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O3.4 - The Digital Skills and Social Inclusion for Creative Industries Online Course (DSC) OERs FINAL

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https://digiculture.eu/en/category/outputs/

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Executive Summary

The present paper describes how Open Educational Resources (OERs) are used and conceptualized in the frame of the DigiCulture Project. OERs are "digital learning resources offered online freely (without cost) and openly (without licensing barriers) to teachers, educators, students, and independent learners in order to be used, shared, combined, adapted, and expanded in teaching, learning and research". OERs are interconnected with other concepts such as Open Source, Open Practices and Open Source. The OERs used or created in the project DSC are presented also by type, links and screen captures. A total of 278 OERs were introduced in the courses, 153 newly created for the DigiCulture project and 125 reused existing OERs. The types of the newly created OERs are as follows: 20 new videos, 32 new articles or HTML pages, 94 new books (collection of articles), 4 new images or infographics and 3 new case studies. The types of the reused OERs are: 75 reused videos, 15 reused article or HTML pages, 2 reused books, 2 reused images, 13 reused tools, templates or games, 6 reused guides, 10 reused virtual tours or galleries and 2 reused glossaries.

Objectives of this document

The objective of this document is to present the framework and guidelines for Open Educational Resources used, integrated in or created for the DigiCulture project.

Who is this document for?

- Technicians interested in using OERs in Digital Competences
- Pedagogues and didacticians interested in choosing and selecting OERs for their own digital cultural related courses and programs
- Researchers interested in discussion and presentation of currently existing challenges in the field of OERs in Open, Digital and Cultural Education

What topics are addressed in this document

OERs, Open Education, OER quality.

1   Aims and Scope

The aim of this document is to present the framework and guidelines for Open Educational Resources used, integrated in or created for the DigiCulture project.

2   Background and rationale

As stated in the JRC Science for Policy Report (2016), Open Education is understood as a mode of realising education using digital technologies to provide alternative and less restrictive access

routes to formal and non-formal education. This perspective is broad to enable a comprehensive view, thus encompassing for instance Open Educational Resources (OER), Massive Open Online Courses (MOOCs), and recognition of open learning.

According to the OECD definition (2012), Open Educational Resources (OER) are "digital learning resources offered online freely (without cost) and openly (without licensing barriers) to teachers, educators, students, and independent learners in order to be used, shared, combined, adapted, and expanded in teaching, learning and research" (Hylen et al. 2012). OER includes learning content, software tools to develop, use, and distribute content, and implementation resources such as open licence could include images, applets, lessons, units, assessments and more. OER are teaching, learning and research materials in any medium that reside in the public domain and have been released under an open licence that permits access, use, repurposing, reuse and redistribution by others with no or limited restrictions (Atkins, Brown & Hammond, 2007). The use of open technical standards improves access and reuse potential. This document aims at identifying the most debated issues regarding the definition of OERs and their use in Higher education within the scientific community of reference, besides identifying main points to deliver effective tools for teaching and learning within the project framework.

3   Methodology, tools and research

The project promotes open and innovative practices in education and plans to deliver an efficient, easy to use open access education program for adults. This is demonstrated through the content, using existing OERs or producing new OERs as part of the Digital Skills for CI Course, by designing the courses, by the development of an Integrated Virtual Learning Hub as an open-access and free to use online platform and mobile app, and by introducing Digital Skills e-Assessment and Open Badges for CI as an innovative practice to evaluate and validate new skills for adults.

Course resources involved working closely with all partners in developing OERs and other resources needed for course modules resulting from (O3). This implied video recordings, media and animation creation, multimedia editing, validation of existing OERs and integration of all these into the VLH. The course resources were partly based on pre-existing examples and case studies already digitalised, and partly on materials created specifically for this course.

After the development and the evaluation was finished the partners set up the multimedia artefacts produced and translated into all the partner languages as OERs, which were made available in the DSC Inventory. **We planned to develop at least 40 innovative OER**s.

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4   Results

Each DigiCulture course has included several OERs, either already existing and reused, or created especially for this project.

A total of 278 OERs were introduced in the courses, 153 newly created for the DigiCulture project and 125 reused existing OERs. The types of the newly created OERs are as follows: 20 new videos, 32 new articles or HTML pages, 94 new books (collection of articles), 4 new images or infographics and 3 new case studies. The types of the reused OERs are: 75 reused videos, 15 reused article or HTML pages, 2 reused books, 2 reused images, 13 reused tools, templates or games, 6 reused guides, 10 reused virtual tours or galleries and 2 reused glossaries.

1.   The Internet, World Wide Web and introduction to the digital world

Existing OER - Web inventor Tim Berners-Lee on the Web's 25th anniversary - video

Web inventor Tim Berners-Lee on the Web's 25th anniversary

Greeting from Web inventor Tim Berners-Lee on the Web's 25th anniversary
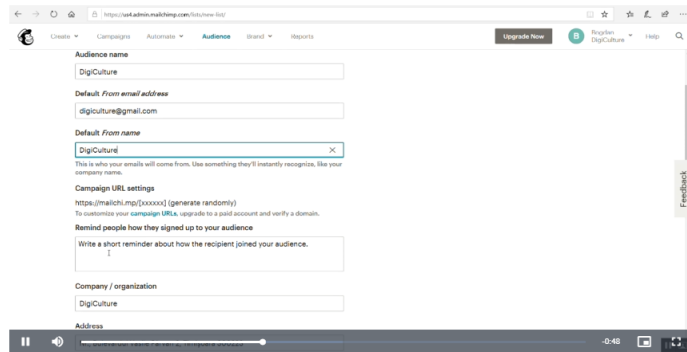
2.   Digital Content & Publishing

Newly created OERs:

- ➔ Wikipedia - general information - HTML page
- ➔ Blogs - what they are - HTML page
- ➔ Blogging platforms - HTML page
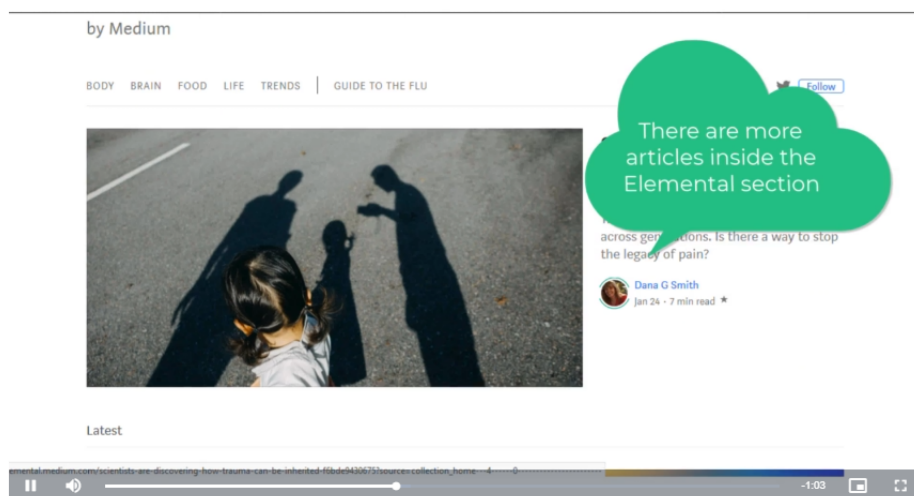- ➔ Mailchimp: How to create a list - video and text

Mailchimp : How to create a list

How to create a list

1. Click on the "Audience" button from the navigation bar.

2. Click on the "Create Audience" button.

➔ Mailchimp: How to import contacts from an excel file - video & text
➔ Introduction to Medium - video

➔ About Medium - HTML page with text and 5 images
➔ Introduction to W3Schools - HTML page with text and 8 images
➔ How to use W3Schools - video

Reused existing OERs:

➔ Introduction to Wikis - HTML page adapted from
https://cft.vanderbilt.edu/guides-sub-pages/wikis/

