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Call for Papers der DGfE-Sektion Medienpädagogik und des interfakultären Medienforums Innsbruck anlässlich der internationalen Tagung an der Leopold- Franzens-Universität Innsbruck (11.-12. April 2013)

OpenLab ESEV - a narrative of Libre Software and Free Culture in a Portuguese higher education institution

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OpenLab ESEV is a project of the portuguese Polytechnic Institute of Viseu's School of Education (ESEV) that aims to promote, foster and support the use of Free/Libre and Open Source Software (F/LOSS), Free Culture, Free file formats and more flexible copyright licenses for creative and educational purposes in the ESEV's domains of activity (education, arts, media). Although its roots can be traced to individual initiatives organized by some teachers in previous years, OpenLab ESEV came to existence in the end of 2009. It emerged in an environment characterized by the lack of knowledge of the existing Libre alternatives and by work habits exclusively built around proprietary software (Gonçalves & Figueiredo, 2008).

Today, OpenLab activities are implemented in a voluntary basis, including a core group of five teachers, several students and former students and other friends not related to the school. Taking into account its purpose, the project elected four key areas of action: dissemination, training, support and production. The first three areas are mainly targeted to the school community (ESEV and other units of the Polytechnic Institute of Viseu), educational community (schools and non-formal education partners) and local community. The fourth area extends the scope of OpenLab, seeking to build a national and international participation. This paper presents a description and a critical examination of the project and its current implemented activities.

The first part of the paper presents the core concepts and concerns that sustain the project, as Free Software (Stallman, 2010) and Free Culture (Lessig, 2004), and a detailed view on the implemented activities. The description includes diagrams portraying workflows and prefered software packages used for different tasks, adopted file formats and chosen copyright licenses using finished and ongoing projects as real case scenarios.

The second part presents a critical examination of the project based on the view and experience of the project coordination team members and a SWOT (Strengths, Weaknesses, Opportunities and Threats) analysis of the project carried out within the community stakeholders, including the project coordination team, school teachers and students with different degrees of involvement with the project. We'll share and discuss the results of our own learning process, presenting the successes and the experienced difficulties. Finally, the

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authors will share a list of suggestions based on our experience that might be of interest to media artists, researchers and educators concerned with the raised issues and interested in exploring the use of F/LOSS, Free Culture, Free file formats and more flexible copyright licenses for creative and educational purposes.

Literatur

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