



Open Licensing and Academic Technologies

Philip W. L. Fong

`pwl.fong@cs.uregina.ca`

Department of Computer Science

University of Regina

Regina, Saskatchewan, Canada



LAMP



- The *LAMP* Stack
Linux Apache MySQL PHP Perl Python
- ... and friends
Zope Tomcat JBoss Postfix ...



Open Source Software



- Open Source \neq Public Domain



Open Source Software



- Open Source \neq Public Domain
- Open Source = Copyright + Open Source License



Open Source Software



- Open Source \neq Public Domain
- Open Source = Copyright + Open Source License
- Open Source Definition – Bruce Perens *et al*
(<http://opensource.org>)
 - Source code available
 - Derived work permitted
 - Free redistribution
 - 7 other criteria



Example Licenses



Example Licenses



MIT License No restriction on derivation and redistribution.



Example Licenses



MIT License No restriction on derivation and redistribution.

GNU Public License Free to redistribute derived work, but the derived work must be distributed under the same terms.



Example Licenses



MIT License No restriction on derivation and redistribution.

GNU Public License Free to redistribute derived work, but the derived work must be distributed under the same terms.

Open Source Initiative has approved 50+ licenses to be OSD-conforming.



Why Open Source?



Why Open Source?



- Participatory development



Why Open Source?



- Participatory development
- Rapid evolution



Why Open Source?



- Participatory development
- Rapid evolution
- Community building



Beyond Software: Open Contents



Beyond Software: Open Contents



- Creative Commons
(<http://creativecommons.org>)



Beyond Software: Open Contents



- Creative Commons
(<http://creativecommons.org>)
- GNU Free Documentation License
(<http://www.gnu.org/licenses/fdl.html>)



Open Course Ware



Who

- MIT - OCW
- CMU - OLI
- Rice - Connexions



Open Course Ware



Who

- MIT - OCW
- CMU - OLI
- Rice - Connexions

Why

- Collaboration across space and time
- Creative coauthorship
- Standing on the shoulders of peers
- Building a community of loyal audience



Ideas



Ideas



- Contribution to existing open content projects
e.g., Linux Documentation Projects



Ideas



- Contribution to existing open content projects
e.g., Linux Documentation Projects
- Adopt an open licensing strategy to promote participatory development.



Ideas



- Contribution to existing open content projects
e.g., Linux Documentation Projects
- Adopt an open licensing strategy to promote participatory development.
- Create an Open Course Ware Initiative.



Ideas



- Contribution to existing open content projects
e.g., Linux Documentation Projects
- Adopt an open licensing strategy to promote participatory development.
- Create an Open Course Ware Initiative.
- Using open source technologies to develop instructional materials
Say no to proprietary technologies that are unfriendly to open standards.





Questions?

