Open-Source Technologies for Maximizing the Creation, Deployment, and Use of Digital Resources and Information

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Open-source development has been around for decades, with software developers co-creating tools and information systems for widespread use. With the development of open-source software such as learning objects, interactive articles, and educational games, the open-source values and practices have slowly been adopted by those in education sectors.

Open-Source Technologies for Maximizing the Creation, Deployment, and Use of Digital Resources and Information highlights the global importance of open-source technologies in higher and general education. Written for those working in education and professional training, this collection of research explores a variety of issues related to open-source in education, such as its practical underpinnings, requisite cultural competence in global open-source, strategies for employing open-source in online learning and research, the design of an open-source networking laboratory, and other endeavors. It aims to enhance workplace practices in harnessing open-source resources in a time of budgetary frugality.

Topics Covered:
- Creation of Open-Source Educational Video Games
- Open-Source Digital Tools
- Creation of Open-Source Interactive Articles
- Open-Source Educational Initiatives
- Open-Source Resources
- Open-Source Strategies in Higher Education
- Open-Source Technologies
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