

Principles & Examples

Key principles and examples (platforms, initiatives, projects or communities)

Principles

<https://www.lsu.edu/hss/wllc/oer/oerprinciples.php> → 5R

1. Reuse

Content can be reused in its unaltered original form. The right to use the content in a wide range of ways (in a class, in a study group, on a website, in a video)

2. Retain

Copies of content can be retained for personal archives or reference - the right to make, own, and control copies of the content (download, duplicate, store and manage)

3. Revise

Content can be modified or altered to suit specific needs - the right to adapt, adjust, modify, or alter the content itself (translate the content into another language)

4. Remix

Content can be adapted with other similar content to create something new - the right to combine the original or revised content with other material to create something new (incorporate the content into a mashup)

5. Redistribute

Content can be shared with anyone else in its original or altered format - the right to share copies of the original content, your revisions, or your revisions, or your remixes with others (give a copy of the content to a friend)

Examples

GitHub - freeCodeCamp/freeCodeCamp: freeCodeCamp.org's open-source codebase and curriculum. Learn math, programming, and computer science for free. - freeCodeCamp/freeCodeCamp

 <https://github.com/freeCodeCamp/freeCodeCamp>

FreeCodeCamp.org is a community where anyone can learn to code for free.

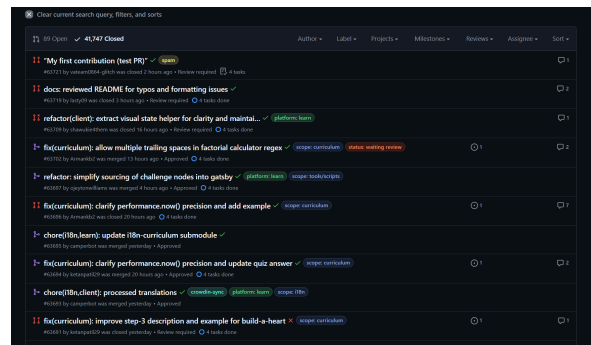
- All learning content, projects, and certifications are provided completely free of charge. All of Free Code Camp's curriculum (lecture content, coding challenges, projects) is itself open source. All code is public on its GitHub repository, so anyone can **retain** and **reuse** it.
- Furthermore, anyone from around the world can contribute to **revising** the curriculum by fixing typos, improving content, or suggesting new material through GitHub. Translations are also carried out by a global community of volunteers. This improved content is then **redistributed**, benefiting all learners.

This is what is written in freeCodeCamp github's README

- [freeCodeCamp.org](https://www.freecodecamp.org) is a friendly community where you can learn to code for free. It is run by a donor-supported 501(c)(3) charity to help millions of busy adults transition into tech. Our community has already helped more than 100,000 people get their first developer job.
- Our full-stack web development and machine learning curriculum is completely free and self-paced. We have thousands of interactive coding challenges to help you expand your skills.



numerous Contributors



various PR

During an interview with Quincy Larson, the founder of freeCodeCamp

<https://www.indiehackers.com/podcast/056-quincy-larson-of-freecodecamp>

- “freeCodeCamp.org, the core learning platform, almost a million people use it every month. And then we also have several other places where we publish helpful learning content, publish video tutorials on YouTube, we publish lots of technical articles and how-to articles on the freeCodeCamp Medium publication, and then we have a freeCodeCamp podcast as well. And basically, it's just a large open-source community where we have tons of contributors, more than a thousand, that are creating different resources and sharing them with one another.”
- “freeCodeCamp is a 501(c)(3) nonprofit. We're classified as a public charity in the United States. And what that means is basically anybody who donates to freeCodeCamp, their donations are tax-deductible. So we have a lot of people within the freeCodeCamp community who set up recurring monthly donations. We have almost 4,000 people who are donating \$4 or \$5 a month. I think the average donation is about \$4.50. So if you do the math, that's about \$20,000 a month that we have for a budget.”
- “freeCodeCamp's mission is to help as many people learn to code as possible. And a lot of that involves going out into places where they don't have access to really nice universities. They may not even have great access to the internet or to stable electricity throughout the day. So one of the biggest challenges for us is trying to make freeCodeCamp as accessible to people as possible. Now, we're already socioeconomically accessible in the sense that we don't ever charge anything. We don't even have – you can access every aspect of freeCodeCamp without even creating an account. It's all public.”