➔ Creating and Editing Wikipedia Articles - video - https://www.youtube.com/watch?v=nq0heoghu5E&feature=emb_title&ab_channel=AfroCROWD

➔ How to make a Blog on Wordpress tutorial - video - https://www.youtube.com/watch?v=zAHjr5YTRTk&ab_channel=GoDaddy

➔ Introduction to Newsletter - HTML page adapted from https://ecampusontario.pressbooks.pub/writingcorrections/chapter/chapter-4-brochures-newsletters-and-posters/

➔ How to create your first email marketing campaign - video - https://www.youtube.com/watch?v=4iH3RtyqfE4&feature=emb_title&ab_channel=BeatStars

➔ Introduction to eBooks - HTML page adapted from https://simple.wikipedia.org/wiki/E-book#:~:text=An%20electronic%20book%20

➔ eBook formats - HTML page adapted from https://uj.ac.za.libguides.com/UJeBooks/formats

➔ Intro do Digital Repositories - HTML page adapted from https://en.wikipedia.org/wiki/Digital_library

➔ What is Digital Rights Management - HTML page adapted from https://www.forgov.qld.gov.au/use-digital-rights-management-and-encryption-for-records

➔ Benefits of DRM - HTML page adapted from https://digitalguardian.com/blog/what-digital-rights-management

3.   Data Protection and Open Licenses

Newly created OERs:

➔ Defining Intellectual Property Rights and Copyright - Book, image

Let's have a look at the different types of intellectual property rights in the table below:

Type of creation		Intellectual Property Rights
literary, artistic and scientific works		copyright
performances of performing artists, phonogram recordings by producers, and rights of broadcasters over radio and TV programmes		related rights or neighbouring rights
inventions		patents and utility models
product appearance		design
signs - words, phrases, symbols or designs (or a combination of these) which are used as brands of goods and services		trade mark

➔ World Intellectual Property Organisation (WIPO) - book

➔ English Data Protection and Open Licenses - book

➔ Copyrightexceptions.eu - book, 4 images

➔ Basics of Licensing and Creative Commons licenses - book

➔ Walter Scholger: Copyright and (Open) Licensing (Graz University) - video, Lecture on CC, edited from a recording in the DARIAH-EU DESIR Winter School - https://www.youtube.com/watch?v=pXyJqbe7poQ&ab_channel=DARIAH-EU

➔ Europeana and Copyright - book, 4 images

➔ Defining Watermarks and Digital Rights Management - book

➔ Photomarks - book & image
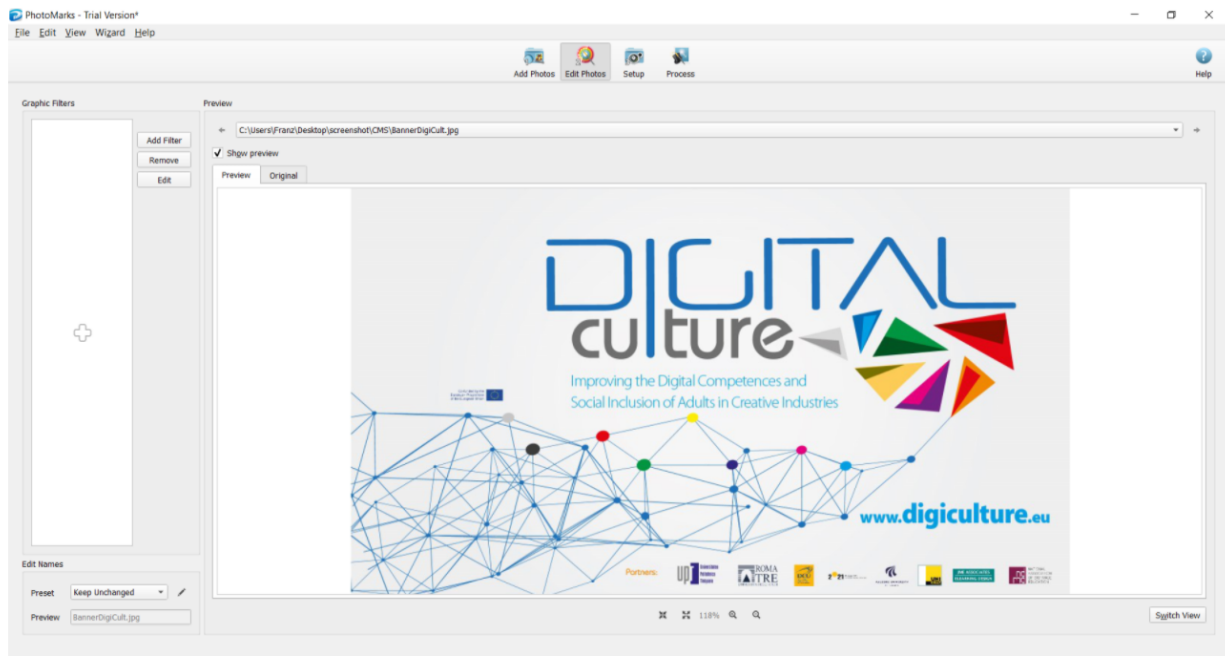
➔ Microsoft Word - article & image

➔ Defining Basic principles of Privacy and Data Protection - book

➔ Example: The DigiCulture Data Protection Policy - book & image

➔ Task: Collecting international Intellectual Property information - book

➔ Task: finding out about Copyright regulations and exceptions - book

➔ Task: documenting your rights as a user of copyrighted material - book

➔ Task: Creating a watermarked picture - book

➔ Task: The DARIAH-EU ELDAH Consent Form Wizard - book
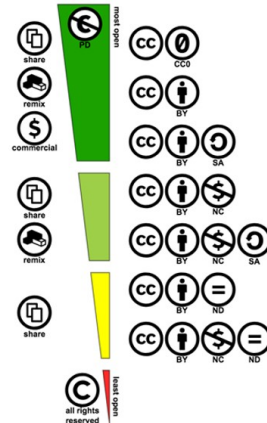
Reused existing OERs:

➔ Intellectual property video - https://www.youtube.com/watch?v=EQsZf2G4Sdc

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➔ What is WIPO - video - https://www.youtube.com/watch?v=pYZxqJCno44&t=1s&ab_channel=WorldIntellectualPropertyOrganization%E2%80%93WIPO

➔ Creative Commons Licenses - image

➔ Using Creative Commons Content - video - https://www.youtube.com/watch?v=1OULrgm4iW4&ab_channel=GCFLearnFree.org

➔ What are Creative Commons Licenses? - video - https://www.youtube.com/watch?v=srVPLrmlBJY&t=2s&ab_channel=UofGLibrary

➔ What is DRM (Digital rights management) and how does it work? - video - https://www.youtube.com/watch?v=l5DJPv-tvdc&ab_channel=IntertrustTechnologies

➔ What Is Privacy? | Privacy International - video - https://www.youtube.com/watch?v=zsboDBMq6vo&ab_channel=PrivacyInternational

➔ GDPR: What Is It and How Might It Affect You? - video - https://www.youtube.com/watch?v=j6wwBqfSk-o&ab_channel=WallStreetJournal

4. **Digital Curation - Digital Libraries and Museums**

Newly created OERs:

➔ Defining Digitisation - book
➔ Examples: Transkribus and Photogrammetry - book
➔ Defining Data Models, Metadata Standards, Vocabularies - book
➔ MetaData Rohschnitt 3 - video - https://www.youtube.com/watch?v=U0fV2O2645M&ab_channel=UniGrazZentrumf%C3%BCrdigitalesLehrenundLernen
➔ Examples: Getty Vocabularies and Wikidata - book
➔ Task: Create your own data model - book, 4 images

