Turning educational content into open content: a workshop (workshop)
The POCKET project is building on the infrastructure provided by the Open University’s OpenLearn open educational repository. POCKET, the Project on Open Content for Knowledge Exposition and Teaching, is led by the University of Derby and partnered by The Open University, the University of Exeter and the University of Bolton. The POCKET project is designed to leverage what has already been invested in OpenLearn and extend Open Educational Resource (OER) activity to other universities.

The workshop will involve the audience in considering how they would develop OERs in practice in their own institutions. The session will start with the theme of matching technology with the pedagogy of OERs, followed by each of the four institutions briefly discussing how they have developed and had to rethink the design of their materials into OERs. This will include a showcase of the resulting OERs. In the main part of the workshop the participants will be invited to consider which approach would suit their institution best and take part in activities designed to take them through the process.

20mins Exploring the pedagogy and design of OERs (presentation + discussion)
20mins Showcasing POCKET OERs (4x5mins institutional presentations)
50mins Group work & discussion – how to open up closed content

In the group work participants will be given the opportunity to share their own views and experiences whilst co-creating a sample OER. The audience will be split into groups to carry out the analysis stage of the re-purposing work by examining an extract of candidate material from one of the partner universities. Tools and guidelines will be provided to help this stage. Followed by discussion of benefits, limitations and issues.

1) Understand the approaches needed to make existing content into viable open content based on the experience of OpenLearn and POCKET.
2) Share knowledge between novice and expert participants on the creation of OERs.
3) Ability to plan and describe relevant designs for open learning material.