# OPEN BADGES

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# LEARNING PROCESS... WORKPLACE...





### WHAT IS OPEN BADGE?



- A digital badge is a digital representation of a skill, learning achievement or experience. Digital badges can be earned in a wide variety of environments
- Digital Badges can represent competencies and involvements recognized in formal or informal learning
- In addition to the image-based design, badges have metadata to communicate details of the badge to anyone wishing to verify it, or learn more about the context of the achievement it signifies
- Badges are issued by individual organizations who set criteria for what constitutes earning a badge
- Earners can display their Digital Badges online and can share digital badge information through social networks



### OPEN BAGDES HISTORY

#### **2020**

Open Badges 2.1 is released

#### **2019**

 Mozilla retires the Mozilla Backpack and enters agreement with Concentric Sky to migrate users and badges to the Badgr Backpack

#### 2018

Open Badges Specification 2.0 is finalized and publicly released

#### 2017

 IMS assumed responsibility to lead the evolution of the Open Badges specification and to ensure the sustainability of the future Open Badges ecosystem

#### 2016

 A new coalition of learning stakeholders is issuing the Bologna Open Recognition Declaration

#### **2015**

 Corporations like IBM, Pearson, and Microsoft... begin to adopt Open Badges

#### **2014**

 At Mozfest 2014, Mozilla and Digitalme launch the Badge the World map, a community project designed to map badge projects taking place around the world

#### 2013

The Open Badges ecosystem began to grow across Europe

### **2012**

 In October 2012, Mozilla released the Public Beta of the Open Badge Infrastructure, making the technical infrastructure supporting Open Badges publicly available for use

#### 2011

 The fourth Digital Media and Learning Competition (2011-2013) provided up to \$2 million in grants for 30 innovative badge systems and two research projects as part of the Badges for Lifelong Learning Competition

#### **2010**

 The concept of Open Badges originated among those working at the Mozilla and MacArthur foundations



### WHY USE OPEN BADGES?

- Skill Recognition. They can be used to recognize any kind of achievement in any setting across the different stages of an individual's life.
- Pathways of Expertise. They can be used to build pathways to support individuals to work towards learning goals, provide routes into employment, and nurture & grow talent within organizations
- Transfer of Skills. They are based on the Open Badges standard which enables badges to be issued and transferred across the web and other digital exchanges, across different learning providers, and across borders.
- <u>Talent Identification</u>. They provide a new way to identify talent based on competency and attitude, helping employers and educators better match individuals with non-traditional experiences to relevant opportunities.
- Alternative Validation. They provide an alternative way for learners to get validation for their skills and achievements and share them with employers
- + <u>5 Reasons Digital Badges are Great for Students and jobseekers</u>



### WHO'S ISSU OPEN BADGES?

- A diverse range of thousands of organizations and communities are awarding Open Badges to recognize learning, skills, and other achievements. These organizations include:
  - Schools and universities
  - Employers
  - Community and non-profit organizations
  - Government agencies
  - Libraries and museums
  - Event organizers and science fairs
  - Companies and groups focused on professional development
  - Etc.



# EXAMPLE OF DIFFERENT TYPES OF BADGES

- Participation Badges
- Commitment badges (with levels)
- Know-how badges
- Competence badges
- Achievement or project badges (individual or group)
- Reflective writing badges
- Badges for the animation of a training action
- Etc.



### DESIGNING OPEN BADGES

The process of designing an Open Badge typically involves three tasks:



**Offering** a learning challenge, opportunity, or other experience (often with an associated assessment)



**Creating** a badge to represent that experience conformant to the Open Badges technical standard



**Awarding** the badge on successful completion of badge criteria

Openbadges.org



# PLATFORM TO CREATE AND STORE OPEN BADGES

- https://info.badgr.com/ (previously Mozilla backpack)
- https://openbadgepassport.com/
- https://openbadges.me/mybadges
- https://openbadgefactory.com/en/service-levels/
- https://credly.com
- Design tools
  - http://www.makebadg.es/site
  - https://badge.design/
  - https://www.adobe.com/fr/express/create/badge



# WHERE TO SHARE YOUR OPEN BADGES?

- Backpak
  - Allow earners to store and interact with any of the Open Badges they earned
- With a backpack, you can:
  - Store badges from any fully compliant Open Badges provider.
  - Share badges to social media sites, by URL, or embed.
  - Organize your badges into meaningful collections.

