





OPEN EDUCATIONAL RESOURCES



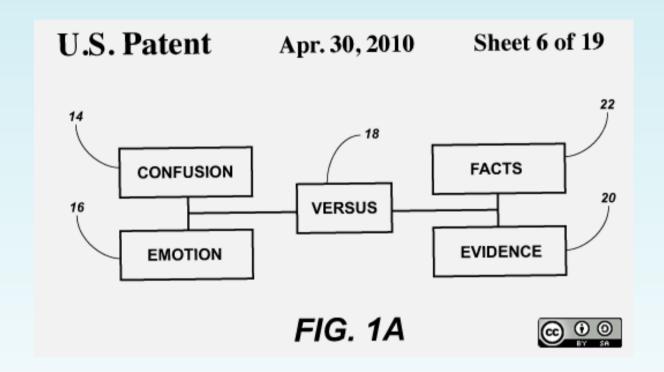


DEVELOPING FILMS THE OPEN SOURCE WAY



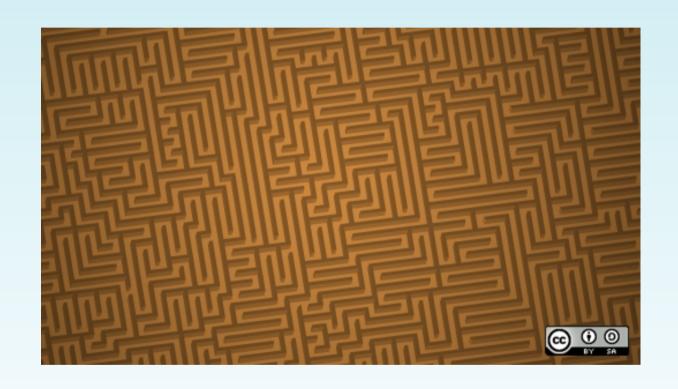


PATENT VICTORY FOR OPEN SOURCE





SCAP: COMPUTER SECURITY FOR THE REST OF US





OPEN GOVERNMENT





THE FACEBOOK GENERATION VS THE FORTUNE 500



THE OPEN HIGH SCHOOL OF UTAH





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Who I am; Red Hat bona fides – myself & my team.

This talk is about the core principles of open source, what we call the open source way, and how those principles are being used outside of software in some interesting ways.

The open source way I'm talking about is like the barn raising – everyone gets together for the common as well as individual good. I'll talk about that more tonight at 4:30, but right now I want to talk about opensource.com.



People get confused about OSDC – project hosting/forge? More software something?

What is opensource.com?

We've built a business following these principles; we've distilled them in to a handbook (TOSW). The idea is to look beyond just technology and see how these principles derive from & help other places we humans care about.

This website is a center for information & discussion around how we humans are applying the open source way to business, education, government, law, and life in general.

Now I want to highlight some of the great stories we've been telling on OSDC.



Open educational resources are materials such as course curriculum with charts, graphs, and other media such as video and audio. It can be anything from a numbered list of steps in running a class, to a full set of notes and tools for creating a class reusing or remixing the original content.

This one might seem like a no-brainer, but there exist a number of institutional, cultural, and social challenges that make it harder to put together sharing of OER.

The last few years seems to be the surge of a new wave – oercommons.org, curriki.org, MIT OCW, & so forth; copyright issues in teachers' faces; & every kid everywhere online all the time.

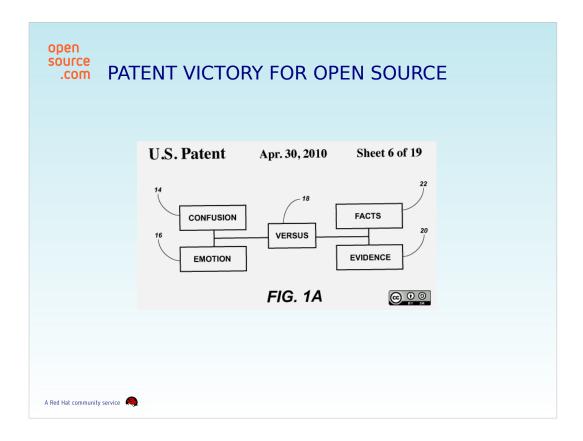
In a few minutes I'll talk about one stellar example right here in Utah.



In 1968 George Romero et al accidentally released "Night of the Living Dead" without a copyright notice, thereby putting it in the public domain. Making that in to a happy accident, the folks behind "Night of the Living Dead: Reanimated" have reimagined the movie in a series of still drawings, cartoon animations, stop-motion, & so forth.

From how they collaborated to how they have released the film the team has followed tosw. The film is freely available, and if you like it you can purchase a DVD or Blu-Ray with additional materials, commentaries, interviews, behind-the-scenes, and so forth.

This model has been working for musicians and writers over the last decade, much like software.

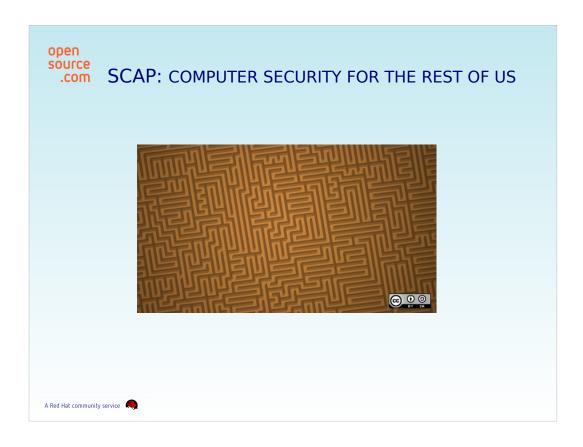


This is a view of software patents from the front lines. The law channel also talks about copyright, licensing, and trademarks in the cross hairs of open source principles.

