



# Llançament Plataforma SELF

6 d'octubre 2007

Science, Education and Learning in Freedom

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# Què és la plataforma SELF?

- una base de coneixements lliures sobre:
  - Programari Lliure
  - Estàndards Oberts
- un entorn per a la producció col·laborativa
- una comunitat d'usuaris interessats



*Sharing Knowledge about Free Software*

# Com compartir el coneixement?

- programari lliure
- material educatiu lliure
- estàndards oberts
- entorn d'autoria
- alta granularitat per recombinar
- facilitar la col·laboració



# Material educatiu lliure

- **ús** sense restriccions, per a qualsevol propòsit
- **modificació** sense restriccions
- **distribució** sense restriccions

p.e. GFDL, CC-BY, CC-BY-SA

definició: <http://selfproject.eu/EMD>



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# Entorn d'autoria

- permet la creació d'**objectes d'aprenentatge**
- de forma **col-laborativa**
- atribueix els **autors**
- permet **recombinar** objectes existents
- permet la seva **traducció**
- permet **importar** i **exportar** en diferents formats



# Què és un objecte d'aprenentatge?

- un objecte d'aprenentatge pot ser tot, si ens instrueix d'alguna cosa



font: wikipedia.org



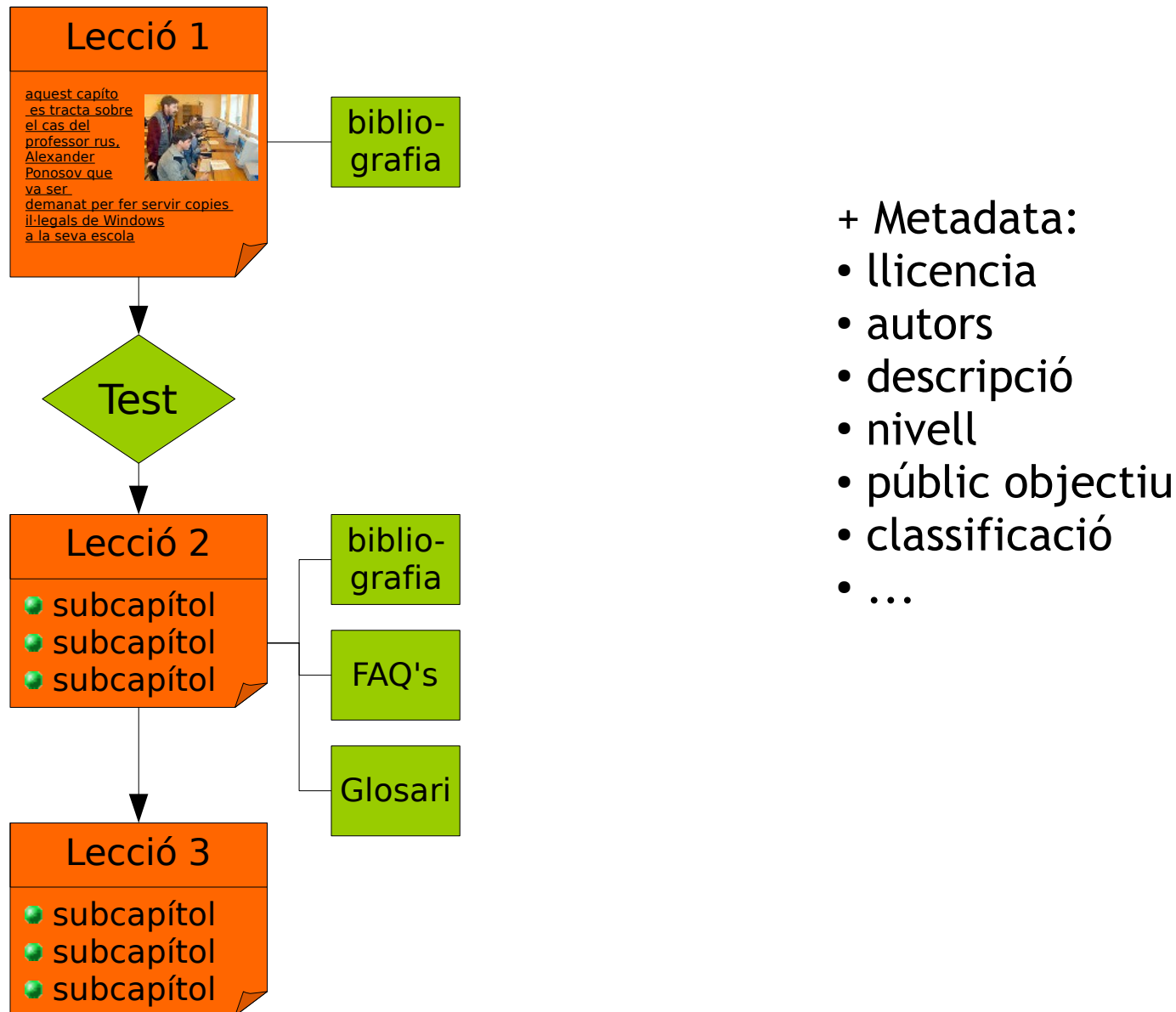
*Sharing Knowledge about Free Software*

# Què és un objecte d'aprenentatge?

- SELF és un entorn digital
- dintre de SELF fem servir un model d'aprenentatge compatible amb SCORM
- un objecte pot incloure'n d'altres, com texts, imatges, vídeos, fitxers d'àudio, etc.
- són recursos reutilitzables que faciliten el procés d'aprenentatge



# Un SELF objecte d'aprenentatge



- + Metadata:
- llicència
  - autors
  - descripció
  - nivell
  - públic objectiu
  - classificació
  - ...





# Les 10 fonctions principales de la plateforme -1

- register / login
- Collections Manager
- Course Manager
- Course Organiser
- Document Manager



# Les 10 funcions principals de la plataforma -2

- Traducció
- BookShelf
- Version Control System
- Rating System
- Cercador





## Registration Form

You are here : > Home > Join

# Join SELF



### Full Name

Please enter your full name, e.g., 'Jane Smith'

### User Name \*

This is the name used to log on. No spaces or special characters. E.g., 'jsmith'. Case-sensitive, so keep caps-lock off.

### E-Mail \*

In case you lose your password. We respect your privacy and do not share or expose your email to third-parties.

### Password \*

Minimum 5 characters, with a mix of alphabets and numbers.

