**Canvas, un sistema LMS de Instructure**

[Canvas es un sistema de gestión de aprendizaje](http://www.instructure.com/canvas) (LMS - Learning Management System) creado en open source por Instructure.

Entre sus características:

* SpeedGrader ™ , un sistema para evaluar el nivel, puede ahorrar muchas horas
* Rich Content Editor, permite incrustar videos, audio y fotos de la web  en los cursos
* Online Testing, permite crear pruebas desde cero o desde una tabla, con una variedad de tipos de preguntas y de opciones de test.
* Learning Outcomes facilita la acreditación, permite definir, monitorear y optimizar la metodología pedagógica.
* Communication Preferences, permite definir la comunicación a través de e-mail, Facebook o SMS
* Assignment Submission: se pueden asignar páginas web, documentos, videos, audio, o presentaciones.
* Integrated Calendar: un calendario integrado con Google Calendar, iCal or Outlook.
* Flexible Pedagogy: soporta diversos estilos de enseñanza y nuevas tecnologías web
* Chat / Video: video y chat integrados añaden una dimensión a la experiencia de aprendizaje.
* Rubrics: la rúbricas fáciles de usar hacen las asignaciones y la gradación simple y eficiente
* Groups: se pueden crear grupos ad-hoc para clubs, equipos o grupos de interés, más allá de la clase
* Reporting: se puede monitorear tanto el curso como la actividad de los alumnos en tiempo real

La licencia de código open source es AGPLv3.  
  
Instructure Inc. se fundó en 2008 con el propósito de disrumpir el mercado de Learning Management System (LMS) creando un estándar nuevo y abierto en la tecnología educativa.  
  
La implementación es interesante, pero todavía no tiene un ecosistema de empresas de servicios de valor añadido como otros productos LMS más establecidos, como Moodle.

Limitation of Liability.

UNDER NO CIRCUMSTANCES, INCLUDING BUT NOT LIMITED TO BREACH OF CONTRACT, TORT OR NEGLIGENCE, WILL INSTRUCTURE, OR ITS AFFILIATES AND PARTNERS, BE LIABLE FOR ANY INDIRECT, SPECIAL, PUNITIVE, OR CONSEQUENTIAL DAMAGES (INCLUDING LOST PROFITS) THAT ARISE OUT OF OR ARE RELATED TO YOUR USE OF THE INSTRUCTURE SERVICES. IN NO EVENT SHALL INSTRUCTURE’S AGGREGATE LIABILITY, OR THE AGGREGATE LIABILITY OF INSTRUCTURE’S AFFILIATES AND PARTNERS, TO YOU FOR ANY LOSS, DAMAGE OR CLAIM RELATED TO OR ARISING OUT OF THE INSTRUCTURE SERVICES EXCEED THE GREATER OF THE FOLLOWING: (A) TOTAL AMOUNTS PAID BY YOU TO INSTRUCTURE FOR ACCESSING THIS SITE; OR (B) TEN U.S. DOLLARS ($10.00).

# <https://github.com/instructure/canvas-lms/wiki/FAQ>

### What open-source license is Canvas released under?

We have released Canvas under the [AGPLv3](http://www.gnu.org/licenses/agpl.html). Note that we sell commercial licenses as well.

### Can I contribute back?

Sure! However, you will need to sign a Contributor License Agreement before we will pull your code into Canvas.

### Does Canvas support any extensions?

Yes! In fact, there are a number of proprietary extensions already developed for Canvas by Instructure. You are more than welcome to write your own plugins in the same vein.

If you are interested in finding out more about plugins for Canvas by Instructure, please [contact us](http://www.instructure.com/).

### Are there any code differences between the open source and hosted offerings?

Yes, there are some. Canvas cloud runs on the exact same code as we release to github, and as of this writing the code that we deploy to our production environment is pushed the same day to github. However, there are a few plugins and extensions that we provide for cloud customers that we don't open source right now. These include:

* Multi-tenancy extensions
* Analytics
* Mobile integration
* Proprietary SIS integrations
* Migration tools for commercial LMSs
* Other minor customizations that only apply to our hosted environment

### How to I get professional services and support?

You will need to buy a commercial license. See [our website](http://www.instructure.com/) for more information on pricing.

### I'd like to contribute to Canvas.

Great! Please fork the Canvas project on Github, create your changes against our master branch, and then [send a pull request](http://help.github.com/pull-requests/).

Before we accept your pull request, we will need to have a signed [contributor agreement](https://github.com/instructure/canvas-lms/wiki/ica.pdf) on file for you.

### What? A contributor agreement? Why?

Canvas, unlike many projects hosted by GitHub, is commercially dual-licensed. We license Canvas via the AGPLv3 to the open source community, but we also offer Canvas via a subscription to many of our clients. For this to work, Instructure needs to retain copyright over the Canvas project. The [contributor agreement](https://github.com/instructure/canvas-lms/wiki/ica.pdf) is the legal step we must go through so we are able to continue to dual-license and serve our clients without fracturing the codebase.

If you want to contribute, as soon as we have a copy of [contributor agreement](https://github.com/instructure/canvas-lms/wiki/ica.pdf) on file for you, we will be happy to accept your pull requests.

Rest assured, if we accept a pull request from you, your code will remain licensed via the AGPLv3.

### Where do I send the contributor agreement to?

Please see the contact section on the [About Us](http://www.instructure.com/about-us) page on our website.

### I have some other question.

Please read our [Getting Help](https://github.com/instructure/canvas-lms/wiki/Home) section, and if all else fails, please ask your question on [our user mailing list](http://groups.google.com/group/canvas-lms-users).