Nilsson, S. & Bernhardsson P. & Rask A. (2018). Improving the distribution and findability of open educational resources for work integrated and lifelong learning *in Proceedings of International Conference on E-Learning in the Workplace*, ICELW 2018, New York

This paper concerns open education (OER) resources, and more specifically the process of publishing OER material to make it easier to find on the web. The overarching goals are to improve access to OER material for workplace learning as well as strive towards UNESCO’s Sustainable Development Goal 4, which aims to ensure inclusive and equitable quality education and promote lifelong learning opportunities for all. As we see it, there are two key challenges. The first challenge regards the content creation side; i.e. the process of making OER material available to the general public, how to maintain the resource and how to get feedback on it. The second challenge is for OER consumers to easily find OER material and discern its usefulness in their specific learning context.

We are in the process of developing a web based system that aids content creators in publishing and maintaining their OER material. The system helps the content creator by generating semantic metadata about the resource based on the Dublin Core system and the Learning Resource Metadata Initiative (LRMI), and creates a package of the material itself along with said metadata in a search engine optimized (SEO) HTML5 file, ready for publishing on a web server or a video streaming site like YouTube, or other media sharing sites.

This approach primarily utilizes common search engines like Google or Bing to find the material, thus making the OER material decentralized and not necessarily specific to a specific OER repository. The metadata created by the system does, however, enable developers to create systems specialized in collecting and aggregating OER material, further enhancing the capability of the decentralized ecosystem of OER resources to be used by learning management systems.