

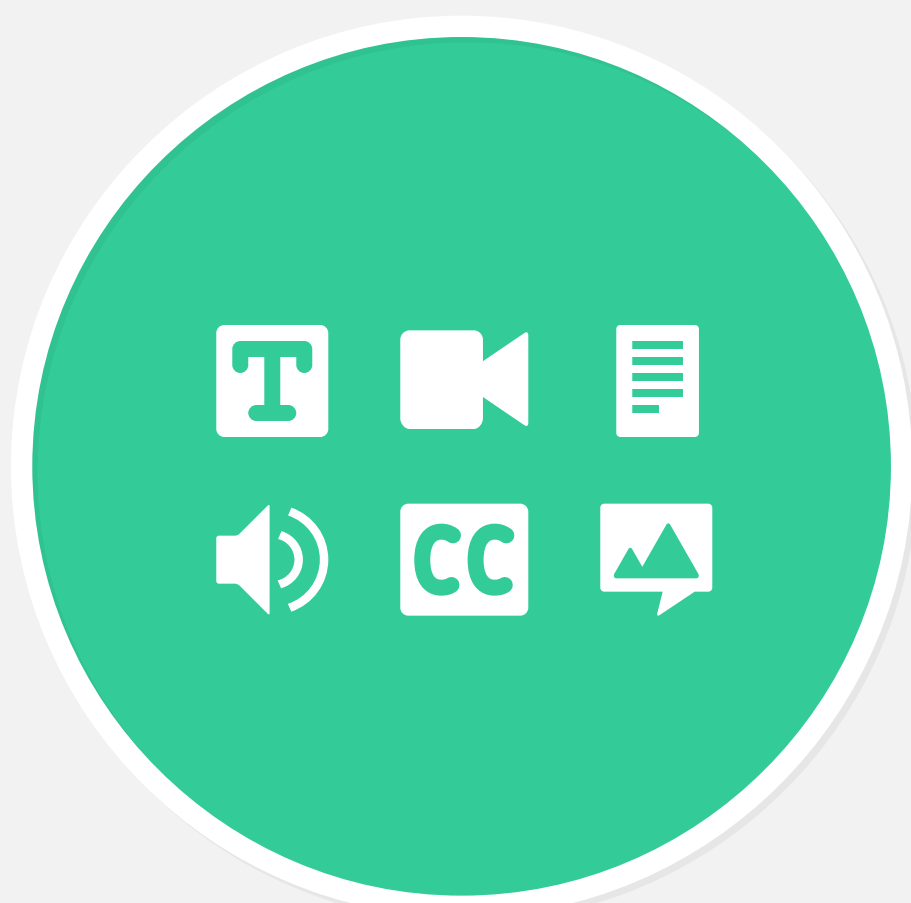
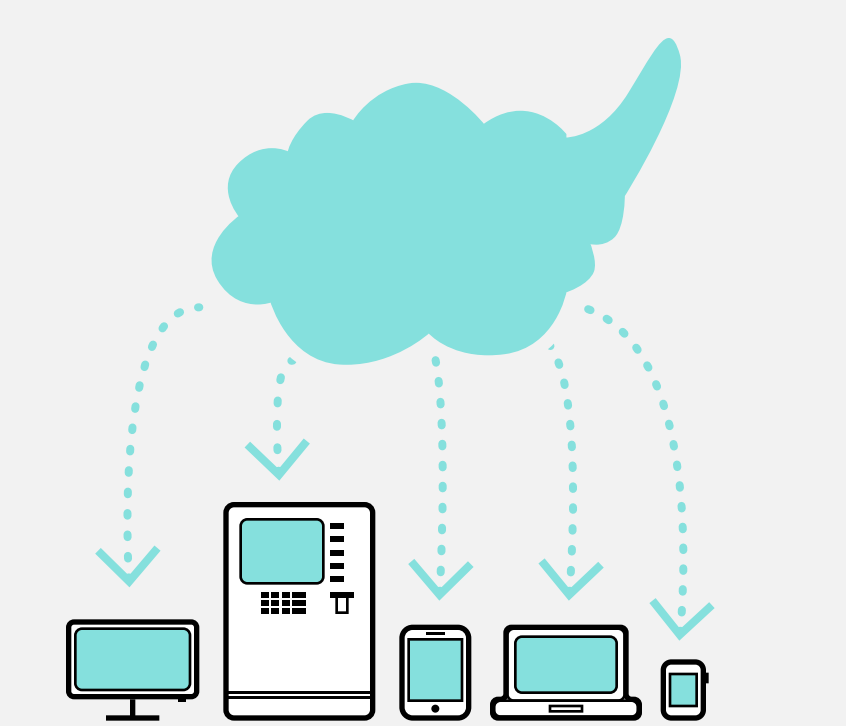
Paving the way toward inclusive Open Education Resources.

Floe provides the resources needed to enable access to personally relevant, engaging learning opportunities for the full diversity of learners and content producers.



Preference editing tools help learners discover and customize resources.

User Interface Options allows learners to indicate their preferences and get exactly what they need.



Watching a video in a loud room or learning a new language?

We think being able to transform, augment, and personalize educational resources to fit your needs is essential to a great inclusive learning experience.



If a learner doesn't know what they need, the **Preference Exploration Tool** offers a set of starter preferences that they can try to find out what works best for them.

Resources need to be flexible and multi-modal to adopt to a range of learning needs - from enabling content to be spoken aloud so it's easier to follow along to enhancing keyboard interactions so it's easier to use.

Apply these preferences to other resources and devices by saving them to the **Global Public Inclusive Infrastructure**.

The **HTML5 Video Player** offers a multi-modal experience out of the box with keyboard access, captions, transcripts, and responsiveness to user preferences.

Also with the Video Player, learners can provide feedback if a resource doesn't fit their preference needs. A learner can request captions or create captions themselves for the video.

Creating content to meet user needs

The **Inclusive Design Learning Handbook** offers tips on producing rich resources to help reach a diversity of learners.

Enhance content creation systems to produce more accessible content with open source tools. The **Metadata Editor** generates rich metadata and encourages authors to add accessibility features. This way a learner with unique preferences, such as captions for audio content, will be matched with resources that fits their needs.

See also

Floe Wiki

Resource for Floe design, development, & project planning

Floe on Github

Repository of all Floe source code

WATCHING TV BY MELISSA GUTIERREZ
Laurel likes to watch TV from her table but I don't like her too close, so I had her move back after I took this photo with her feet up. If you're curious why the captions are on, it's to help reinforce word recognition.

PARTNERS

OERPUB

Open-source tools for authoring, adapting, remixing, and publishing open education resources. OERPUB will be integrating the Floe video player and metadata author.

Raising the Floor

Making the web and mobile technologies accessible to everyone regardless of their status. Raising the Floor is using Fluid Infusion with User Interface Options.

OER Commons

The network for teaching and learning materials uses Floe OER authoring designs.

Connexions

MERLOT

Open Courseware Consortium

NEWS

Call For Contributions: WAI's Accessible E-Learning Online Symposium

November 05, 2013

W3C's Web Accessibility Initiative will be hosting an Accessible E-Learning online symposium on December 16, 2013. They are currently inviting submission of new research, ongoing research, and analysis of past research related to e-learning...

[read more](#)

News Archive