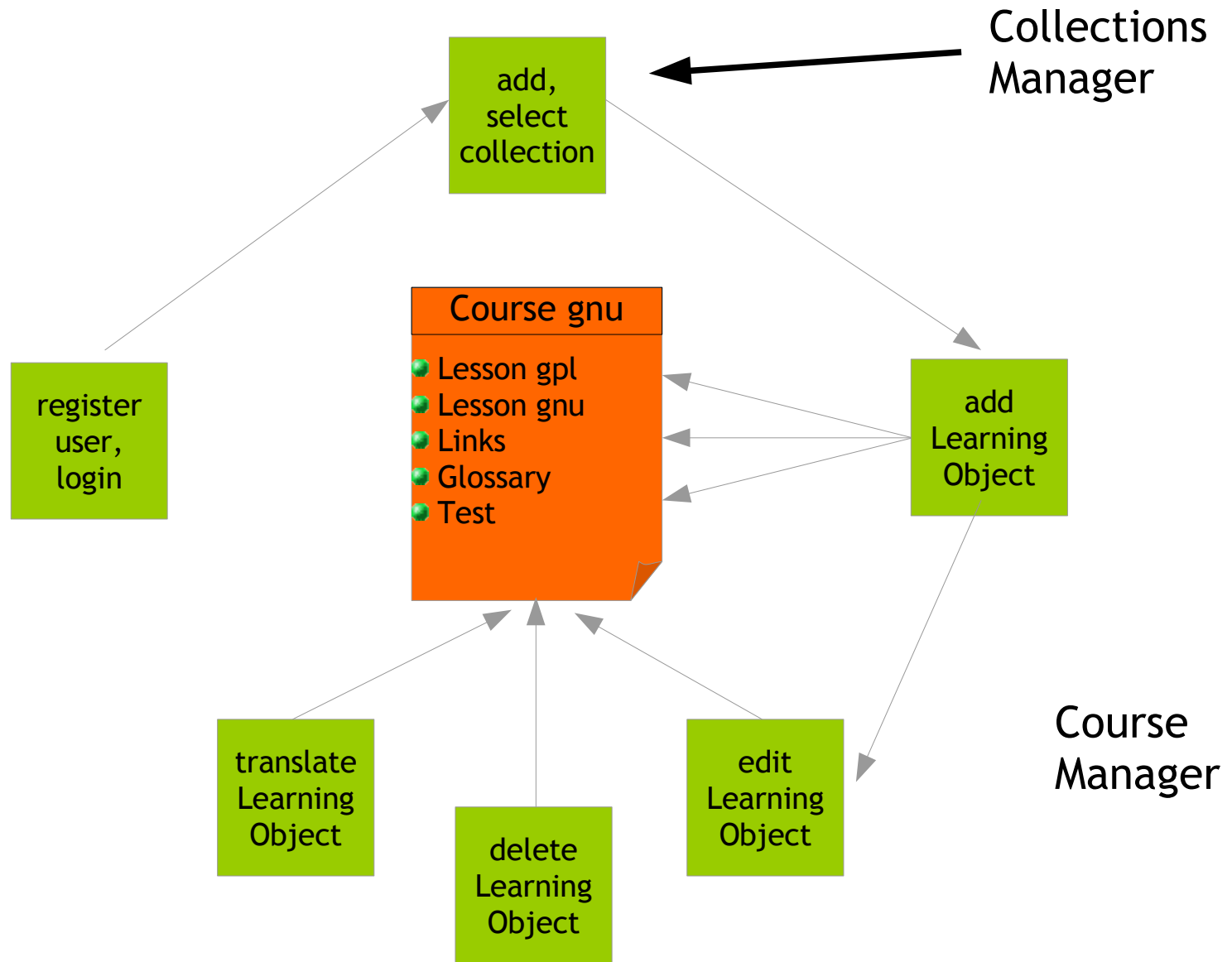
### Reconfirm Password \*

Re-enter the password. Make sure the passwords are identical.

