

What Is ccLearn?

ccLearn is a division of Creative Commons which is dedicated to realizing the full potential of the Internet to support open learning and open educational resources (OER). Our mission is to minimize barriers to sharing and reuse of educational materials – legal barriers, technical barriers, and social barriers.

Why ccLearn?

Educational paradigms are changing. The advent of the Internet has profoundly altered the ways in which information is accessed and shared, and one would expect the impact on education to be revolutionary. While technological tools are being used in many classrooms to enhance instruction, one of the most exciting areas of development is in the creation of open educational resources (OER), which in their fullest form should be free, accessible, authoritative, and derivable. The availability of open educational content is growing exponentially, yet the usage of such content does not appear to be widespread. Worse, much of the OER currently being created is incompatible – legally, technically, and socially – with other OER.

What are ccLearn's goals?

An immediate goal for ccLearn is to encourage and facilitate the adoption of practices that will enable the fullest realization of the potential for open educational resources to transform education. ccLearn will leverage the unique capacity of Creative Commons to act upon this overarching view in a manner that popularizes the resources that already exist and brings new communities and groups into the world of open learning.

Fundamentally, the grand goal is to rise to the challenge and promise of technological and pedagogical innovation in such a way that access to and the experience of quality education is a reality for everyone, everywhere, at any time.

What is ccLearn up to?

We are developing a variety of projects that will assist you in maximizing the potential of the Creative Commons licensing suite.



Universal Education Search

We are exploring ways to build a scalable, extensible, federated search for all educational resources on the web.

We are building an archive of links and annotations to accessible educational materials on the web. Any presumptively educational material is acceptable, including commercial materials, non-textual resources (e.g., computer programs, video lectures, etc.) The resulting archive is being specified in a well documented, and open format so that anyone can take advantage of the information within. This project has many different elements to its near and long-term development, and we are looking forward to working with interested organizations to build out the search functionality and to scale up the project internationally.



CC Educators Portal

CC licensing decisions in the context of education differ from other contexts. We are designing a CC licensing portal that is more appropriate for educators.

Creative Commons licenses are already integral to the growing open education movement. However, there is a lot of confusion about the the ramifications of choosing one license over another, especially in the context of education. ccLearn is drafting language and creating supporting materials and tools that will help guide educators when choosing a CC license for their materials.



ODEPO Project

Identify potential collaborators and organizations engaged in the open education movement.

One of the more challenging tasks with respect to the open education movement is figuring out who is involved and what they are doing. We are creating an interactive database compiling information on all existing education projects (open or not). The database allows others to find and sort educational projects based on areas of focus, contact info, licensing policies, etc. The ODEPO project is collaborative and community-based and we invite you to add your educational project to the growing list. We will be tracking the evolution of this space over time to produce regular “state of the movement” reports for the community.