The State of Accessible OER Solutions from the Floe team

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Introducing a definition of Disability

- Disability = a **mismatch** between the needs of the learner and the educational environment and experience offered

- Not a personal trait

- A relative condition

Perspective Shift: Accessibility =

- Ability of the learning environment to adjust to the needs of all learners

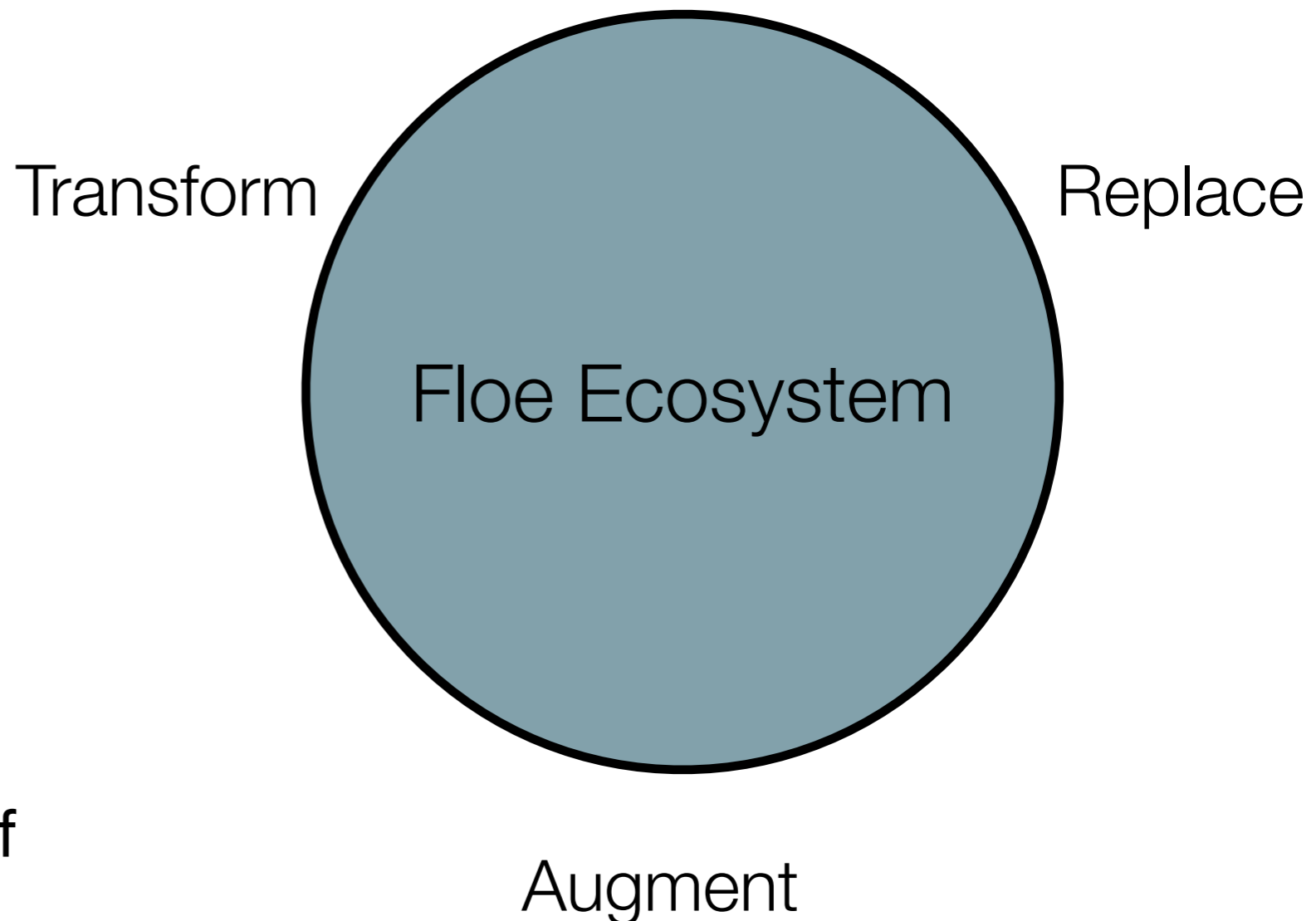- Flexibility of education environment, curriculum and delivery