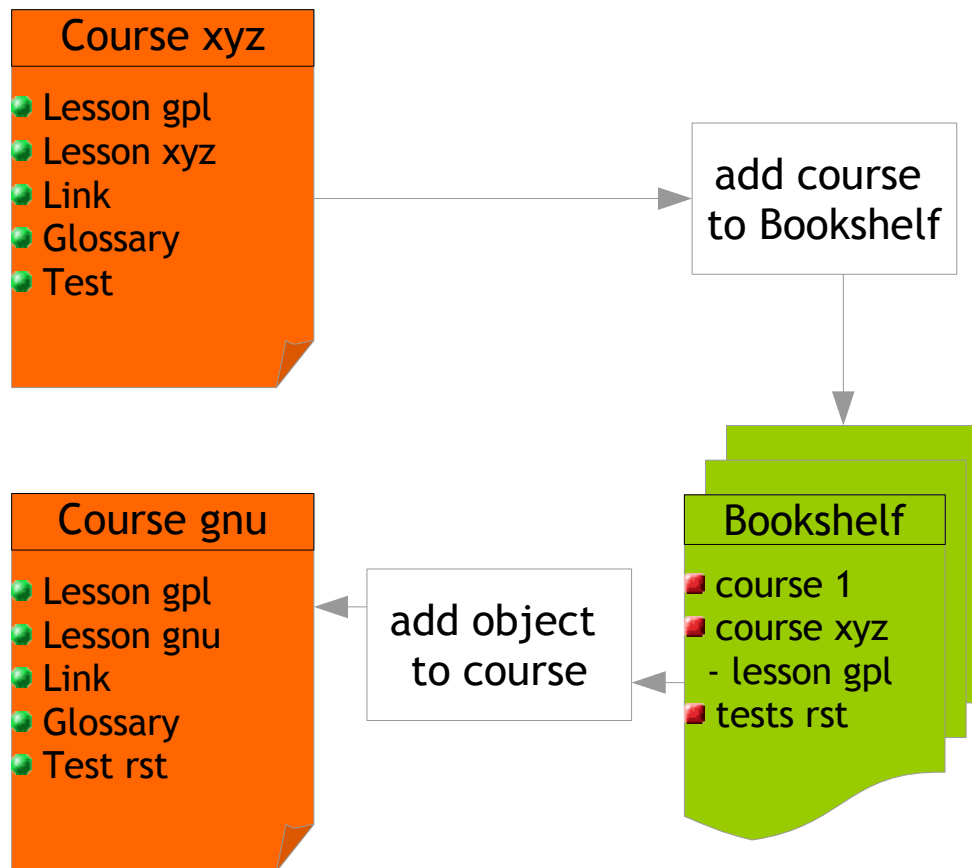
**Register**



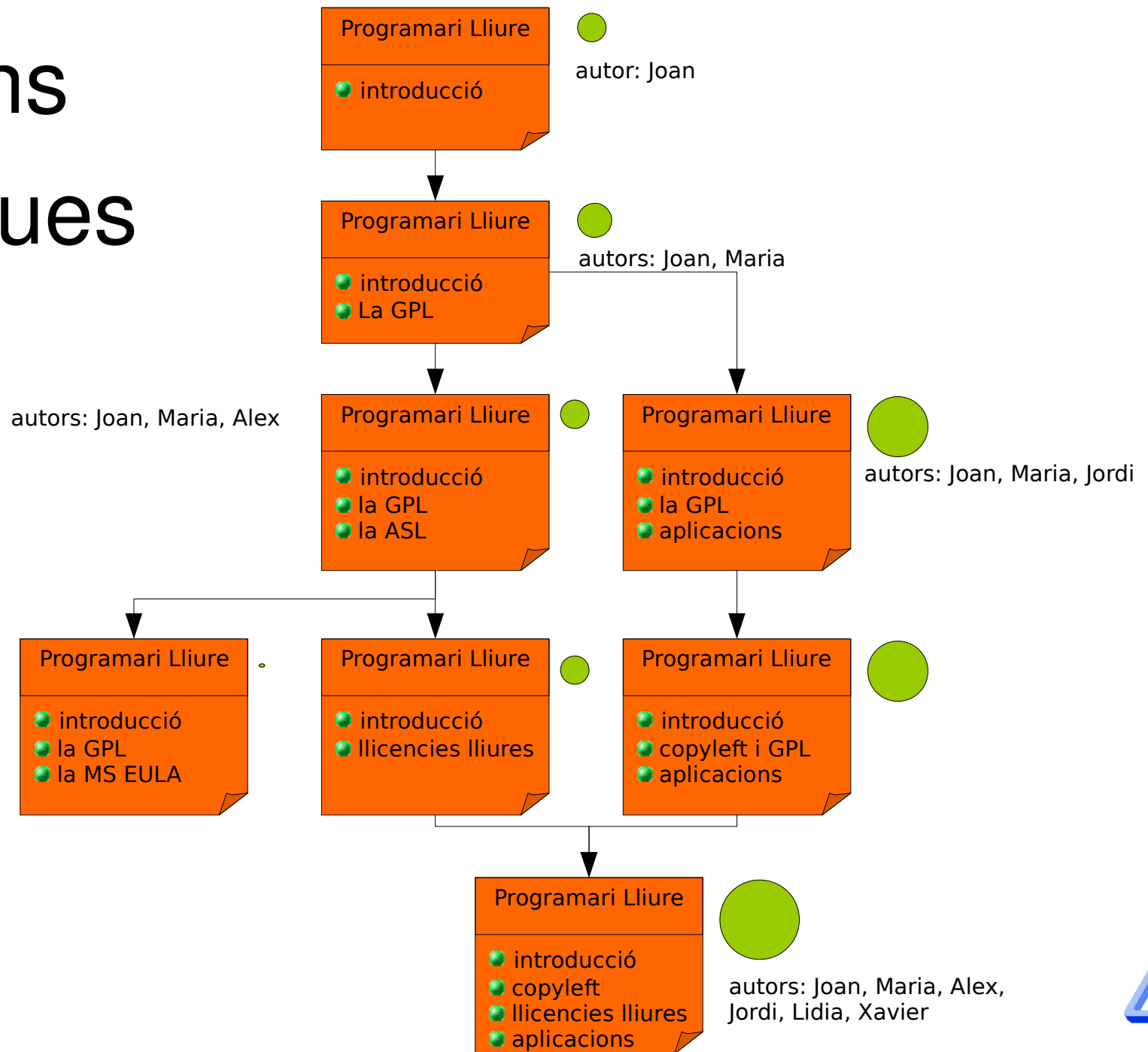
# Autoria amb SELF



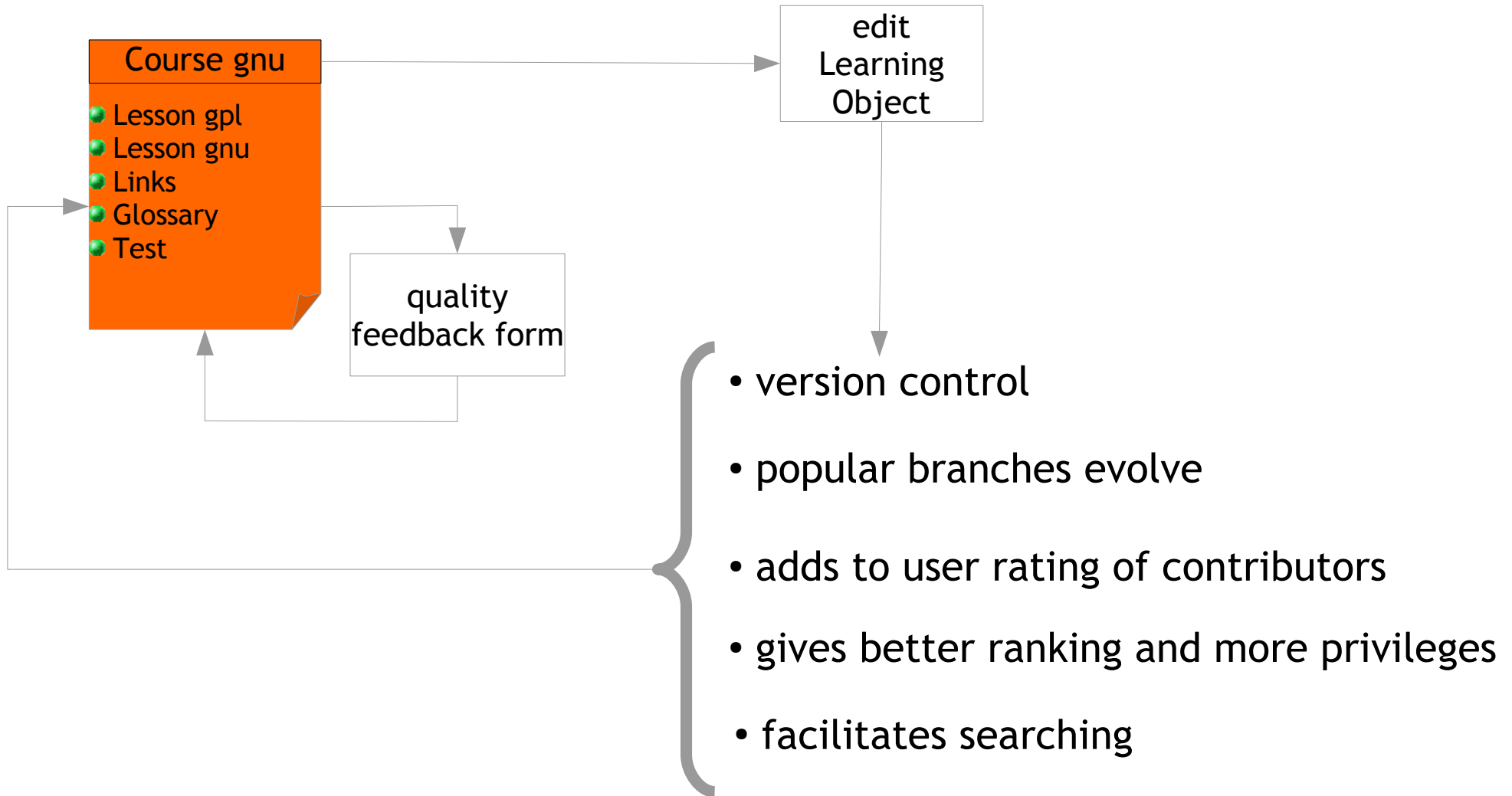