We could list information about a variety of things, e.g. the information about the director of the films, the titles of the books, or biographical information about the author, etc. How far you go is up to you.
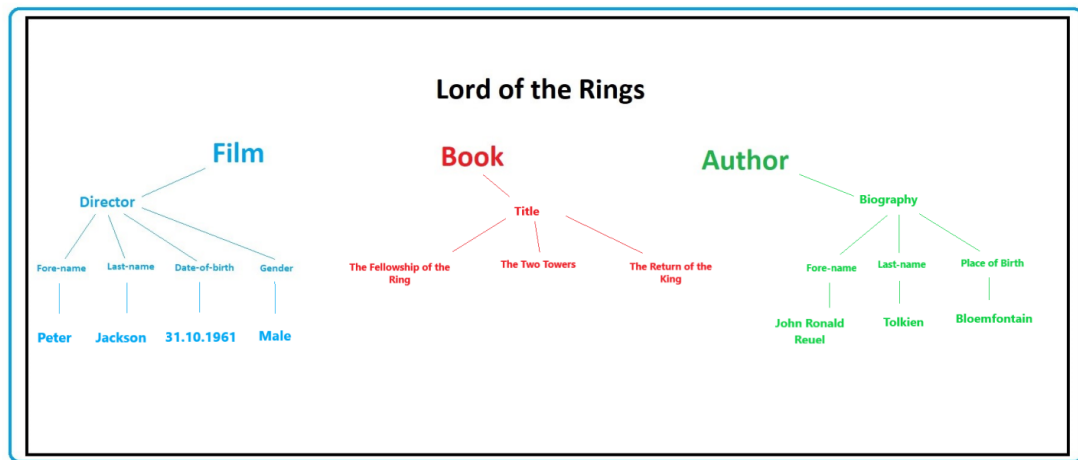

➔ Defining Collection Management Systems and Repositories - book
➔ Examples: Europeana, Omeka, and GAMS - book
➔ GAMS Presentation for DigiCulture - video

➔ Task: Create an online collection - book, 8 images
➔ Definitions and contexts for online collections, virtual exhibitions, and digitorials - book
➔ Examples: Europeana, Google Arts and Culture, StoryMapJS - book & image
➔ Task: online collections and virtual exhibitions; create your own StoryMapJS -book & 9 images

Remember to add the credits for your image in the "Credit" field. In the "Caption" field, you can add the text that you want to appear with this image (e.g. who is in the photo and when it was taken).
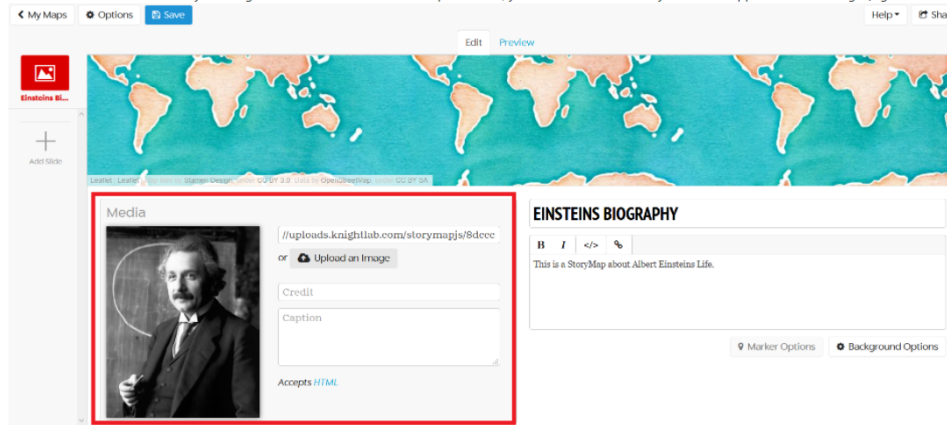
➔ Defining Folksonomies and Crowdsourcing - book
➔ Example: 'What's on the menu?' and Artigo - book
➔ Task: Create a 3D model with QLONE - book & 6 images
➔ Task: Emigrant City - book & 5 images
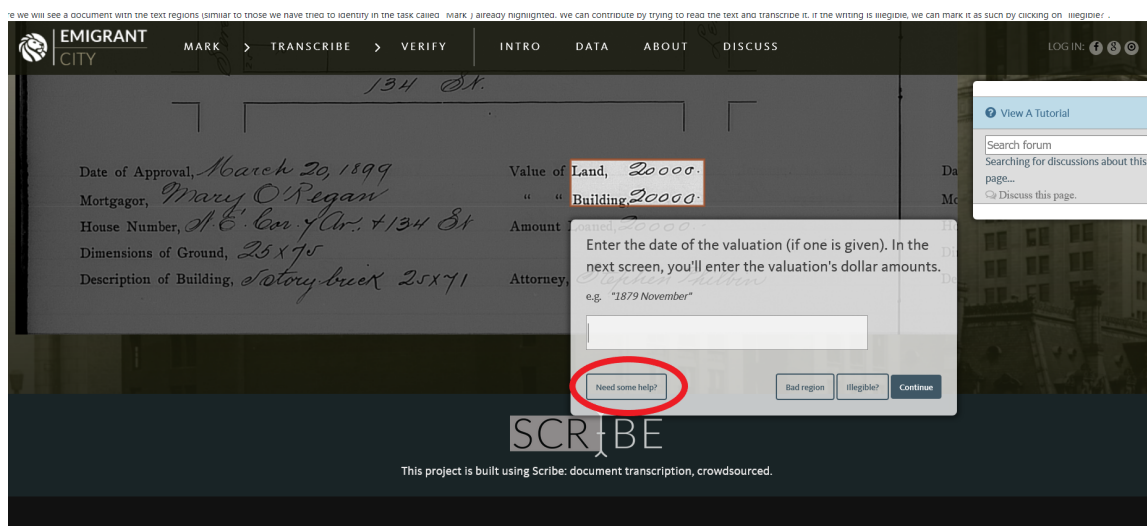
Reused existing OERs:

➔ Online Museum Training - Photographing Collection Items - video - https://www.youtube.com/watch?v=oUgG7HEpvyo&ab_channel=AMaGAVictoria
➔ How To Use Transkribus in 10 steps (updated!) - video - https://www.youtube.com/watch?v=8Ei0a7WIlTI&t=1s&ab_channel=READCOOPSCE
➔ Meet Google Arts & Culture - video - https://www.youtube.com/watch?v=fqXy2Q8mRQg&ab_channel=GoogleArts%26Culture
➔ History of Crowdsourcing in Cultural Heritage - video - https://www.youtube.com/watch?v=tPU9Wq_6gZA&ab_channel=LivingKnowledgeNetwork

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➔ Digitisation of analogue audio and video, website - https://www.records.nsw.gov.au/recordkeeping/advice/digitisation-of-analogue-audio-and-video

➔ What is Metadata (with examples) - website, https://dataedo.com/kb/data-glossary/what-is-metadata

➔ Metadata Creation - website - https://guides.library.ucsc.edu/c.php?g=618773

5.   Digital Safety, Security and Ethics

Newly created OERs:

➔ Welcome video to the course, https://unicampus.ro/cursuri/mod/page/view.php?id=1058

Let's get started with a video from one of your instructors, Dr. Mairéad Nic Giolla Mhichíl from Dublin City University
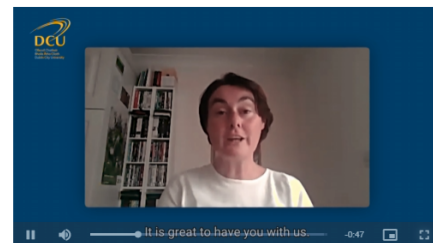

How can I earn a badge?

