004, ELearn 2004, and others Anticipate further workshops in 2005
Policy suggestions & Partner Implementations:	Material being put to use by partner projects Anticipate 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



# Reusable LEARNING

Design for use by as wide an audience as possible.

## Design: Context & Pedagogy

Create self-contained accessible learning experiences.

- 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.

## Metadata

Provide rich, searchable metadata.

## Design: Structure & Presentation

Separate presentation, navigation and content.

## Rights

Provide a statement of rights and permissions.

## Interoperability

Provide versions that can be edited and modified.

Ensure compatibility with as many environments as possible.

[www.reusablelearning.org](http://www.reusablelearning.org)



# EXAMPLES

([www.reusablelearning.org/examples](http://www.reusablelearning.org/examples))

## 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**.