![floe logo]

- every learner learns differently

- digital resources and delivery mechanisms can be easily reconfigured

- we all learn better if the education environment and content matches our individual needs

- disability is relative

- we can deliver **"one-size-fits-one"** learning
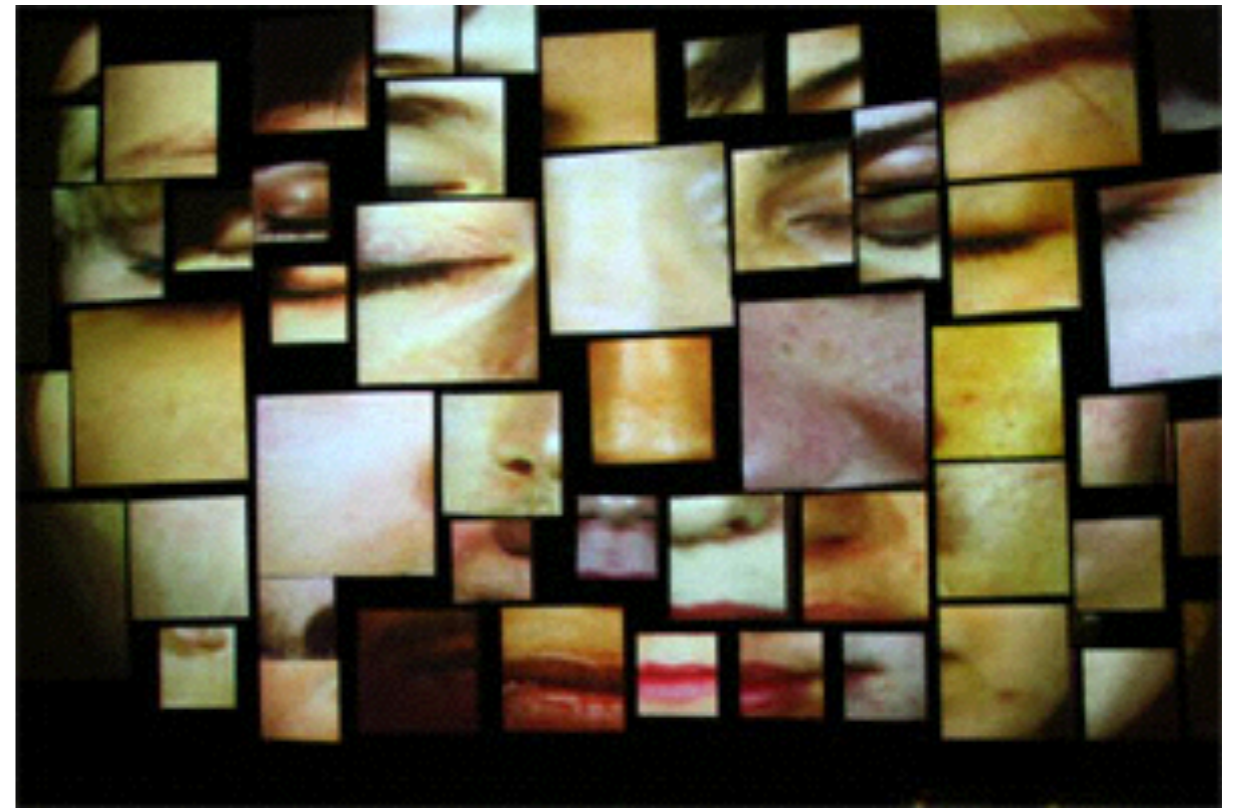
What we're doing - Personalizing Education
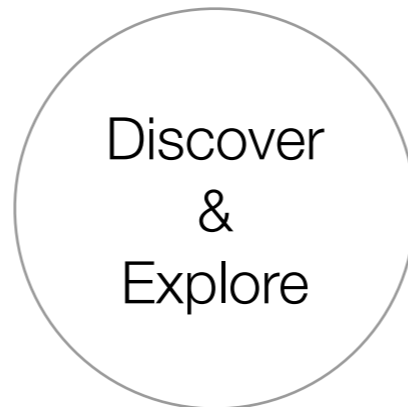
- **making the match**