➔ Worms and Horses, HTML page
➔ Let's go Phishing - book
➔ Identifying a Phishing Email - video - https://www.youtube.com/watch?v=c_cHrhKKQoI&t=1s&ab_channel=DigiCulture
➔ Protecting yourself - book
➔ Password threats - book
➔ Always Forgetting Your Passwords? - HTML page
➔ LANs and WANs - HTML page
➔ Networking Dangers - book
➔ The Shadows of Public Wi-Fi - HTML page
➔ Firewalls - book
➔ What is a firewall - video - https://www.youtube.com/watch?v=qgkcjFYLz1A&ab_channel=DigiCulture

➔ Setting up your firewall (Windows) - video -
https://www.youtube.com/watch?v=SySsP5Gy1ec&ab_channel=DigiCulture

➔ Setting up your firewall (MAC) - video -
https://www.youtube.com/watch?v=wiGYYOD8RmU&ab_channel=DigiCulture
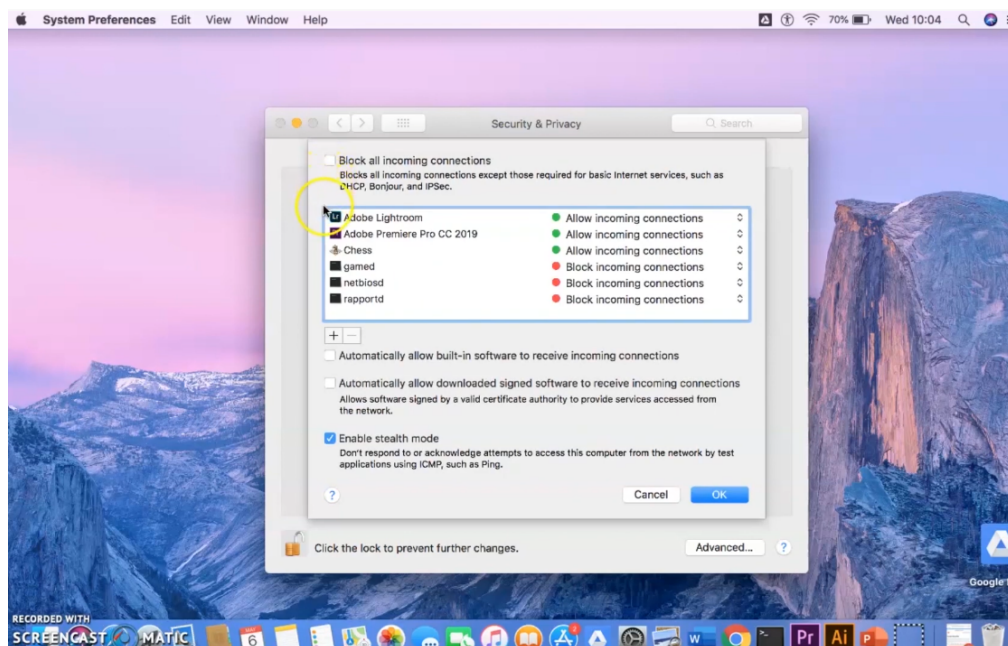
➔ Virtual Private Networks - HTML page

➔ Browser security - book

➔ Ethics: A Brief Overview - book

➔ What Needs To Be Protected? - HTML page

➔ Minimising Your Risk - infographic

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Steps you can take to make yourself and your computer much more secure.

Click each step below

Step 1

Step 2

Step 3

1 Keep your operating system and applications up to date.

2 Set up a firewall.

3 Install antivirus software.

➔ What If The Worst Happens? - book
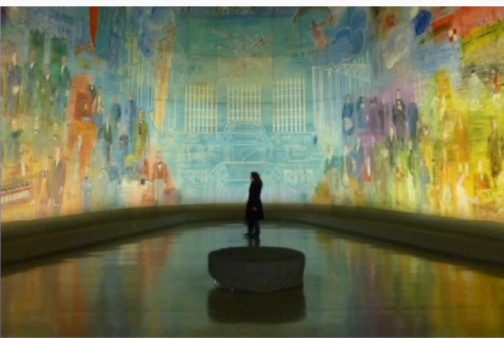➔ Spotlight: The Dublin Circus Project - case study

Reused existing OERs:

➔ Threatsaurus, Glossary,   An A–Z glossary on computer and data security threats as well as practical tips to stay safe from email scams, identity theft, malware and other threats, https://331.cybersec.fun/Threatsaurus.pdf
➔ How to pick a proper password, Video sharing advice on how to choose your passwords, https://www.youtube.com/watch?v=pMPhBEoVulQ
➔ Password-strength meter, Tool that gives your password a score based on its strength https://www2.open.ac.uk/openlearn/password_check/index.html
➔ Ethics Canvas, Tool, Brainstorming template to help teams identify the ethical implications of projects   , https://www.ethicscanvas.org/canvas/index.php
➔ Using two-step authentication, Video explaining two-factor authentication and its benefits https://youtu.be/0mvCeNsTa1g

6.   Digital Storytelling

Newly created OERs:

➔ Storytelling and the digital world - HTML page
➔ An engaging story - video - https://www.youtube.com/watch?v=_Mvbwha8j5o&ab_channel=CarloDeMedio

- ➔ Storytelling: introduce and express yourself - HTML page
- ➔ What is Digital Storytelling? Some Definitions - video -
  https://www.youtube.com/watch?v=e76DB8Z0QVA&ab_channel=CentrodiDidatticaMuseale

- ➔ Different types of storytelling - HTML page
- ➔ Digital Storytelling and learning outcomes - book
- ➔ 4 C skills - video -
  https://www.youtube.com/watch?v=h-HhSpdoj98&feature=emb_title&ab_channel=CentrodiDidatticaMuseale
- ➔ How does Digital Storytelling support 4C skills promotion? - HTML page

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➔ Digital Storytelling production process and 4C skills promotion - book
➔ Writing and editing a script - book
➔ Creating and editing the audio narrative - HTML page
➔ Creating / sourcing Images / video - book
➔ Storyboard creation - HTML page
➔ Video editing - HTML page
➔ DST for Culture and heritage - HTML page
➔ The Museum as Digital Storyteller - video -
   https://www.youtube.com/watch?v=PETWEh5DbUc

Reused existing OERs:

➔ I Dig Stories, website, The platform gives to the users: - general information on digital storytelling; additional material for educational and organisational purposes; links and further literature; best practice examples of existing projects; news on the topic of digital storytelling; downloadable models for digital storytelling trainers for the set up of workshops. It allows the users to upload their own digital stories on the website itself - http://idigstories.eu/it/
➔ Digital Storytelling in Practice, Methodological guide, "Training manual for Digital Storytelling workshops. It is intended to offer an overview of the methodology which is inherent to a first approach to the digital-storytelling model, providing assistance for organizing and carrying out digital storytelling training sessions, by giving a step-by-step description of the entire process" http://idigstories.eu/wp-content/uploads/2016/09/Digital_Storytelling_in_Practice.pdf
➔ Digital Storytelling Toolkit, Practical guide, Practical 'shortcut' guide to running a DST workshop. It follows a similar format to the guidebook, but provides additional examples of

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activities and reflections from case studies. Each section will provide a checklist of 'top tips' for facilitators , material and points for reflection and links to other answers and videos on how to make use of certain digital software.
http://idigstories.eu/wp-content/uploads/2017/05/digital_storytelling_toolkit_eng.pdf

➔ Storytelling: A Way to Introduce and Express Oneself, Practical guide, Storytelling is used as an effective foundation for students to connect with classmates, build relationships and develop trust and respect. It includes descriptions and instructions for teachers and educators to be used in a DS Workshop, using simple tools such as Power Point https://www.oercommons.org/authoring/14506-storytelling-a-way-to-introduce-and-express-onesel

➔ The Changing Story: digital stories that participate in transforming teaching & learning, Practical guide, Assignments, resources, and examples to use Digital Storytelling in teaching and learning.
https://open.umn.edu/opentextbooks/textbooks/the-changing-story-digital-stories-that-participate-in-transforming-teaching-learning

➔ Basic Steps to Digital Storytelling, Video, Tutorial on DST
https://www.youtube.com/watch?v=qXW8m7pQnsw