# Recombinar amb el BookShelf



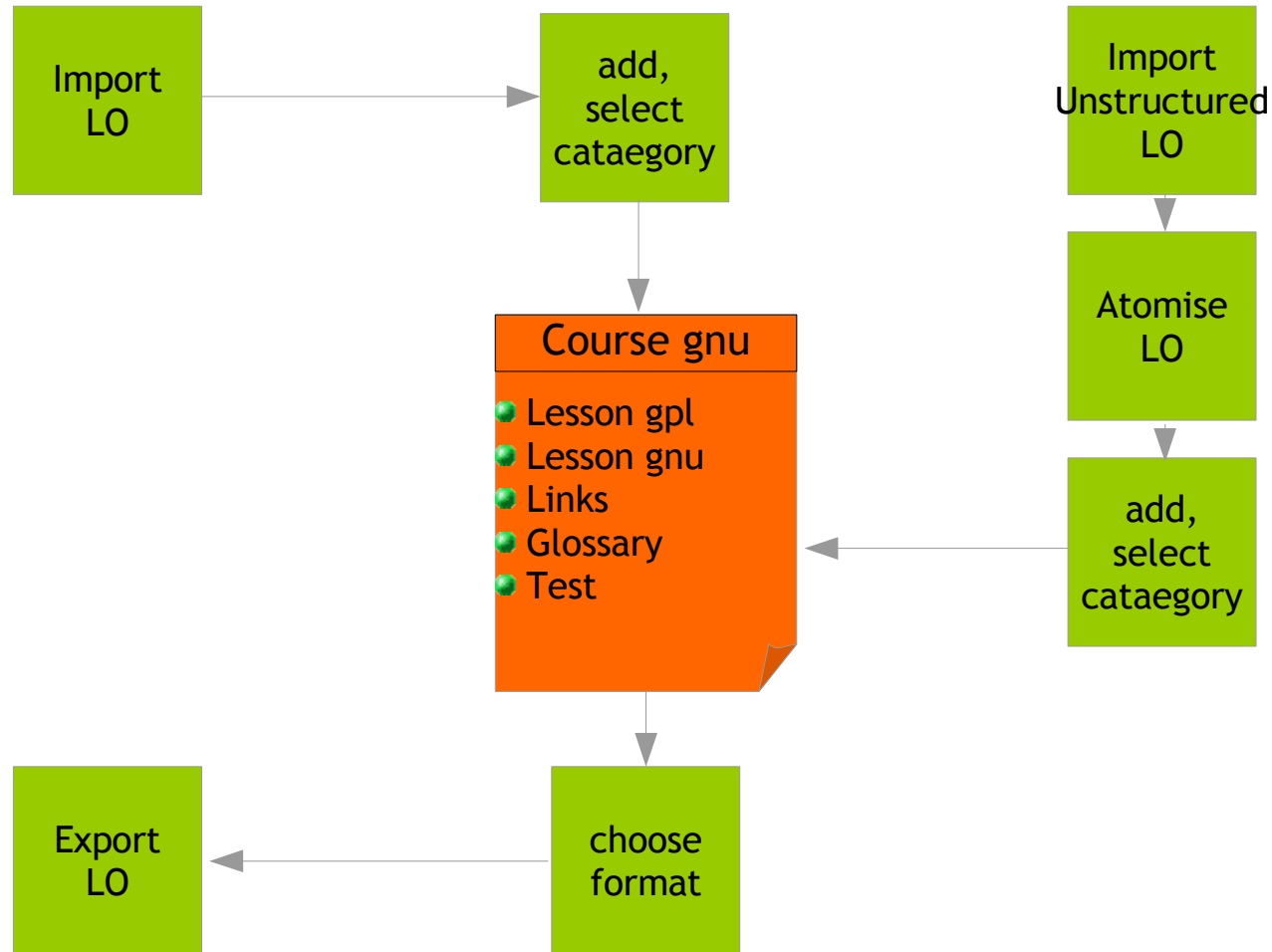
# Versions i branques



# Mecanismes de qualitat



# Importar / Exportar





# Facilitar la interacció de l'usuari

- Atribució dels autors
- User Rating ---> reputació & privilegis
- pàgina d'usuari: mySELF
- zones/grups de treball al voltant de col·leccions de materials
- eines de col·laboració: xat, llistes de correu, ...