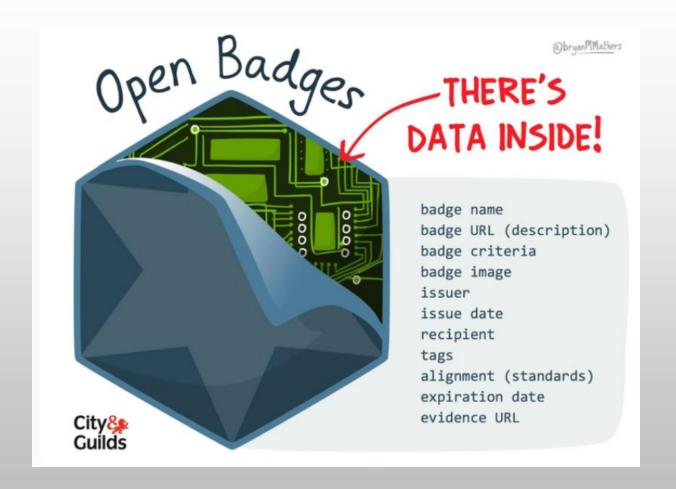


### INSPIRING EXAMPLES

- Cities of Learning
- Huffigton Post
- IBM Desing Thinking



# CASE STUDY: SMARTDEMA OR THE PROCESS TO CREATE AN OPEN BADGE





### QUESTION YOURSELF...

- Who the issuer of badges is?
- Who are the earners, who is my target group?
- Why will they take my badge (the advantage of my open badge compared to existent open badge)?
- What skills the learner will acquire? And, which criteria will be used to assess the acquired skills?
- How will the earner acquire these skills?
- When the open badge has been issued or will be issued? Is the open badge limited in time?
- What "understandable" name are you go to attribute to your badge name?
- Bonus: Am I applying a standard that can give more weight to the open badge?



# WHO ARE THE EARNERS, WHO IS MY TARGET GROUP?

- 1. Participants on SMARTDEMA training
- 2. Anyone who is interested in designing an App
- 3. People interested by Design Thinking process



### WHY WILL THEY TAKE MY BADGE?

 This Open Badge certify that the earner is able to design an App using Design Thinking, Agile Framework and Miro Board.



# WHAT SKILLS THE LEARNER WILL ACQUIRE?

- Critical thinking
- Mock up designing
- Features App definition
- Database concept



# WHICH CRITERIA WILL BE USED TO ASSESS THE ACQUIRED SKILLS?

- User interface design experience
- UX interface
- Features of the App
- Data analysis on features



# HOW WILL THE EARNER ACQUIRE THESE SKILLS?

- Part I. Introduction to...
  - Design thinking
  - Agile
  - Miro board
  - +Knowledge resources
  - · Part III. Assessment
    - Meet the evaluator, the coder and the client
    - Deliver the final version

- Part II. Design and Create
  - Go to an ideation process of App features
  - Make a first design
  - Circulate the design among
     50 people to get feedback
  - Analyze the feedback
  - Create a new design
  - Circulate again to 50 new users to get feedback
  - Analyze the feedback
  - Make a Mockup



# WHEN THE OPEN BADGE HAS BEEN ISSUED OR WILL BE ISSUED?

When the assesment is achieved

### IS THE OPEN BADGE LIMITED IN TIME?

One year



## AM I APPLYING A STANDARD? (OPTIONAL)

- IDEO
- Design Thinker Academy
- Agile Manifesto