➔ Educational Uses of Digital Storytelling, Interactive Online Content, DST useful step-by-step guide   http://digitalstorytelling.coe.uh.edu/page.cfm?id=23&cid=23&sublinkid=97

➔ DST Community Ficly, Interactive Online Community, Experiment with online collaborative storytelling - https://ficly.com

➔ DST presentation - What is Storytelling,   Video, DST description: contents and objectives of DST Learning methodologies
https://www.youtube.com/watch?v=uAG8c-sapUE

➔ How to use Audacity to record your narrative - video -
https://www.youtube.com/watch?v=1QnKEZBHqZs&ab_channel=richmondctlt

➔ How to Make Voices or Audio Sound Like a Radio in Audacity - video -
https://www.youtube.com/watch?v=YantpouC4Mk&ab_channel=TanUv90

➔ Design Sprint Tutorial - How To Draw The Storyboard (2019) - video -
https://www.youtube.com/watch?v=yav4HN26XT8&ab_channel=AJ%26Smart

➔ Storyboard That: Great Storytelling Tool - video -
https://www.youtube.com/watch?v=uaIDLgwHwMY&ab_channel=TechFifteen

➔ Animoto Tutorial: How To Use Animoto. EASIEST video creator! - video -
https://www.youtube.com/watch?v=Pb4LX6Ly32A&ab_channel=andrewmurraytv

7.   Digital Audiences, Digital Analytics

Newly created OERs:

➔ Welcome to the course video - https://unicampus.ro/cursuri/mod/page/view.php?id=1079
➔ Understanding Your Audience - book

➔ Key Sources of Data - HTML page
➔ Building a Persona - video -
https://www.youtube.com/watch?v=wEIbsVunJxQ&t=1s&ab_channel=DigiCulture

➔ Spotlight: Fáilte Ireland - case study
➔ What is Search Engine Optimisation? - book
➔ Ranking factors - infographic

➔ SEO Step-by-Step 1 - book
➔ Keyword research - image

- ➔ SEO Step-by-Step 2 - book
- ➔ SEO Step-by-Step 3 - book
- ➔ What is Data Analytics? - book
- ➔ Types of analysis - image
- ➔ An Introduction to Google Analytics - book
- ➔ Measuring Success on Social Media - book
- ➔ Spotlight: Raidió na Life - case study

Reused existing OERs:

- ➔ Mapping your Audience, Tool to help arts venues in Ireland profile their potential audiences. Draws on data from 2016 census to plot the demographic profile of populations living within varying drive-time distances of 73 arts venues across the country. http://www.artscouncil.ie/Arts-in-Ireland/Strategic-development/Mapping-your-audience/
- ➔ Google Trends, Video, Tutorial on how to use Google Trends tool https://www.youtube.com/watch?v=EOdN0CF1N68&t=19s
- ➔ Using the Google Ads Keyword Planner, Video Tutorial on how to use the Keyword Planner in Google Ads https://www.youtube.com/watch?v=8cExLG1eIRI
- ➔ Mobile-Friendly Test, Tool to test how easily a visitor can use a webpage on a mobile device https://search.google.com/test/mobile-friendly
- ➔ Speed Test, Tool to test the average load time of a webpage https://developers.google.com/speed/pagespeed/insights/

- ➔ Similar Site Search, Tool for finding relations between various websites
  https://www.similarsitesearch.com/
- ➔ Backlink Checker, Tool to analyse the links to a webpage
  https://ahrefs.com/backlink-checker
- ➔ Google Alerts, Tool for tracking website mentions on the internet https://google.com/alerts
- ➔ Google Analytics Glossary, Glossary, Explains key vocabulary needed to use Google
  Analytics   https://www.lovesdata.com/blog/google-analytics-glossary
- ➔ How to set up goals in Google Analytics, Video, Beginner tutorial on how to set up goals in
  Google Analytics https://www.youtube.com/watch?v=2Ke3-0Jsl-I&t=4s
- ➔ Introduction to Segmentation, Video, Tutorial explaining the capabilities of segmentation in
  Google Analytics and how to configure your segments for reporting purposes
  https://www.youtube.com/watch?v=o0XWcn7hRGw&t=17s
- ➔ Predefined Filters, Video, Tutoiral on how to create predefined filters to define what data is
  included in your reports and how it appears.
  https://www.youtube.com/watch?v=08msFgeHw9M&t=3s
- ➔ What is SEO? Video, Short video explaining what SEO is and how it works
  https://www.youtube.com/watch?v=hF515-0Tduk&t=15s

8.   Social Media for Culture

Newly created OERs:

- ➔ What is social media? - video,
  https://www.youtube.com/watch?v=tWGY7_wTdXM&feature=emb_title&ab_channel=CentrodiDidatticaMuseale

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➔ Social media engagement in the cultural sector - HTML page
➔ Social Media for Culture education development - HTML page
➔ Best practices in museum context - book
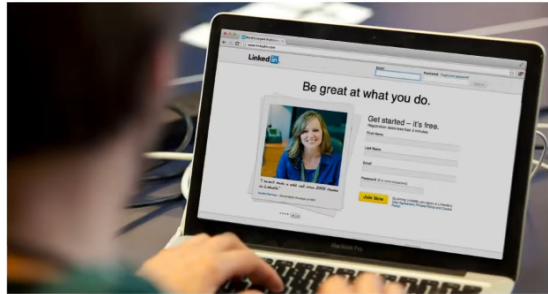➔ MediaAudience - HTML page
➔ DC Linkedin tutorial - video - https://www.youtube.com/watch?v=w-hL4cle8Ks&ab_channel=CentrodiDidatticaMuseale

Reused existing OERs:

➔ Mediated Communication #3: Social Networking   , Video, Talk on Social media impact https://www.youtube.com/watch?v=laqGfTjLW1E
➔ How to make a splash in social media, Video, Alexis Ohanian of Reddit tells the real-life fable of one humpback whale's rise to web stardom. The lesson of Mister Splashy Pants is a shoo-in classic for meme-makers and marketers in the Facebook age. https://www.ted.com/talks/alexis_ohanian_how_to_make_a_splash_in_social_media?referrer=playlist-the_power_of_social_media#t-41453
➔ Social media communication strategy, Guide, Tate modern institution's goals and objectives toward the use of social media https://www.tate.org.uk/research/publications/tate-papers/19/tate-digital-strategy-2013-15-digital-as-a-dimension-of-everything
➔ New Possibilities in Digital Art History, Article, Digital revolution through social media in museum http://blogs.getty.edu/iris/beyond-digitization-new-possibilities-in-digital-art-history/

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➔ DIGITAL ENGAGEMENT IN CULTURE, HERITAGE AND THE ARTS, book, The Digital Engagement Framework helps you to design the strategies, processes and technologies to systematically engage all stakeholders with your institution in order to maximise the value you co-create.
https://digitalengagementframework.com/digenfra3/wp-content/uploads/2016/02/Digital_engagement_in_culture_heritage_and_the_arts.pdf

➔ Digital Engagement Framework Workbook, book, The Digital Engagement Framework (DEF for friends) lets you discover your organisation's digital potential by asking questions about your target audiences, key assets, organisational vision and much more. The Framework allows you to design campaigns and projects that engage and reach out to people.
https://digitalengagementframework.com/digenfra3/wp-content/uploads/2016/02/Digital_engagement_booklet.pdf

➔ How to Use Facebook Ads for Beginners (2021) - A Complete Facebook Ads Tutorial, video,
https://www.youtube.com/watch?v=LAfhie0131w&ab_channel=JasonWardrop

➔ How to use Twitter…, video - A simple step-by-step tutorial that explains all you need to know on joining and using Twitter, from "Following" friends and posting "Tweets" to "Hash-tagging" and getting the most out of it, brought to you by Al Jazeera Unplugged.
https://www.youtube.com/watch?v=ygoqGfLBqFs&ab_channel=AJUnplugged101