There are a lot of things to say about patents on software, but the main one is, we're finding them to be a threat to inventors and a barrier to innovation. This is the exact opposite of what a patent is supposed to, which is to protect the original inventor of a work so they will release it and spur innovation.

On 30 April 2010, a jury in eastern Texas found against (not infringing, invalid) a *non-practicing entity* in favor of plaintiffs Red Hat and Novell. In this story, we saw: *F/U/D/* v. reason & facts; *bad patents* lost in the end. FUD included: Unethical! Stealing! Un-American! Marxist!

Fighting the FUD was Tiemann; one of his techniques was clear truth about how open collaboration supports invention, innovation, and business.



Here's one about the Federal Gov't working for you.

No matter who you are – a computer user at home or a sysadmin running a 10,000 node supercomputer – there are hundreds or even thousands of security recommendations about your *OS*. Even experts are challenged at making a single computer, much less a whole set, secure … when doing it by hand.

SCAP (Security Content Automation Protocol) from the *NIST* is a way for humans to describe how secure a computer should be, & for that level to be automatically checked & reported back on. Vendors provide initial configurations, which can be built on, remixed, used to define profiles (lo-sec server; hi-sec database; etc.), all without breaking the chain back to the vendor for updates. Thus it works the way nicely packaged software code works with an *upstream* FOSS project.

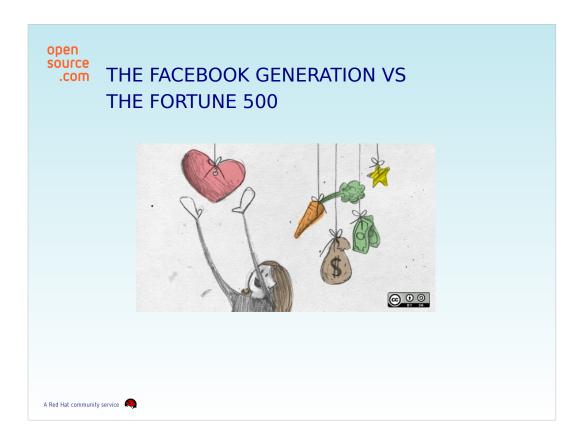
There is more that is needed here, article author Gunnar Hellekson covers more in the 21 Sep article on opensource.com.



Briefly, what we're talking about in the government channel is generally under transparency in government and what that means to the gov itself as well as the citizens. Also, lots of talk about open data, standards, etc.

While open sourcing gov software seems a clear 'yes' – it's all owned by the people anyway – that still leaves us with the processes, the data, the interoperations between branches, all of these *black boxes* that the common citizen cannot crack. The open source way is becoming a useful guidelight for the individual people in gov working out how to do their open gov initiatives.

Watch opensource.com/government for more of these stories.



Those of us who are living it think we are seeing a change on the face of business – not just how it is done, but why it is done.

This story on OSDC was written by Gary Hamel, a leading expert on management with books on every mgmt bestseller list. He compiled a list of factors that future employees will measure a company by in terms of workplace relevance. The list covers many of the principles of the open source way.

- 1. All ideas compete on an equal footing.
- 2. Contribution counts for more than credentials.
- 3. Hierarchies are natural, not prescribed.
- 4. Leaders serve rather than preside.
- 5. Tasks are chosen, not assigned.
- 6. Groups are self-defined and self-organizing.
- 7. Resources get attracted, not allocated.
- 8. Power comes from sharing information, not hoarding it.
- 9. Opinions compound and decisions are peer-reviewed.
- 10. Users can veto most policy decisions.
- 11. Intrinsic rewards matter most.
- 12. Hackers are heroes.

Education channel author Professor Matt Jadud had an interesting reply from his perspective with this type of student.

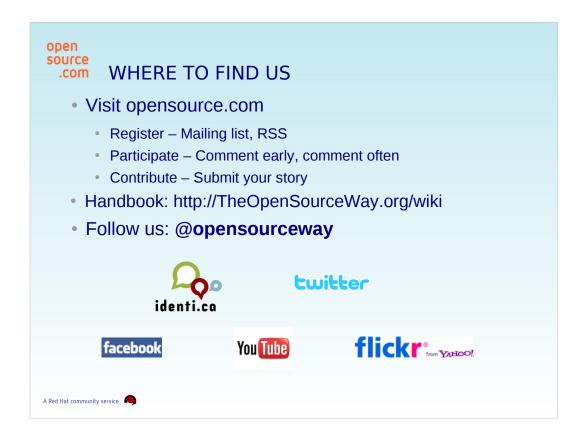


We're going to finish with this great story, produced for OSDC, about the Open High School of Utah.

I'm going to let this video speak for itself, but I want to lead in with one thing. I appreciate that the story told here highlights the usage of the open source way, but that's not what's so cool to me.

What I see are smart and passionate people thinking creatively about how to really take care of their students. Being willing to throw out anything from the old ways of teaching, while keeping anything that works.

In that process, they discovered that OER and using open source practices were force multipliers for the actual goal of doing an excellent job teaching students.



As an example of how this community is working for just one person, I inherited this talk from my colleague Ruth Suehle, who has been representing OSDC these last few weeks all over the world.

When getting prepared for this talk, I sent email to the open mailing list, osdc-list@redhat.com. Anyone can participate there, etc. I got back a nice list of stories & suggestions of what to talk about, & Ruth grabbed the images from the website, put them in this slide template, & made some great suggestions, including showing that video we just saw. I'm finishing this all off along with my notes, all under CC BY SA, and posted online ... which I'll show here.