

Metadata Guide

The most basic level of a standard metadata framework for learning resources means increased interoperability for those looking for content. The material of OERup! follows this approach and provides a relevant amount of metadata for the content developed. The following table lists and describes the data in use:

Data Category	Description
URL	The URL of the resource.
Alternate URL (Optional)	If there is an alternate URL, indicate it here.
OER	Signify whether this resource is free of restrictions for including but not limited to personal, educational, or commercial use.
License	The type of license specified for using the resource. For more information about Creative Commons licenses, visit the Creative Commons website .
License Code	The machine-readable license code.
Copyright Holder (Optional)	The copyright information of the resource.
Name	The title of the resource (limit: 50 characters).
About	The description of the resource (limit: 300 characters).
Thumbnail	The URL of the resource thumbnail.
Keywords	The vocabulary and key terms associated with the resource. Find the list of keywords here
Publisher	The organization credited with publishing the resource.

Aggregator (Optional)	The organization that catalogues content from external publishers.
Host (Optional)	The institution that hosts user-generated content.
Author	The individual(s) credited with the creation of the resource.
Date Created	The creation date of the resource.
Time Required	The approximate time required to use the resource.
Educational Role	The audience for which the resource is intended--student or teacher.
Educational Use	<p>The purpose of the resource in the context of education.</p> <ul style="list-style-type: none"> ● Activity: A resource where users interact with the content. ● Handout: A resource a teacher would assign for a student to complete or study. ● Homework: A resource a teacher would assign to complete outside of class. ● Game: A resource of competitive nature. ● Presentation: A resource intended to be presented to an audience. ● Reference Material: A simple text about a specific concept. ● Quiz: An assessment-based resource. ● Other: A resource that cannot fit into any category. ● Curriculum Plan: A resource intended for a teacher to use to guide instruction. ● Lesson Plan: A resource that guides instruction for a lesson. ● Unit Plan: A resource that guides instruction for a unit. ● Project Plan: A resource that guides instruction for a project. ● Reading: A resource a teacher would assign for a student to read. ● Textbook: A reading resource in the form of a textbook. ● Article: A reading resource in the form of an article. ● Book: A reading resource in the form of a book.
Interactivity Type	<p>The model of instruction for which the resource can be used. The following resource types fit into each interactivity type:</p> <ul style="list-style-type: none"> ● Active: Interactive, Question ● Expositive: Video, Audio, Text, Image ● Mixed: Webpage



Resource Format	<ul style="list-style-type: none"> ● Video: A resource intended for watching. ● Webpage: A resource that incorporates multiple resource formats. ● Interactive: A resource that requires users to interact with the content. ● Question: A question resource. ● Image: A visual depiction--object or slide. ● Text: A resource intended for reading. ● Audio: A resource intended for listening.
Data Type	<p>The data type of the resource.</p> <ul style="list-style-type: none"> ● Webpages are usually HTML. ● When a resource is flash, please indicate it as SWF or FLV. ● When it's a Java applet, please indicate JAR, CLASS, or JAVA if it's unclear.
Education Type	<p>Types:</p> <ul style="list-style-type: none"> ● School Education ● Higher Education ● Adult Learning
Language	<p>The language of the resource. For videos, it is the language of the dialogue.</p>
Country Code	<p>The country origin of the resource.</p>
Script Code	<p>The written script of the resource text.</p>
<p>Access Mode</p> <p>(Optional--Accessibility Metadata)</p>	<p>Access modalities:</p> <ul style="list-style-type: none"> ● Auditory: resource contains sound; ● Tactile: resource requires users to touch; ● Visual: resource requires ability to see; ● Color Dependent: resource requires ability to differentiate colors; ● Text on Image: resource requires ability to read text printed on an image; ● Textual: resource requires ability to read



Keywords used by OERup!

- ★ Open Educational Resources
- ★ Open Educational Practices
- ★ Open Education
- ★ Adult Education; Adult Learning
- ★ Open Licensing
 - Copyright
 - Creative Commons
- ★ Open Pedagogies; Open Classroom
- ★ OER Repositories
- ★ Quality Assurance
- ★ Metadata
- ★ Open Strategy
- ★ Open Culture
- ★ Business Model
- ★ Open Assessment
- ★ Open Learning Architecture
- ★ Networked Teaching
- ★ Open Badges
- ★ Digital Literacy
- ★ Digital
- ★ Tools
- ★ CourseLab
- ★ Xerte