➔ Understanding Tweetdeck, video - Get to know the Tweetdeck interface to stay on top of Twitter.   https://www.youtube.com/watch?v=UhRF52o8bAU&ab_channel=KayO

➔ C2CC Facebook, and Twitter, and Instagram, oh my! Sharing museum collections through social media, video,
https://www.youtube.com/watch?v=xEjJaD3Xf7I&ab_channel=AIC%26FAIC

9.   Augmented and Virtual Reality

Newly created OERs:

➔ What is Virtual Reality, book
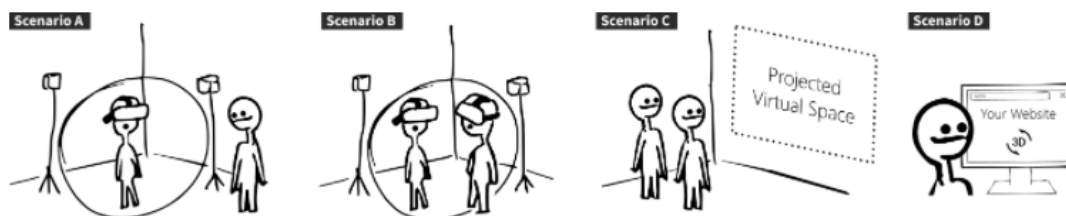➔ Case Studies of Virtual Reality, book

Fig 2. Scenarios for Virtual Reality. How do we design for them?

Typical Virtual Reality Scenarios

As VR designers, we need to be aware of **what virtual reality means for people's interactions**. Figure 2 above depicts different Virtual Reality scenarios above. Lets compare the scenarios in detail:

➔ The World in 360, book
➔ Augmented Reality, book

AR? VR? What's the Difference?

While Virtual Reality is used to create a new reality, Augmented Reality is instead used to add more to the current reality. The two mediums do overlap in some cases on what they can be used for but they usually require different techniques and contexts of use.
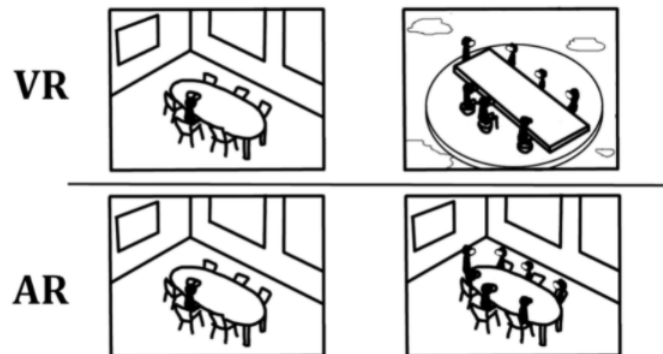
A comparison of a long-distance meeting in VR vs AR.

Reused existing OERs:

➔ Smithsonian Museum, Tool, Experience of 360 degree VR by navigation in a museum.
   https://naturalhistory2.si.edu/vt3/NMNH/z_tour-022.html
➔ Create Custom Virtual Reality Tours with CoSpaces, Video introducing Cospaces tool
   https://www.youtube.com/watch?v=MNiRZXJjry8
➔ Aggersborg AR Museum, Video, Case Study of Aggersborg,
   https://il.create.aau.dk/aggersborg_html/
➔ Spotlight Heritage Timisoara AR app, Video, Spotlight Heritage Timisoara AR app
   https://www.youtube.com/watch?v=9dhYENleAtA
➔ 1NR Go Wild! AR movie with CoSpaces Edu, Video, Case Study of AR with CoSpaces
   https://www.youtube.com/watch?v=gjIt6oeb23Y
➔ The AR mode - CoSpaces Edu Feature Friday, Video, Tutorial of the AR mode
   https://www.youtube.com/watch?v=on-PpGJ6EEc
➔ Infection Detective, Game, Demonstration of AR implementation.
   https://infektionsviden.aau.dk/en/

10. Mobile Apps and Mobile User Experience

Newly created OERs:

➔ Designing for the World of Smart Phones, book

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How Apps Work

Your smartphone is not a simple device, even though it looks like one. There are a lot of features working behind the cover that you probably do not even know of. There is a world of sensors and other components that allow you to do all of those fun activities like taking pictures on Snapchat, using Maps to navigate, call your friends and so on.

Smartphone sensors by Majumder et al. (2019)

➔ Design Basics, book
➔ Design Techniques, book

Storyboard example:
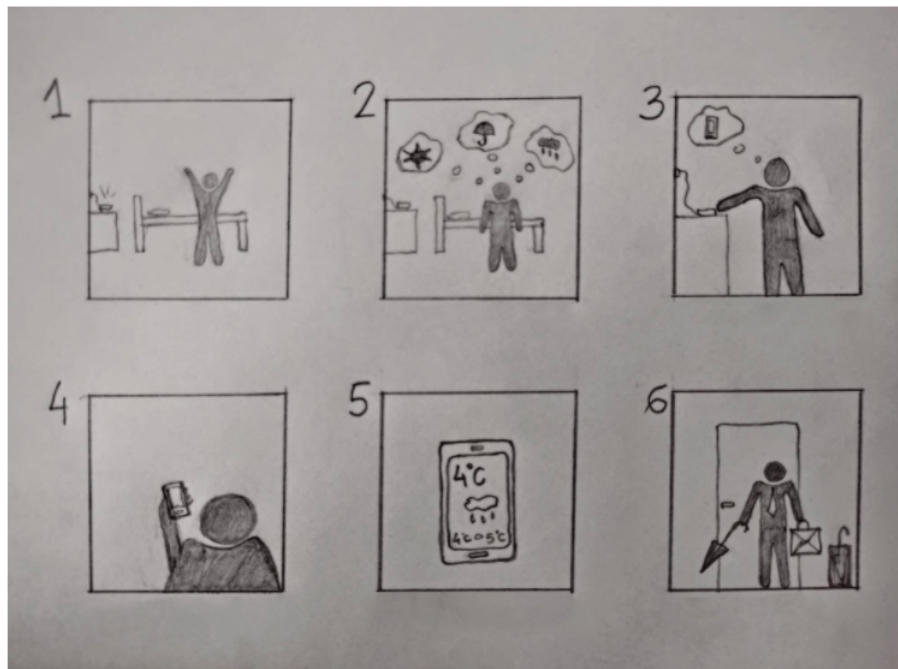
An Example of a Storyboard. (AAU, CC-BY 4.0)

➔ Prototyping Basics, book
➔ Digital Prototyping, book

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Reused existing OERs:

➔ StreetMuseum Londinium app, Video of the Street Museum Londinium App
https://www.youtube.com/watch?v=raUTJdtpdM8
➔ App Intro -- Artsy, Video of the Artsy App
https://www.youtube.com/watch?v=Hr-ni3f-Pe4&feature=emb_title
➔ Smartphone Sensors, Image, Overview of a typical smartphone's sensor
https://doi.org/10.3390/s19092164
➔ Userinyerface, Tool, A tool to exemplify bad UX   https://userinyerface.com/
➔ Why Design Matters, Video explaining the problems with poor design
https://www.youtube.com/watch?v=J6LtABooE2c&feature=emb_title
➔ UX prototyping tutorial: What is UX prototyping? | lynda.com, Video explaining UX
prototyping   https://www.youtube.com/watch?v=zFBa7URT654
➔ What is paper prototyping? Video explaining paper prototyping
https://www.youtube.com/watch?v=4ZRzJTczMCE
➔ Recipe App Prototype, Video exemplifying a digital prototype
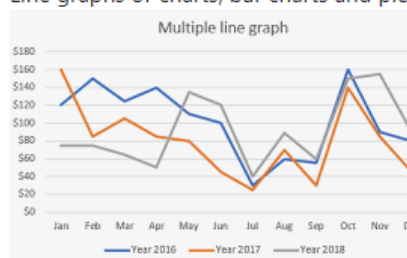https://dribbble.com/shots/6976436-Recipe-App-Prototype

11. Digital Management in Culture
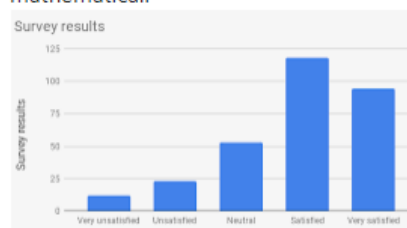
Newly created OERs:

➔ Business Plans, book
➔ Charts and Diagrams, book

Line graphs, bar and pie charts

Line graphs or charts, bar charts and pie charts are often used to display statistical information. Cl

Line graphs should be used to show you how numbers have changed over time. They work best
mathematical.

