A process model of using digital (open) learning materials in teaching and learning activities

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Context

Acceleration plan
Educational innovation with ICT
Conceptual model

- Learning outcomes
- Constructive Alignment
- Teaching and learning activities
- Assessment

Infrastructure
(technical, organisational, accommodating policy)

Principles

Closed to Open
Motivation

Tool to

• better support use of (O)ER
• determine demands for professionalization
Two scenarios

• Reading list
• Instruction
Reading list
Instruction
Support

• For each of the activities
• Both for students and teachers
## Professionalisation

<table>
<thead>
<tr>
<th>Activity</th>
<th>Competency</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>OER awareness</td>
</tr>
<tr>
<td>Search the cloud</td>
<td>X</td>
</tr>
<tr>
<td>Search local / private storage</td>
<td></td>
</tr>
<tr>
<td>Create / Remix</td>
<td>X</td>
</tr>
<tr>
<td>Create / Adapt</td>
<td>X</td>
</tr>
<tr>
<td>Quality Control</td>
<td>X</td>
</tr>
<tr>
<td>Use</td>
<td>X</td>
</tr>
</tbody>
</table>

In scenario *Instruction* for both teachers and students

(IOF, 2016; Schuwer & Baas, forthcoming)
Conclusion

• Process model is a tool to (better) determine support and professionalization needed in working with digital (open) educational resources.

• For pedagogies with more student agency, support and professionalization should also be available for students
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Pictures
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Thank you. Photo by Lip on Unsplash

Reference