

# OPEN EDUCATION

POLICY GAME



DIAGNOSTIC



**WE ENCOURAGE THE  
COLLECTIVE AND  
COLLABORATIVE  
CURATION OF  
EDUCATIONAL  
RESOURCES**

1





**WE HAVE PERMANENT  
PROGRAMS FOR  
PROFESSIONAL  
DEVELOPMENT AND  
COLLABORATION FOR THE  
MANY PEOPLE INVOLVED  
IN THE PRODUCTION OF  
EDUCATIONAL RESOURCES**

**2**





**OUR PRACTICES AIM TO<sup>3</sup>  
RESPECT **DIGITAL RIGHTS**,  
PROVIDING GUIDANCE  
ON WHAT THEY ARE  
AND HOW THEY CAN BE  
SAFEGUARDED**



**OUR TEACHERS/PUBLIC  
SERVANTS PRODUCE OPEN  
EDUCATIONAL RESOURCES**





5

**WE ENCOURAGE THE  
CO-CREATION OF  
OUR EDUCATIONAL  
RESOURCES**





6

**WE HAVE AN  
INSTITUTIONAL **COPYRIGHT**  
POLICY THAT ALLOWS  
OPEN LICENSING OF THE  
EDUCATIONAL RESOURCES  
WE CREATE AND SHARE**





IN OUR SOFTWARE  
SYSTEMS AND  
PLATFORMS WE  
REDUCE THE **PERSONAL**  
**DATA** WE COLLECT AS  
MUCH AS POSSIBLE,  
AND WE TREAT THE  
DATA SECURELY

7







WE ANALYZE THE  
**PRIVACY POLICIES** OF  
THE EXTERNAL DIGITAL  
PLATFORMS THAT WE  
ADOPT OR RECOMMEND,  
IN ACCORDANCE WITH  
CURRENT LEGISLATION

8





9

**OUR PLATFORMS HAVE  
TERMS OF USE THAT USE  
CLEAR LANGUAGE FOR  
USERS**





10

**OUR TENDERS AND  
CONTRACTS ALWAYS  
ENFORCE **OPEN LICENSES**  
FOR ANY EDUCATIONAL  
MATERIAL THAT IS TO BE  
ACQUIRED**





11

**WE CAN REPLACE  
SUPPLIERS BECAUSE  
WE NEVER CONTRACT  
WITH SOFTWARE  
OR HARDWARE**

**TECHNOLOGICAL LOCK-IN**





12

**WE IMPLEMENT OUR  
TECHNOLOGIES TAKING  
DIGITAL RIGHTS INTO  
ACCOUNT AND PRIORITIZING  
FREE SOFTWARE PRINCIPLES**





13

**WE PRIORITIZE  
AND/OR PRODUCE  
EDUCATIONAL  
RESOURCES USING  
OPEN FORMATS**





14

**WE STORE OUR  
EDUCATIONAL  
RESOURCES IN A  
DIGITAL REPOSITORY**





WE HAVE A  
**PARTICIPATORY**  
**GOVERNANCE** MODEL TO  
DEFINE AND ANALYZE  
THE EVOLUTION OF THE  
TECHNOLOGIES WE ADOPT  
OR CREATE

15

