



OPEN edX[®]

Ecosystem

COMMUNITY STRUCTURE

STAKEHOLDERS

in 2021
Acquired its operations



ORIGIN

LAUNCHED IN
2013 **OPEN edX[®]**

The open-source software launched in 2013 that powers edX.org and thousands of other online learning initiatives.

AXIM COLLABORATIVE

founded by education innovators from Harvard and MIT, emerged from the sale of edX in 2021.

is a leading e-learning platform

edX[®] FOUNDED IN
2012

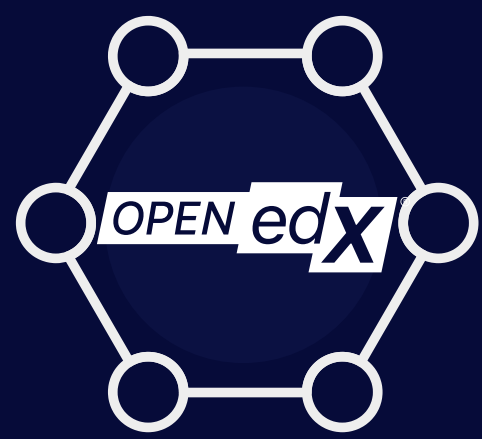
DEVELOPED BY



GOVERNANCE

TOC

(Technical Oversight Committee) plays a vital role in the Open edX project by governing its technical direction and stewardship.



Makes crucial decisions, both technical and non-technical.

It's not to handle day-to-day technical decisions. It focuses on facilitating progress in complex situations.

The committee 9 members

3 appointed by Axim Collaborative

3 appointed by 2U, Inc.

3 members from the broader Open edX community democratically elected.

COMMUNITY

Programs

Preferred providers program



1. Partners
Recognized companies that demonstrate high levels of technical expertise and commitment to the project. Edunext was one of the first companies awarded the highest category: "Open edX partner"



2. Verified Provider: Companies recognized by the community as reliable suppliers.



3. Marketplace Provider: companies that offer general services with the Open edX platform and are not verified.

Core Contributors



20 hrs It's a program designation that grants special access to Open edX community members who show commitment, conduct, and caliber in their role.

Maintainers



People who serve as leaders for a given component (generally, a GitHub repository) of the Open edX platform. Maintainers provide both technical and community management.

Events



Open edX Conference: This annual event convenes to discuss advancements, proposals, and fresh objectives. Nine conferences have taken place at universities in the United States, Canada, Spain, and Portugal.



Monthly Meetup: A virtual gathering featuring EdTech experts who share integration insights for learner success, while promoting community networking.

Working Groups

The Open edX community has Working Groups with volunteer members working on the platform. The active groups are:

- [Architecture Coordination Working Group](#)
- [Data Working Group](#)
- [Deprecation Working Group](#)
- [DevOps Working Groups](#)
- [Educators Working Group](#)
- [Contributor Coordination Working Group](#)
- [Frontend Working Group](#)
- [Marketing Working Group](#)
- [Product Working Group](#)
- [Security Working Group](#)
- [Translation Working Group](#)

LEARNING INITIATIVES

Open edX has globally impacted **+77M** users with +70K courses worldwide.

Verticals

Large entities that use the platform:

- + **Governments**
may utilize Open edX for launching online learning initiatives, improving education access for citizens and workforce development.
- + **Companies**
Open edX can be used for Corporate Training, allowing businesses and organizations to create and deliver training programs for their employees, fostering continuous learning and skill development.
- + **Academies**
Open edX allows academies to create and tailor their own courses, content, and assessments to match their specific educational goals and requirements.
- + **Universities**
Open edX serves Education Institutions, providing a platform for universities and colleges to offer online courses and degrees, reaching a global audience and enhancing traditional teaching methods.
- + **NGOs**
Non-Profit Organizations use Open edX to offer free educational resources and training worldwide, promoting accessibility to education.

Roles

- + Educators / Course creators
- + Course Operators
- + Site Operators
- + Developers
- + Learners



Created by **edunext**
edunext.co

Communication tools



Documentation
docs.openedx.org

Website
openedx.org

Sandbox
sandbox.openedx.org

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