# Cercador

- De cercar a trobar:
  - ordenar els resultats pel Rating
  - usar context semàntic



# Be SELFish, share your knowledge!

- <http://selfproject.eu>
- <http://beta.selfplatform.eu>
- contribueix-hi!
  - llistes de correu i grups de treball
  - <http://mail.selfproject.eu>
- subscriu-te al SELF NEWS



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[forgot password?](#)

[Join](#)

You are here : > [Home](#)

# Welcome to SELF



**SELF** aims to be a community-driven platform for producing and distributing educational materials. Its sustainability depends on building a strong community of users and participants of this platform.

Our first step on building a community is to set up different teams where people can get involved and contribute in different ways. So far, these teams are:

## Quality Assessment

the SELF Platform also provides a Quality Assessment system for Learning Materials. Several quality assessment mechanisms will provide the users with several quality indicators, such as the popularity of the material, review and quality feedback loops.

## Platform Campaign

Help us spread the word about the exciting SELF Platform.

## Material Creation

this team contributes by providing learning materials, checking existing ones and working to improve them. Members can also build learning trajectories with existing materials, providing new ones or sharing their own experience on using them in pedagogical activities with one other.

## SELF Testers

We ask people from different communities and expertise groups to become SELF Testers, share their experiences and test the platform in order to provide the development team with enough feedback to readjust, refine and improve the Platform.

## Localisation

SELF aims to be a global platform, useful in a wide range of places and cultures. That goal is only achievable if their users localise the available free materials and adapt them to their own requirements. A strong localisation community will help us spread the benefits of the SELF Platform.

## Translation

Web site, press releases, announces, and Learning Objects need to be available in different languages. The translations team works closely with the localisation team to provide materials in different languages.



Information Society  
Technologies

### Collection Manager

[add collection](#) [view collection](#)

#### Course Collections

- Imported Courses
- [+] Office Tools
- Editors
- [+] Internet
- Operating Systems
- **Concepts of Free Software**
- Educational software
- Enterprise software
- [+] Multimedia
- [+] Development software
- Mail Transfer Agents
- [+] Physics
- Networking
- Networking
- Free Software Development Tools
- System Programming

### Course Manager

#### Concepts of Free Software

[add course](#)

**Description:** This collection contains materials that introduce the concepts of Free Software and Free Knowledge in general.

**Courses:**

- Free Software Concept Booklet
- Free as in Freedom, Richard Stallman's Crusade for Free Software



Manage My Bookshelf

## Lessons

Glossary Test Questions FAQ Topics Links ...

- Add Lesson
- Add Image
- Organize Lessons

OpenOffice.org 2.x UserGuide

Copyright and trademark information

Overview

**[-]** Important Features with 2.x

Open Standards XML File Format (OASIS OpenDocument)

New Multipane View

New CustomShapes (compatible with Microsoft AutoSh

More Slide Transitions and Animation Effects

Enhanced PDF Export

New enhanced Database Features

Mail Merge Wizard

Enhanced Word Count Feature

Support for Nested Tables

Digital Signatures Support

- view
- edit
- translate
- credits



Add to Bookshelf

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<http://www.openoffice.org/licenses/PDL.rtf>.

### Feedback

Please direct any comments or suggestions about this document to:

### Course Collection Manager

- View
- Add
- Import

#### Course Collections

- Imported Courses
- [+] Office Tools
- Editors
- Internet
- Operating Systems
- **Concepts of Free Software**
- Educational software
- Enterprise software
- Multimedia

#### Concepts of Free Software

**Description:** This collection contains materials that introduce the concepts of Free Software and Free Knowledge in general.

