



Create and Modify Open Educational Resources

One particularly appealing aspect of open educational resources is their ability to be customized to meet a variety of teaching and learning needs. To help others to modify resources to suit their needs, try to create materials that are as adaptable as possible. Here are some considerations when creating OER resources:

- There are different types of Creative Commons licenses. The ND (no derivatives) restriction prevents others from modifying your work.
- If creating a PDF resource made from scanned images, be sure the text has been scanned by optical character recognition (OCR). This allows you to copy and paste text, which can be a real timesaver. Providing versions in formats such as .docx and .rtf are also helpful for those looking to directly work with text.
- A modular approach to content makes for easier modification than one, unwieldy resource. Resources separated by chapters and sub-chapters make it simpler for others to adapt.
- While platforms are ways of creating a resource, hosting makes this resource accessible to most anyone. That is to say, you can't immediately share open education resources through platforms like Microsoft Word, PowerPoint, InDesign, or Illustrator, for instance. You will need a way to host these materials. Some hosting options include:

Institutional repositories such as: LibGuides; MERLOT Content Builder; OER Commons OpenAuthor; Google Drive; WikiBooks; and OpenStax CNX.

- Consider the accessibility of your resources to students with disabilities before creating them. Keep in mind the following: will the software used to view your resource disable a computer's accessibility features such text-to-speech? If so, be sure to include descriptions for images and

that—in the case of PDFs—optical character recognition is used to make the text understandable to a computer. Also, is your resource compatible with most assistive devices?

- Open educational resources use non-restrictive open licenses that allow others to use these materials freely, as they wish. Creative Commons is often the choice for many in terms of open licensing. The types of Creative Commons licenses are: Attribution (anyone can use and adapt work, so long as the creator is attributed); Attribution-ShareAlike (anyone can use and adapt work, so long as the creator is attributed and the new works are shared under the same license); Attribution-NoDerivs (anyone can use and adapt work, so long as the creator is attributed Remixes yet other derivative works are not allowed); Attribution-NonCommercial (anyone can use and adapt work, so long as the creator is attributed, but not for commercial purposes); Attribution-NonCommercial-ShareAlike (anyone can use and adapt work, so long as the creator is attributed, but not for commercial purposes, so long as the new works are shared under the same license); Attribution-NonCommercial-NoDerivs (anyone can use work, so long as the creator is attributed, but not for commercial purposes, yet adaptations and other derivative works are not allowed); and Public Domain Mark (no rights reserved: do whatever you want!).
- Once you've created your own resource or modified an existing one, you need to make that resource easy to find. Here are some services that allow you to share work in a way that's simple for users to discover:
 - MERLOT: By creating a MERLOT account, you can submit a new OER for review. If your OER is accepted, it will be linked.
 - OER Commons: By creating a new account, you can submit a new resource to be included in the OER Commons.