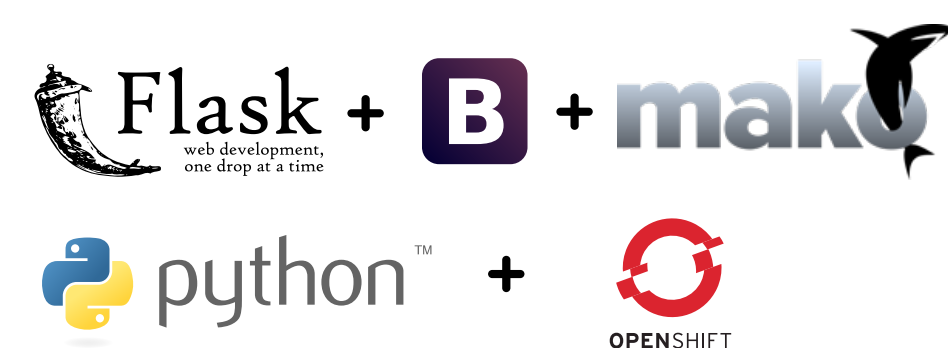


# Adventures in Hackademia

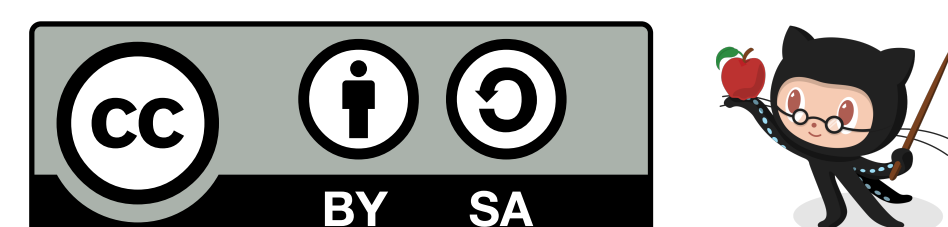
## Leveraging Free/Open Source Software in the Classroom

Remy DeCausemaker | @remy\_d | irc:decause | remy@magic.rit.edu | [opensource.com/users/remyd](https://opensource.com/users/remyd)  
Poster Design by riecatnor(Marie Nordin) | [rieatnor@fedoraproject.org](mailto:rieatnor@fedoraproject.org) | [rieatnor.wordpress.com](http://rieatnor.wordpress.com)

