

Title: "Badges? We don't need no stinkin' badges!"

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Session Learning Outcomes

By the end of this session, delegates will be able to:

- Have an understanding of the current & futures developments of the Open Badges eco-system
- Have an understanding of how Open Badges could be used to recognise CPD activities & innovative educational practices
- Understand the process of planning, designing and distributing Open Badges
- Have planned and designed an Open Badge
- Have earned an Open Badge for attending and participating in the workshop

Session Outline

The Open Badge system is an emerging technology, which enables the recognition of a wide range of learning. Individuals can earn badges for the things they learn, both online and offline, and then display them in their Backpack, or on their website or social media profiles. With Open Badges, every badge is full of information. Each one has important data built in that links back to the issuer, the criteria it was issued under and evidence verifying the credential.

Used and supported by institutions like MIT, Purdue and Yale universities, badges can be issued as recognition for the things they teach. Open Badges is not proprietary – it's free software and an open technical standard.

Badges are portable, so they can be taken by the learner anywhere. Institutions such as UCL and Sheffield Hallam, the Scottish Education Group and YSJU, are all either using or exploring the possibilities this infrastructure provides as a means to recognise and reward the formal or informal learning of staff and students. There is also a natural fit between the use of badges and Gamification as a motivational technique (Glover, 2013; Štogr, 2012).

At York St John University we are currently using Open Badges as a way of motivating participants and recognising achievements, mapped to the SEDA Values, on our accredited SEDA Supporting Learning with Technology (SLT) award.

We propose to further investigate the potential use of Open Badges to provide a means for staff to evidence their professional development mapped to the UK Professional Standards

Framework (UKPSF), SEDA Values, or Vitae Framework. This will support work that the YSJ Academic Development Directorate plans to undertake in 2014-15 as to how we recognise that all our staff who are Fellows of the Higher Education Academy are maintaining good standing against the criteria in the UKPSF.

Session Activities and Approximate Timings

This workshop will be a combination of presentation and group work activities using an Open Badge Design toolkit.

- Presentation - Introduction to the Open Badges eco-system (20mins)
- Activity – What badges would you want to issue? Why would you want to issue them? (10mins)
- Presentation – Badge content design (10mins)
- Activity – Planning and designing an Open Badge (20 mins)
- Presentation – mapping badges to professional frameworks (15 mins)
- Discussion / QA (15 mins)

References

Glover, I. (2013). Play As You Learn? Gamification as a Technique for Motivating Learners. Proceedings of EdMedia 2013: World Conference on Educational Media and Technology.

Štogr, J. (2012). Badges For (Lifelong) Learning - Gamification, Enhanced Visibility Of Reached Achievements And Continuous Building Of E-Portfolio As Data Source For Learning Analytics. 7th DisCo Conference: New Media and Education. 169-177. Kreber, C (2013) *Authenticity in and through teaching in Higher Education: The transformative potential of scholarship of teaching*, London: Routledge