OPEN SOURCE IN HIGHER EDUCATION
...a community report

90% of IT leaders are using enterprise open source today - *Red Hat*
97% of apps and 90% of businesses use open source - *GitHub*
Nearly 100% of edtech software contains open source code - *Synopsys*

72% of organizations plan to implement an open source initiative or OSPO - *Linux Foundation*
Over 80% of organizations report an increase in the use of open source software over the last year - *OpenLogic and OSI*
Over 90% of companies use open source software internally and 79% use open source in their commercial products - *TODO Group*

AN EDUCATIONAL REVOLUTION LOOMS:
growing $7T+ industry, serving 2B+ learners is underfunded, misunderstood, and insufficient.

The global education landscape is on the brink of a significant transformation. *HolonIQ* projections indicate education will grow to a colossal $7 trillion-plus industry by 2025, yet an additional two billion learners and under-digitized infrastructure jeopardize capacity and quality as demand increases. To accommodate access and deliver excellence, expected spending on educational technology will reach a staggering $404 billion by 2025. The education sector is at a critical juncture, teeming with challenges and opportunities.

NEW AND EMERGING TRENDS WILL IMPACT EDUCATIONAL TECHNOLOGY:
government regulations, artificial intelligence, funding & grants, open initiatives, industry practice.

Reports of open source software’s success across industries--powering critical systems and driving innovation--are ubiquitous, with corporations citing its value for collaboration, cost-effectiveness, and customization. Yet, studies specific to higher education are limited. The scarcity of research and apparent lack of discussion implies higher education may either reject open source’s potential, evident in other sectors, or neglect the actual footprint and consequence in educational technology. Considering recent government regulations, additional requirements in research granting and academic funding, the emergence of broader open initiatives (OER, AI, OSPOs, etc.), and the dependency on open source software among higher education’s most valuable corporate partners, academic institutions would benefit from a greater understanding of their own use and development of open source software.

UNDERSTANDING HIGHER EDUCATION’S TECHNOLOGY LANDSCAPE:
context, prevalence, development, and IT support.

The Community Report investigates four critical dimensions specific to educational technology and the role open source may play:

1) **Current context** and perceptions of open source software as reported by higher education IT leaders,
2) **Prevalence of open source** across academic enterprises relative to all educational technology.
3) Amount of open source **software development** occurring within institutions of higher education.
4) **Critical IT job skills** and experience most desired by academic and research institutions.
Research Focus and Reporting Details...

1. Survey Higher Education’s IT Leaders.

Partnering non-profit open source software organizations, professional associations serving higher education, and corporate leaders supporting educational technology, the Community Report will provide survey results from higher education leaders and influencers to understand current perceptions of open source software, illustrate where and how enterprise open source software may be used in academic and research institutions today, and identify trends to watch.

2. Analyze Enterprise Software Currently Deployed within Colleges and Universities.

Utilizing data collected from internet profiling and website analysis firms, the Community Report will examine, identify, and assess the usage of educational technology, such as programming languages and libraries, operating systems, databases, e-learning platforms, enterprise applications, and other services. The collected data sheds light on how open source technology is used in research and teaching practices, across demographics, throughout academic disciplines, and among different types of institutions, providing insights into the impact of open source on educational technology in different institutional settings.


In collaboration with organizations with expertise in software development platforms and analysis, the Community Report will gather data from multiple services (e.g., BitBucket, GitHub, GitLab) for creating and managing open source software projects. Data collected will provide a holistic view of where higher education contributes to open source projects and even where their investments through development efforts.


Utilizing job descriptions created by and for academic positions, The Community Report will identify the most common technology edtech skills and professional experience in demand by institutions of higher education in support of education technology.

Call for Participants...

The Apereo Foundation, as the editor of the Open Source In Higher Education Community Report, seeks participation from co-authors, contributors, and sponsors.

- **Co-authors** collaborate in writing, reviewing, and editing the report’s scope, its research goals, data analysis, and the final publication. Co-authors will be limited to non-profit organizations and educational institutions.
- **Contributors** provide subject matter expertise and relevant tools or technologies related to the specific surveying, research, analysis, or publication activities and needs of the Community Report.
- **Sponsors** provide industry consultation, in-kind, or financial support for the Community Report in order to undertake the activities and provide the outcomes as described.

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