

**DigI-VET**

**Fostering Digitization and Industry 4.0 in vocational education**

**2018-1-DE02-KA202-005145**

**The fifteen Core Results of the project DigI-VET   
The DigI-VET OER strategy**

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## The DigI-VET OER strategy

The Erasmus+ Project DigI-VET goes beyond the advantages of Open Educational Resources and the umbrella term of open education. This opening up idea is a way of carrying out education and knowledge by often using digital technologies. This aims to widen access and participation for everyone who is interested in the project, its intellectual outcomes as well as sMOOC and learning platform, by removing barriers of time, space and access as well as monetary boundaries and limits. The idea of opening up education is an is an important item on the European policy agenda for many reasons:

* “First, it can help to reduce or remove barriers to education (e.g. cost, geography, time, entry requirements). This gives learners the opportunity to up skill or re-skill at a lower or nearly no cost, and in a flexible way.
* Second, it supports the modernisation of higher education in Europe, since contemporary open education is largely carried out via digital technologies.
* Finally, it opens up the possibility of bridging non-formal and formal education. This can take place if HE institutions and other accredited institutions recognised the credentials they each issue to learners.”[[1]](#footnote-1)

Therefore, the European Commission defines the open education idea as

"a way of carrying out education, often using digital technologies. Its aim is to widen access and participation to everyone by removing barriers and making learning accessible, abundant, and customisable for all. It offers multiple ways of teaching and learning, building and sharing knowledge. It also provides a variety of access routes to formal and non-formal education, and connects" (Opening up Education: A Support Framework for Higher Education Institutions, 2016)”[[2]](#footnote-2)

To guarantee the open education idea, the resources have to be open, too. This means, we need content that is “libre” – open licensed content and free of charge. One very popular and common free licence for educational materials is the Creative Commons License. [[3]](#footnote-3) The American non-profit organization Creative Commons has released several copyright licenses, which are known as Creative Commons licenses and are different in their openness. Regarding Open Educational Resources (OER) it is necessary and increases the usefulness and efficiency for learners, if the materials are free of charge and free to be used, shared, remixed, adapted, distributed etc. The factor of openness differs with the type of licence. The following six different license types of Creative Commons License are listed from most to least permissive:

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**Focus on DigI-VET:**

Erasmus+ has an open access requirement for all materials developed through its projects. That means, that if the European founded project is producing intellectual outputs/ tangible deliverables, the consortium has to describe how they intend to ensure free access for the public to a digital form of their material. If they intend to put any limitation on the use of the open licence a description of reasons, extent and nature of this limitation hat to be added.

Moreover, Pawlowski argued that it is crucial for Europe to engage a broad community in cross-border collaboration to be successful. His EU vision paper ´Open Education 2030´ shows six recommendations: (see Pawlowski, p. 78)

(1) to create an inventory of OER and OEP,

(2) to integrate existing communities,

(3) to integrate curricula,

(4) to create regional networks,

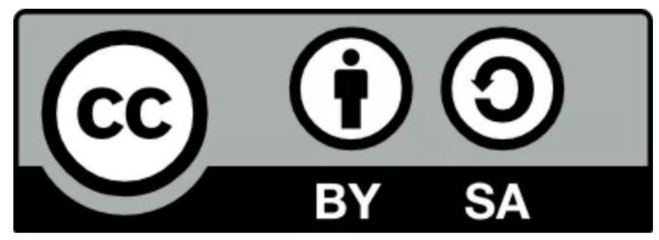
(5) to create global outreach programs,

(6) to support Open Education Policy.

This is well aware for the DigI-VET partnership. The information and results will be available as open educational resources on the DigI-VET website and on European portals.

The DigI-VET team offers all information and will be rated with its results in the rating tool of the former ERASMUS+ project EU-StORe which provides information on high quality OER.

**Creative Commons Licence for DigI-VET:**



**Target Group of DigI-VET:**

To reach a broad audience it is crucial that VET materials and resources are developed as open educational resources (OER) and can be accessed easily and without any cost. Only this can bring digitisation on VET a step ahead and offers the same possibilities to every VET provider and enterprise.

**Intellectual Outcomes of DigI-VET:**

All created intellectual outcomes including DigI-VET Online Observatory, DigI-VET sMOOC and DigI-VET learning platform etc. are published under Creative Commons: CC- BY- SA 4.0

**Insights from the DigI-VET application:**

* O4- Curriculum and Didactical Material
  + In this part of DigI-VET the partners create a curriculum structure to integrate Digitisation and Industry 4.0 in VET-courses. The Curriculum will have a module structure and offers insights into the current developments. The curriculum goes hand in hand with didactical materials and resources for teachers who want to integrate it in their course structure .
  + The curriculum and the learning and teaching resources will be OER.
* O5 – Online Observatory of Digitisation and Best Practice
  + The partners create an online tool, where VET teachers can find information of practical examples of digitisation and industry 4.0. The tool will provide insights into real existing showcases and offer pictures and wherever possible also videos. Moreover a description of the enterprise and how the use digitisation it provided together with contact data.
  + The online observatory will be an open educational resource.
  + It will be integrated in a website.

1. Link to Online Resource: <https://ec.europa.eu/jrc/en/open-education>, access date: 02.04.2021. [↑](#footnote-ref-1)
2. Link to Online Resource: <https://ec.europa.eu/jrc/en/open-education>, access date: 02.04.2021. [↑](#footnote-ref-2)
3. Online Source: <https://ec.europa.eu/jrc/en/open-education/oer>, based on OpenEdu Framework, 2016. [↑](#footnote-ref-3)
4. Creative Commons- Link: <https://creativecommons.org/about/cclicenses/>, access date: 01.04.2021. [↑](#footnote-ref-4)