  - for learners — find something that works

  - for authors — provide tools to easily transform and augment resources, adding to the diversity of content
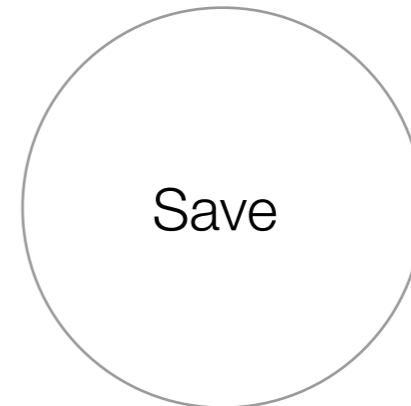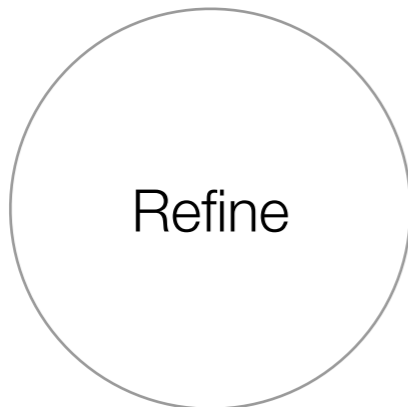
Transform   Replace

Floe Ecosystem

Augment

Personalizing Education: DEMOs

Preferences: declare

Learner Options

Discover & Explore

Explore Tool

Save

Cloud Preference Server

Refine

component coming

Match

Matching Server

Label
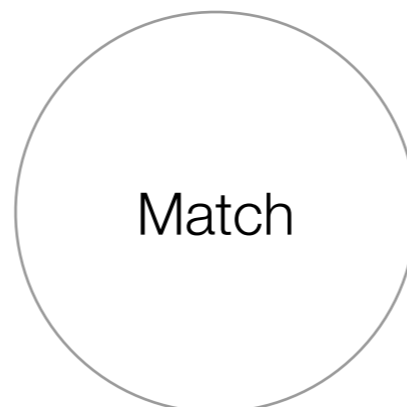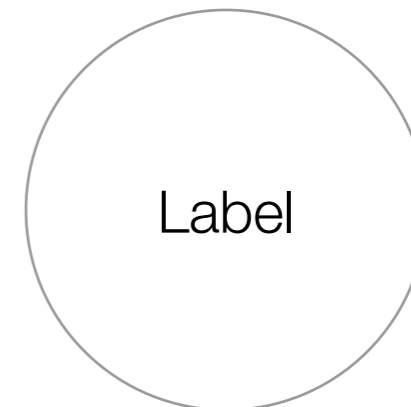
Metadata Tool

How Floe's accessibility approach opens access to OERs and learning goals

- make OERs accessible and eliminate barriers to learning

- we all learn differently

- create, generate, innovate

- addresses deeper learning

- context matters

- capitalizes on the existing diversity of OERs

Why does it resonate...

- completely in line with OER principles and goals

- encourages innovation and diversification of OER

- learners don't need to qualify for special services, fit into categories, or compromise their learning needs

- invites broader, more diverse engagement in OER

What is next?

- continue to build solutions

- continue to integrate them into existing OER applications

- Feedback component

- Taking on the really hard problems

  - simulations, games, interactivity, etc.

  - assessment and testing