



# **DEVELOPMENTS IN OPEN SCIENCE**

## **– ON NATIONAL AND EU LEVEL**

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# Overview Open Science

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- Brief Introduction

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- Trends & Challenges

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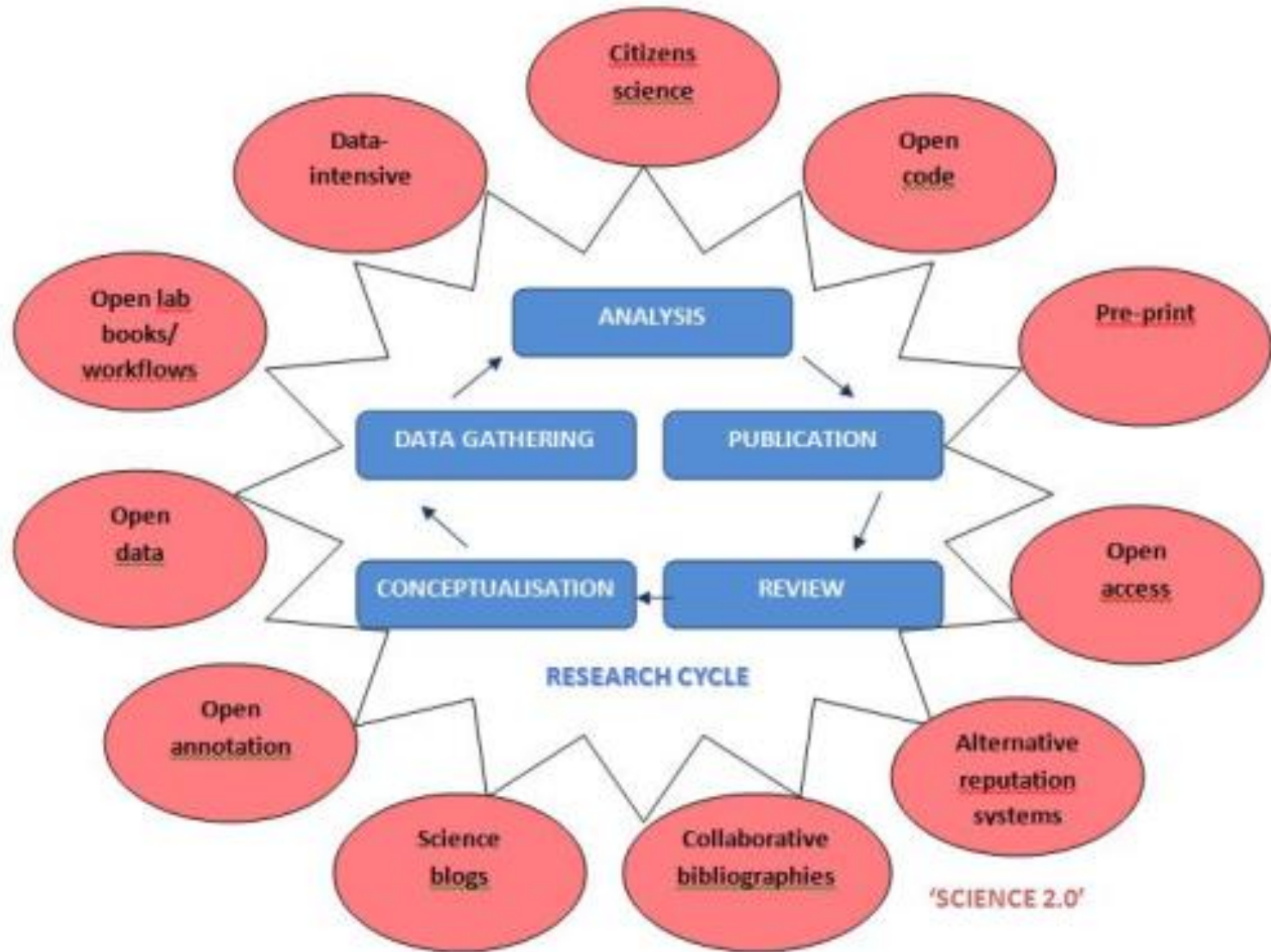
- Discussion

# Intro: Open Science

- Science and innovation are foundations for economic recovery, sustainable growth and jobs
  - Open science is a means to **improve connectivity** so as to be able to exchange knowledge more rapidly



# Intro: Open Science = Interaction



# Why & How?

## Open Science

As a principle

For the benefit of science

Better interaction with Society & Economy

Improve on Integrity and Trust

## EC Open Science Agenda

**Foster  
Open Science**

**Remove Barriers  
to Open Science**

**Develop Research Infrastructures for Open Science**

NL  
Presidency

**Mainstream Open  
Access to Research  
Results**

**Embed Open  
Science in Society**

# NL Presidency Conference on Open Science

Two important pan-European goals for 2020:

1. **Full open access for all scientific publications**
2. **A fundamentally new approach towards optimal reuse of research data**

## **Flanking policy**

3. **New assessment, reward and evaluation systems**
4. **Alignment of policies and exchange of best practices**



# Developments - Trends

- **People want to know more**
  - but do **NOT** know where & how to gain access to knowledge
  - it's not only about content, but also about finding and understanding relevant content
- **Information will be an input factor of its own production process** (the wealth of networks; Yochai Benkler)
  - Train people to look **beyond Google and Wikipedia**
  - Learn how to read a scientific article
  - (and encourage researchers to write for different audiences)

# Developments - Challenges

- **What would be value added by libraries?**
  - **Learning how to use**
  - **Learning how to participate in research**
    - **Research is fun → participate!**
    - **Connect with (local) citizen science projects**
    - **Focus on target groups: students, teachers, elderly, SME's**
  - **Connect society with science**
    - **Living labs**
    - **Zooniverse projects**
    - **Not only books/articles but apps, software, data, games**
    - **Organise platforms to connect**
      - E.g. Singapore – have meetings and bring in the crowd**
      - A2R Evaluation: most interesting research topics**
      - Massive Online Open Research and Education Platforms**



# DISCUSSION



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