[Add Course](#)

**Courses:**

- Free Software Concept Booklet
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Course Manager: Free Software Concept Booklet

Lesson ▾

Export
Edit
Delete

**Free Software Concept Booklet**

[-] Intro / Concept

- Doesn't "free" mean that I do not have to pay for the software?
- **What is free software?**
- As a user, why would I want to examine and modify my software?
- Well, what's not "free" about other kinds of software?
- What do you mean by "copyleft"? What's wrong with copyright? How is this different?
- What licenses exist to protect free software?
- Okay, so I can see that free software is legal but surely if I duplicate something that means that someone is losing out somewhere along the way?
- This freedom with software programs is interesting. Can this be extended to other forms of information like books?

[+] History of Free Software

[+] Open Source

[+] Production Methodology

**What is free software?**

Add to shelf

Free software is software that anyone is free to use, copy, improve, examine or distribute, either free of cost or for a price. More precisely, it refers to four fundamental freedoms, which users of the software should have:

- Users should be able to run the software for any purpose. (freedom 0 — many things in computers start at 0)
- Users should be able to closely examine and study the software and should be able to freely modify and improve it to suit their needs better. (freedom 1)
- Users should be able to give copies of the software to other people for whom the software will be useful, either gratis or for a fee. (freedom 2)
- Users should be able to improve the software and freely distribute their improvements to the broader public so that they, as a whole, benefit. (freedom 3)

There is nothing new or special about this. This is how software used to be developed in the early days. But then, big companies came in, and started changing rules of the game. They saw software as a means of making money rather than as a means of making life easier.



Course Manager: KDE for System Administrators

Lesson ▾

Lesson Organizer

- [\[+\]](#) KDE for System Administrators
  - ▲ ▼ [\[+\]](#)  File System
    - ▲ ▼ [\[+\]](#)  Configuration File Syntax
    - ▲ ▼ [\[+\]](#)  KDE Hierarchy
    - ▲ ▼ [\[+\]](#)  XDG Hierarchy
  - ▲ ▼ [\[+\]](#)  Desktop Sessions
    - ▲ ▼ [\[+\]](#)  Environment Variables
    - ▲ ▼ [\[+\]](#)  Desktop Startup Sequence
    - ▲ ▼ [\[+\]](#)  Login Manager
  - ▲ ▼ [\[+\]](#)  User & Group Profiles
    - ▲ ▼ [\[+\]](#)  Introduction to Kiosk
    - ▲ ▼ [\[+\]](#)  Kiosk Keys
    - ▲ ▼ [\[+\]](#)  Additional Resources
  - ▲ ▼ [\[+\]](#)  Tools
    - ▲ ▼ [\[+\]](#)  KioskTool
    - ▲ ▼ [\[+\]](#)  Desktop Sharing
    - ▲ ▼ [\[+\]](#)  Using KDE Dialogs in Shell Scripts
    - ▲ ▼ [\[+\]](#)  Controlling Access to Content Provided By Get New Stuff

Course Manager: Free Software Concept Booklet

Lesson ▾

**Export**

**Free Software Concept Booklet**

- [+] Intro / Concept
- [-] History of Free Software
  - When did this whole free software thing start?
  - Okay, but now what is Linux? When did that come about?
- [+] Open Source
- [+] Production Methodology
- [+] Arguments for using Free Software
- [+] Personal Relationship to Free Software

**Edit** | **Delete**

**Edit Lesson**

**Title** ▾

What is free software?

**Body** ▾

**Text Format** HTML ▾

**B** *I* × × HTML Normal ▾

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- Users should be able to closely examine and study the software and should be able to freely modify and improve it



# Enllaços

- vídeos instructius:
  - <http://selfproject.eu/files/videos/adding-subcollection>
  - <http://selfproject.eu/files/videos/adding-lesson.ogg>
  - <http://selfproject.eu/files/videos/adding-to-shelf.ogg>
- materials preparats:
  - [http://selfproject.eu/en/scorm\\_packages](http://selfproject.eu/en/scorm_packages)
  - <http://atutor.selfproject.eu/browse.php>



# Què necessitem pel èxit?

- implicació dels grups interessats
  - desenvolupament de la plataforma
  - creació de materials, adaptació, traducció
  - comunicació
- efecte multiplicador: facilitar els educadors, train-the-trainer
- SELF-organisation! (auto-organització)



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- <http://beta.selfplatform.eu>
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