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➔ Project Management, book
➔ Headhunting, book
➔ Appointing Staff, book
➔ Leadership, book
➔ Training yourself and others, book

In the first instance, it is worth looking at the market leaders be

in LEARNING
WITH **Lynda.com** CONTENT

For training on specific IT related or software skills, the courses
particular task, LinkedIn Learning offers a well structured appro

cloud academy
A QA COMPANY

Cloud Academy is a digital skills development platform providi

code cademy

➔ General Administration, book
➔ Managing Resources, book
➔ Managing Money, book
➔ Marketing, book
➔ Publicity, book
➔ Selling, book

Reused existing OERs:

➔ Durer's woodcuts and engravings, Video, Life and work of Albrecht Durer
   https://youtu.be/C3DmiEsvs6U
➔ Max Bruch's Violin Concerto, Video, Nicola Benedetti performing
   https://youtu.be/gK3_K1C2lYc
➔ Picasso's Doodles, Video, todayifoundout.com talk
   https://www.youtube.com/watch?v=p-_4joSRBbw
➔ The Songs of Leonard Cohen, Video, Performance of Hallelujah
   https://youtu.be/YrLk4vdY28Q
➔ Charlotte Moseley, Video, Performance of Faure   https://youtu.be/YrLk4vdY28Q
➔ What is planning? Video, Definitions of planning https://youtu.be/J5_AYavfIUM
➔ Planning for artists, Video, Business planning for artists https://youtu.be/rAk9jXYPT7w
➔ What is strategy? Video, Uses of the term strategy https://youtu.be/TD7WSLeQtVw
➔ Creating a Business Plan, Video, The Right Brain business plan
   https://youtu.be/YSNHdQzGX4I
➔ Statistical Charts, Video, Napoleon's Moscow Campaign https://youtu.be/HrEuJO3wz3k

![Digital Culture logo]

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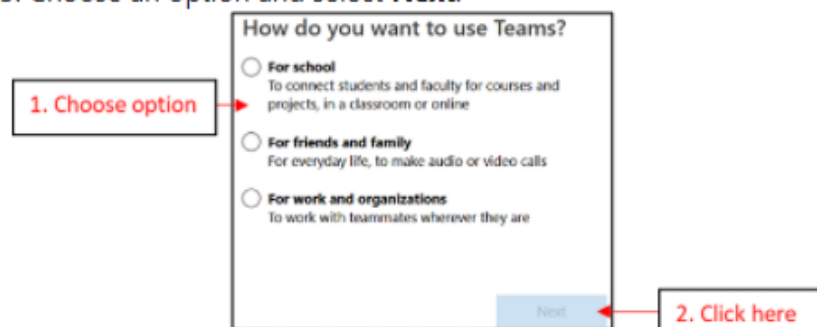
- ➔ Finding Freelancers, Video, Freelance vs Upwork https://youtu.be/mTgr1Zv4Aw0
- ➔ Appointing Staff   , Video, Appraisal Interviews https://youtu.be/Z3uNkRNhuY4
- ➔ Dismissing an Employee, Video, How to dismiss and employee fairly https://youtu.be/Z3uNkRNhuY4
- ➔ Motivating Starr, Video, Gamification in the workplace, https://youtu.be/vInCVUIiq6g
- ➔ Systems and Procedures, Video, Basic record keeping, https://youtu.be/FCHvuD8xsw4
- ➔ Windows vs Linux, Video, How to install Linux Ubuntu, https://youtu.be/wyUdI8_e4sc
- ➔ Apps and Software, Video, Introduction to G Suite, https://youtu.be/wyUdI8_e4sc
- ➔ Storage and Backup, Video, Google Drive tutorial ,https://youtu.be/nVNi6uSSckU
- ➔ Storage and Backup, Video, How to use pCloud, https://youtu.be/Zrp4U-CdcOc
- ➔ Mobile Devices, Video, iOS vs Android, https://youtu.be/c8VF3nb8Z4M
- ➔ Managing Money, Video, How to make a monthly budget, https://youtu.be/c8VF3nb8Z4M
- ➔ Invoicing, Video, Invoices: What you need to know, https://youtu.be/O6qtAT_SnIM
- ➔ What is Marketing? Video, Alanis Academy Introduction to Marketing, https://youtu.be/qWlhzTI0ooo
- ➔ Using card readers, Video, iZettle Unboxing and Review, https://youtu.be/4exX-s8ocY8
- ➔ Selling tickets online, Video, How to sell tickets online, https://youtu.be/TZjpr0p85wo
- ➔ Selling face to face, Video, Taking payments with iZettle Reader, https://youtu.be/RHpYyvtWFXc

12. Digital Communication & Presentations

Newly created OERs:

- ➔ Introduction in Digital Communication & Presentations, book
- ➔ MS Teams tutorial, book

- ➔ Zoom tutorial, book
- ➔ Skype tutorial, book
- ➔ Messenger tutorial, book
- ➔ Google Meet tutorial, book

➔ Slack tutorial, book
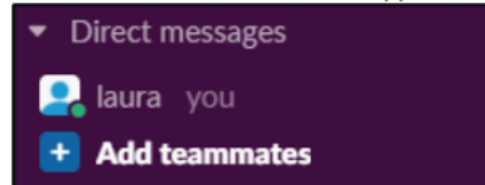
➔ MS PowerPoint, book
➔ Prezi, book
➔ H5P, book
➔ Google Slides, book
➔ Piktochart, book
➔ MS Sway, book

Reused existing OERs:

➔ Palanga Amber Museum, Virtual tour, The museum situated in the magnificent palace in the centre of Birute Park is one of the most visited museums in the country. Museum containing one of the most abundant collections of amber inclusions and pieces in the world and has about 30 thousand exhibits in total. https://turai.limis.lt/gintaro-en/

➔ Lithuanian Aviation Museum, Virtual tour, Together with the Kaunas Fire and Rescue Service, the museum collects exhibits related to fire fighting in Lithuania. The Museum's publishing house „Plieno sparnai" was founded in 1991 and publishes aviators' recollections and other popular history books. https://turai.limis.lt/aviacija-en/

➔ Manor of Frenkel/Chaimas Frenkelis Villa, Virtual gallery, Built in the early twentieth century, it has a fascinating modern architecture with surviving moulding and painted decoration fragments. https://www.panoramas.lt/en/panoramata/471f667cc49d672ff5a7

➔ Manor of Frenkel/Chaimas Frenkelis Villa, Virtual tour, https://turai.limis.lt/frenkelio-en/

➔ Ignalina Region Museum , Virtual tour, In the Ignalina Region Museum you can get acquainted with the history of these places and inhabitants, their crafts, customs and traditions. It consists of several expositions showing the old customs, crafts and way of life of the inhabitants of the Ignalina region. In the ethnographic exposition you will see various 19th and 20th century used items, tools and appliances: antique irons, looms, chests of drawers, furniture and many other authentic household items. https://turai.limis.lt/ignalina-en/

➔ Vytautas the Great War Museum / Military Museum of Grand Duke Vytautas, Virtual tour, The Vytautas the Great War Museum is one of the oldest museums in Lithuania.The exposition is displayed in two halls. The first one is dedicated to the military skills of the