### Open Courseware



### Open Content



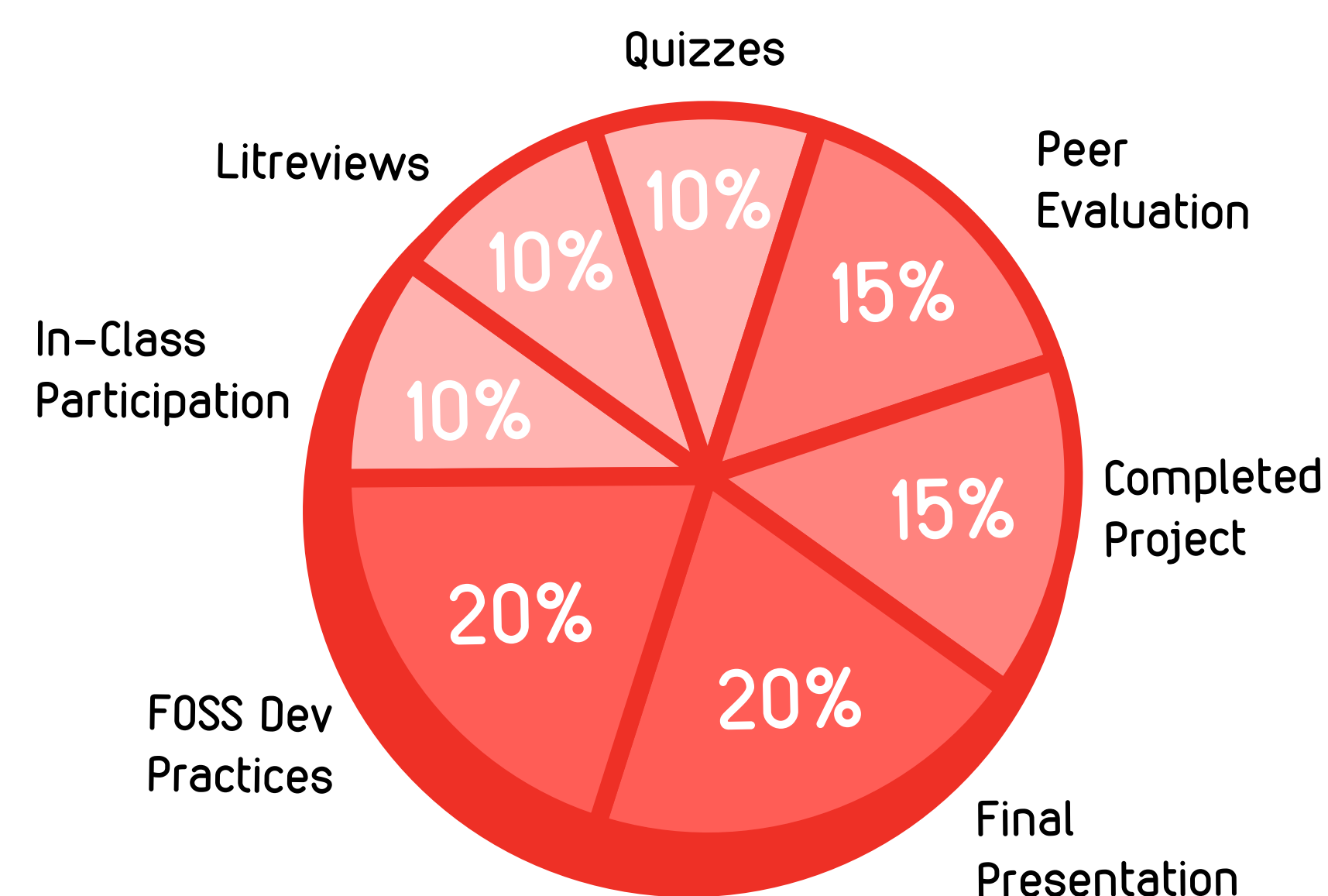
### Course Mechanics

Attendance Taken via IRC  
Blogging tracked via WebScrapers  
Assignments "Turned-in" via Pull Requests & Patches

### Final Project

Develop Educational Games & Tools Based on  
4th Grade NY/MA Mathematics Curriculum,  
Released for XO Laptop of One Laptop Per Child

### Grading



## Humanitarian Free/Open Source Software Development

### Bootstrapping

Set up Blog, IRC & Git

### Writing & Reading

Basics of Writing for the Web

Litreview 1: What is FOSS?

