Kansas Open Up Learning: Al and Open Access

Neal R. Axton, University of Kansas Bruce Miller, Fort Hays State University

Open Educational Resources and Artificial Intelligence: Scholarship & Teaching

Open Access Course Design

→ Forward Design

Open Textbook with Teacher's Handbook

→ Central Design

Exercises & Problem-Based Learning

Research Method or Tabletop Disaster

→ Backwards Design

Learning Objectives First

Hierarchy of Learning Objectives
Describe, Define, Apply

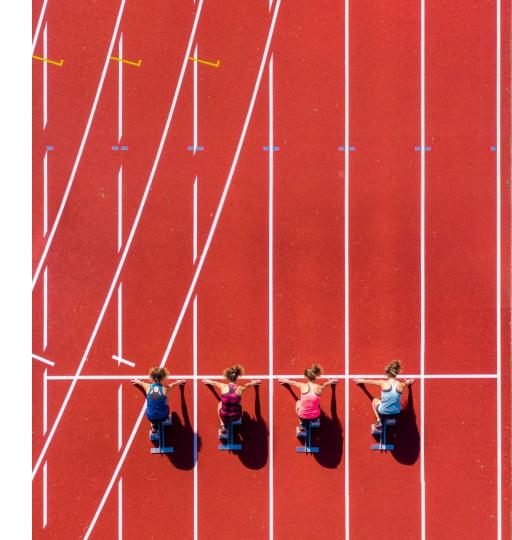
Ecosystem of Learning Objectives



Getting Started

FINDING THE RIGHT ANALOGY

- Generative and Extractive AI cf. Algorithms
- Pilgrims or Explorers
- Pilot and Co-Pilot
- Cyborg and Network
 - Medium = Metamorphosis
- Angels & Archangels
- Roleplayer
 - Sounding Board
 - Brainstorming Course Design
 - Suggesting Learning Objectives



Guardrails & Pseudonyms

Brainstorming

Digital Helper

Not Agentic

Sydney Syllabus Bot

https://poe.com/Sydney-Syllabus101

Prompt & Bibliography

https://tinyurl.com/5xs6tdch



History Rates

This bot helps you create a syllabus with customized learning objectives.

Uses GPT-4o, a model that is powered by OpenAl. Learn more

Today

Hello! I am Sydney and I would love to help you design a syllabus with learning objectives



for a new course preparation.

3:29 AM

Adding OER to a course

Locate OER

\rightarrow

Evaluate OER

Com

Contextualize OER

Extractive AI

Mason OER Metafinder - MOM

Directories - DOAJ & DOAB

Hybrid OER Journals

Search Engine

Google cf. Google Scholar

Forward Chaining

Gen AI Assistant

Summarize & Relevance

Machine Readable Focus

Dataset Creation NotebookLM Context Window

Model Context Protocol

cf. Copyrighted Focus Materials

Special Sauce

Personal Insights

Brainstorming with Sydney

Learning Objectives

Rubrics

Exercises

Question Banks

Multiple Choice

Fodder

- Creative Commons
- Copyright Surrendered & Non-Compliance
- Expired Copyright
- Unpublished Materials
- US Government Information
 - NASA cf. European Space Agency
- AI Created Materials
 - Prose
 - Images
- Holodeck or Machinima
 - Simulated Games
 - Virtual Environments



Simulated Simulation

AI as guinea pig

Sandboxes & Toy Examples

Problem-Based Learning Tabletop Disasters Social Objectives

Roleplaying Clients
Client Counseling
Issue Spotting

Roleplaying Students

Peer Review Exercises

Group Work Exercises



AI Diversification

OpenAI

ChatGPT & Custom GPTs

Claude

Anthropic & Cursor

Poe.Com

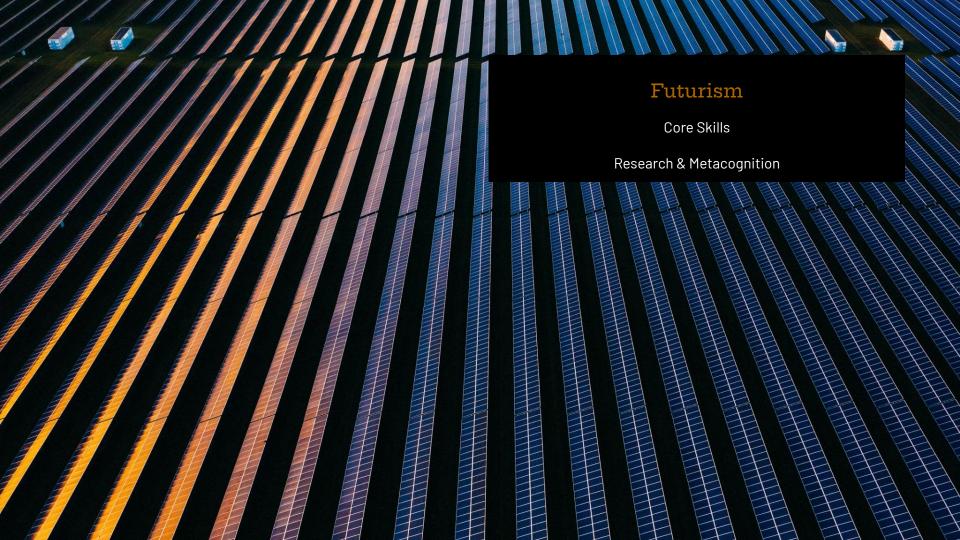
AI Aggregator



DIGITAL TRANSFORMATION

New Roles & New Goals

Inventing the Future



Bots as Roleplayers



Project Manager

Process Analysis

Sequencing Operations

Timelines and Milestones



Textiles Engineer

Commercialization of Technology

Mass Production Potential

Legal & Regulatory Concerns



Social Worker

Client Histories

Interventions

Wrap Around Services

Reflective Practice

Al Process Assignment

Correct Answers vs Correct Process

Reflection on the Assignment Process

Contact

Neal Axton, KU Libraries

Neal.Axton@KU.edu

https://www.linkedin.com/in/nealaxton