GDL from the 13th century up to 1648. The exposition in the second hall represents the history of the Lithuanian Army during the period of 1748-1795.
https://turai.limis.lt/karo-en/

➔ Vytautas the Great War Museum / Military Museum of Grand Duke Vytautas, Virtual gallery, https://www.panoramas.lt/en/panoramata/ef942be03f1136fd1c73

➔ Clock and Watch Museum, Virtual tour, The Clock and Watch Museum consists of three parts: development of clock and watch constructions; development of clock and watch-making styles. https://turai.limis.lt/laikrodziai-en/

➔ Medininkai Castle Museum, Virtual tour, Medininkai Castle, located only 30 kilometres from Vilnius, commemorates the times of the Grand Dukes of Lithuania. It is a place where Vytautas the Great wrote letters, and where Kazimieras Jogailaitis spent his summers. However, the main function of the castle was defensive. The brick castle in Medininkai was built in the 14th century, and it was the largest of the square fenced castles in Lithuania. https://turai.limis.lt/medininkai-en/

➔ National Gallery of Art, Virtual tour, This multifunctional arts and culture centre presents contemporary Lithuanian painting, graphic art, sculpture, photography, objects, installations and video art from the 20th and 21st centuries in both permanent and changing exhibitions. Works by the best artists in the country, unexpected angles, and the most relevant topics of art and culture – all this is the focus of the National Gallery of Art. https://turai.limis.lt/ndg-en/
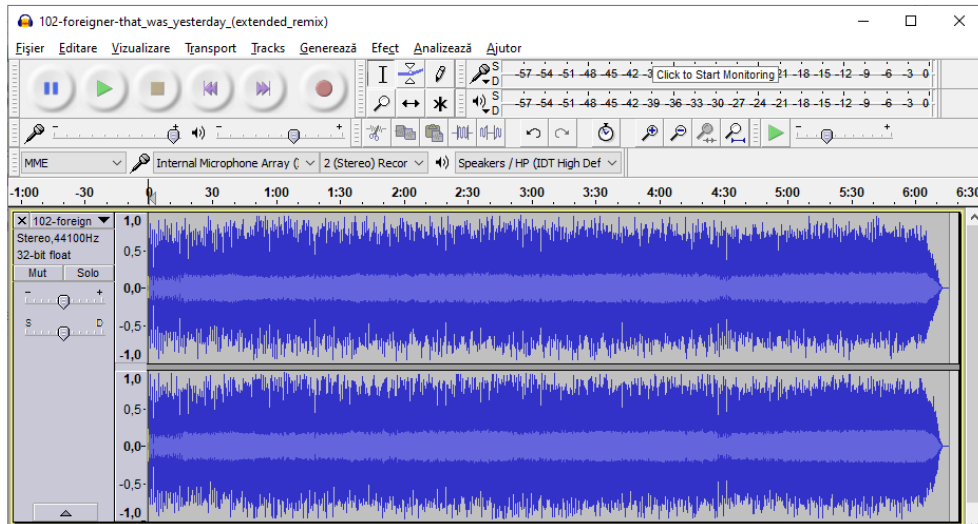
13. Online and Mobile Digital Media Tools

Newly created OERs:

➔ Sampling, HTML page
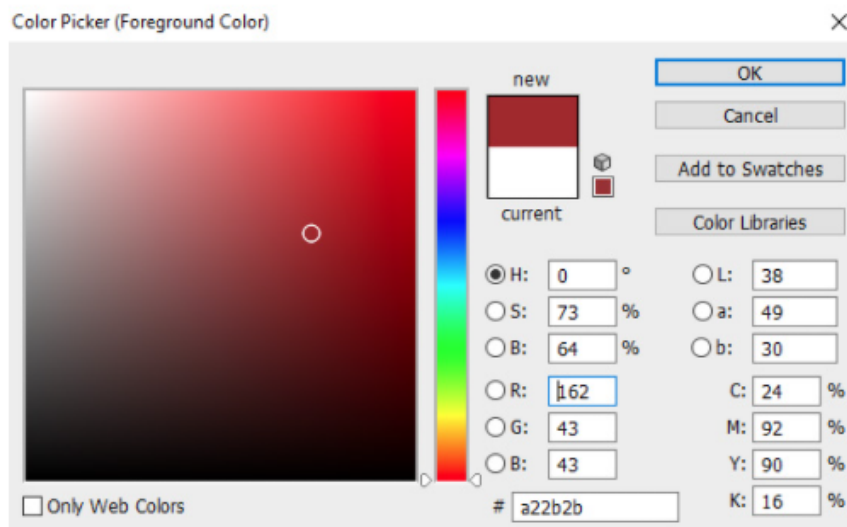➔ Quantization, HTML page
➔ Introduction to audio, book

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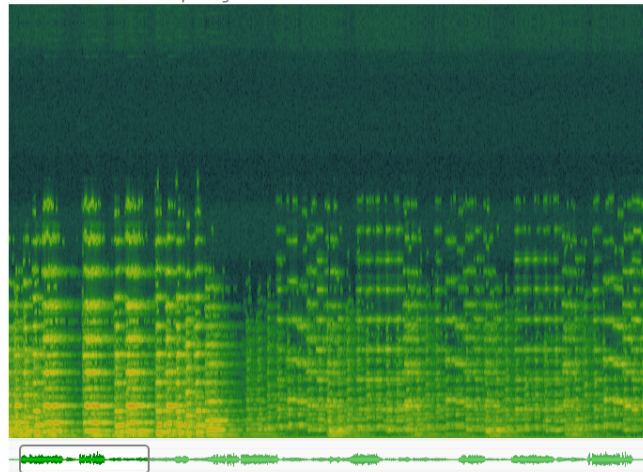
➔ Audio formats, book
➔ Audio editing tools, book

➔ Introduction to Image Processing, HTML page

➔ Image file formats, HTML page
➔ Images Editing Tools, book
➔ Introduction to video, HTML page
➔ Video formats, HTML

- ➔ Simple Video Editing Tools, book
- ➔ Open Source / Free Video Editors, book
- ➔ Introduction to Streaming Technologies, HTML page
- ➔ Streaming Platforms, book

Reused existing OERs:

- ➔ Audacity Tutorial - Mixing a Narration With Background Music,
  https://manual.audacityteam.org/man/tutorial_mixing_a_narration_with_background_music.html
- ➔ Audacity Tutorial - Editing an Existing Audio File,
  https://manual.audacityteam.org/man/tutorial_editing_an_existing_file.html
- ➔ Pixlr, tool, https://pixlr.com/
- ➔ Gimp, tool, Open Source tool for editing images, https://www.gimp.org/

5   Next steps / Discussion

The project partners plan to reuse the OERs created for the DSC courses and to further develop similar OERs based on continuous evaluation and piloting.

6   Conclusions

The newly created OERs were published in Open Source repositories and are with Creative Commons License ShareAlike Non-Commercial.

The project partners conducted thorough research in discovering the most suited existing OERs to be used in the DSC course modules and selected a total of 125 OERs of several types such as videos, articles, books, tools, guides, as presented in this report. Specifically for this project, the partners created a total of 153 new OERs included throughout each module. The 278 total OERs present in the DSC course modules were appreciated and deemed helpful by the participants, as can be seen from the piloting and usability reports.

7   References

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Hylén, J., Van Damme, D., Mulder, F. and D'Antoni, S., 2012. Open Educational Resources: Analysis of responses to the OECD country questionnaire.

Castaño Muñoz, J., Punie, Y., Inamorato dos Santos, A., Mitic, M. & Morais, R. (2016): How are Higher Education Institutions Dealing with Openness? A Survey of Practices, Beliefs and Strategies in Five European Countries. Institute for Prospective Technological Studies. JRC Science for Policy Report, EUR 27750EN; doi:10.2791/709253

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https://www.openvirtualmobility.eu/topics/outputs