### Community Architecture

Bugfix Assignment

CommArch Research & Presentations

### Curriculum & Pedagogy

NY/MA State Education Standards

Building a Lesson Plan

### Project Planning

Scoping & Issue Tracking

### Development

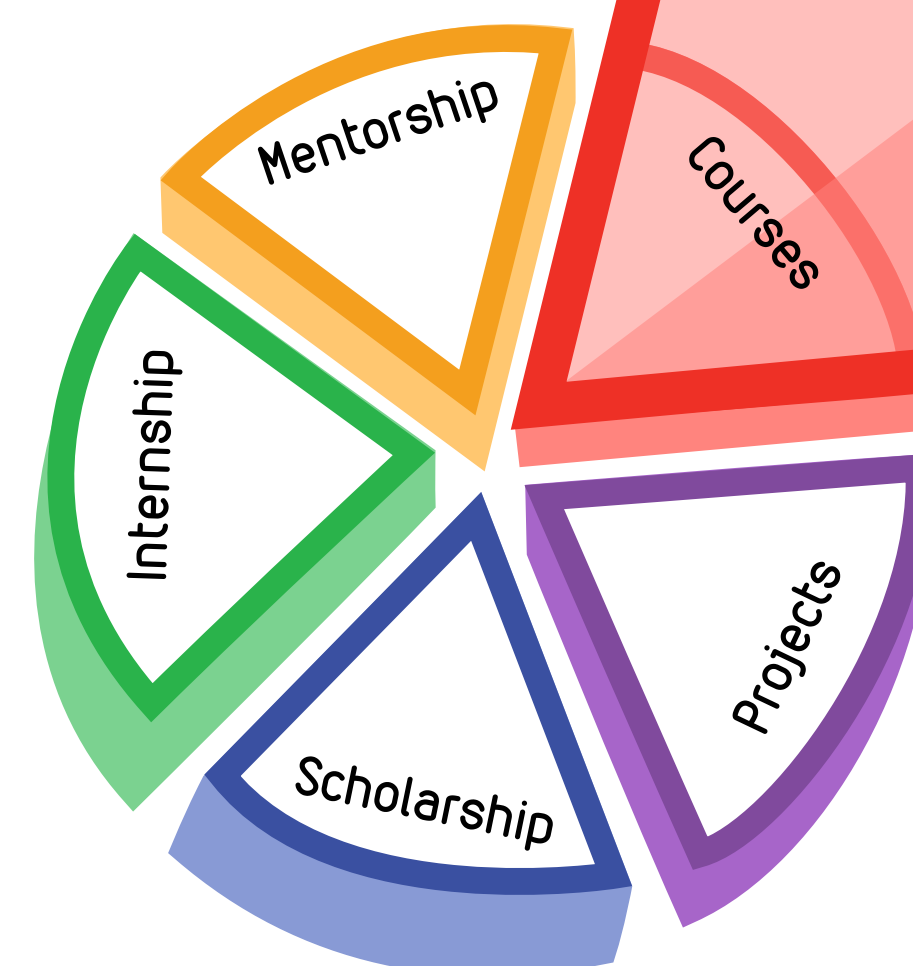
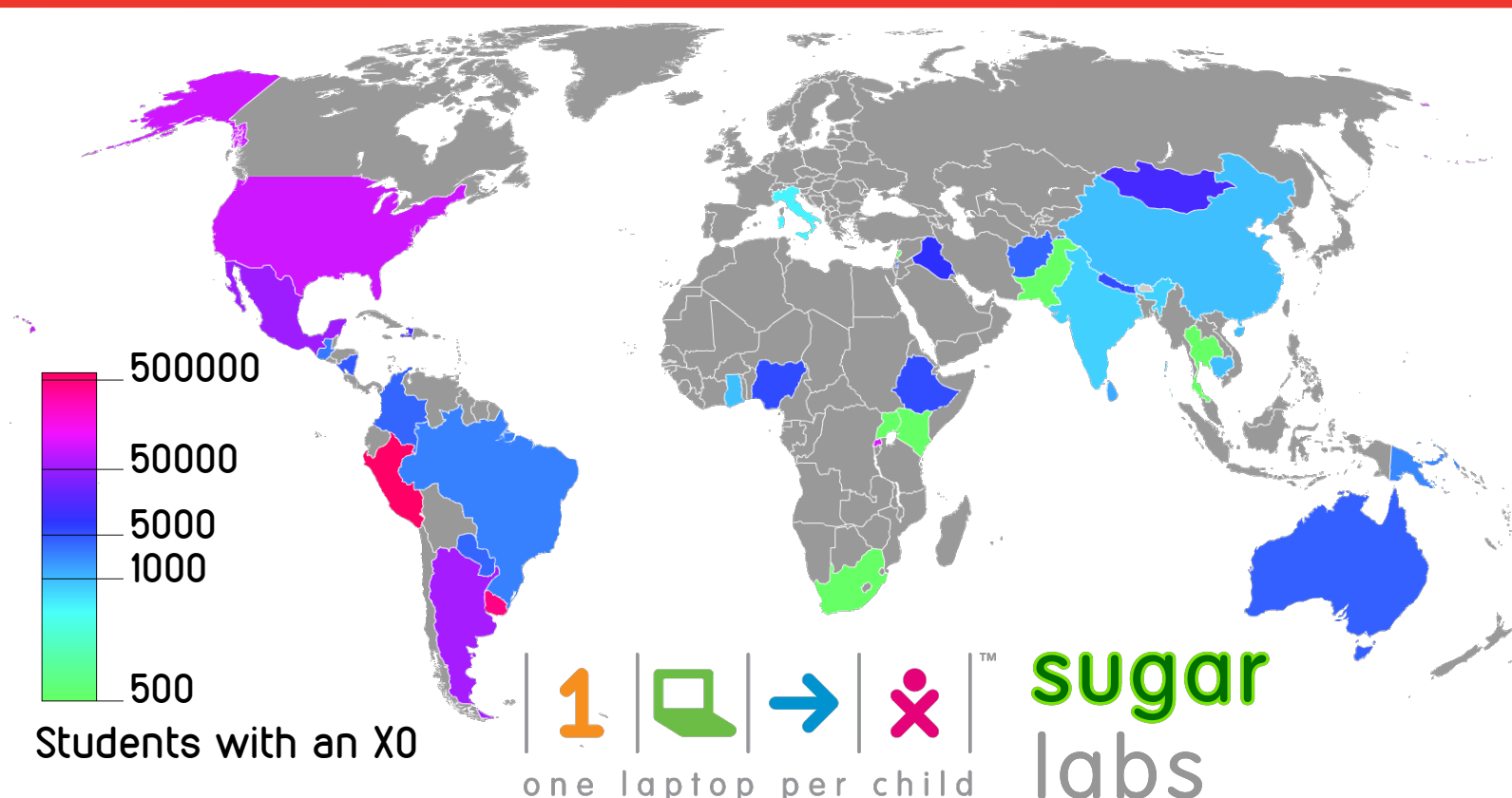
Weekly Check-ins

Litreview 2: Contexts & Trends

### Playtesting with 4th graders

### Final Presentation

Fork me on Github  
<http://github.com/decause/hflossk>



Student Engagement Life Cycle

