

Open Badges Design Studio

Badge Design Workbook

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Project Description

Activity 1 – Learning Activities and Tasks

List all the different activities and tasks that students need to achieve in your course:

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Types of Badges

These are the general categories or types of badges you will issue based on what sort of learning/engagement you are aiming for. You'll need to decide on the types of badges you plan to issue.

Badge Type	Description
Participation	Based on student participation throughout the course. It can be as simple as logging in to the course, or more complex with commenting on posts or solving problems.
Recognition	Developing a particular skill or competency.
Achievement	An accomplishment like making something or successfully completing a project or quiz.
Contribution	Recognition of individual or group contributions that bring about a specific result or advancement
Certification	Confirmation of a set of characteristics confirmed through a set of combined criteria (e.g. education, experience, etc.)

The suggestion is to focus on, fairly broadly, the types of activities that you will be badging with some fairly light descriptions of each. You can delve deeper into the specifics as you move forward in the design process.

Activity 2 – Creating Badges

Link or regroup the activities and tasks for which students could earn a badge. You can refer to the **Types of Badges** table.

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Touchpoints refer to your first considerations around criteria for the badge - what will learners need to do in order to get the badge?

Touchpoints must be considered in conjunction with badge triggers, or rules in the case of Connect. The badge triggers determine how the badge will be awarded using the technology provided. There may be some constraints in how you offer your badge as not all triggers can be automated (See: Badge Triggers for WordPress and Connect.) For example, a badge can be triggered when a blog post shows critical evaluation of an article but someone will need to review the post.

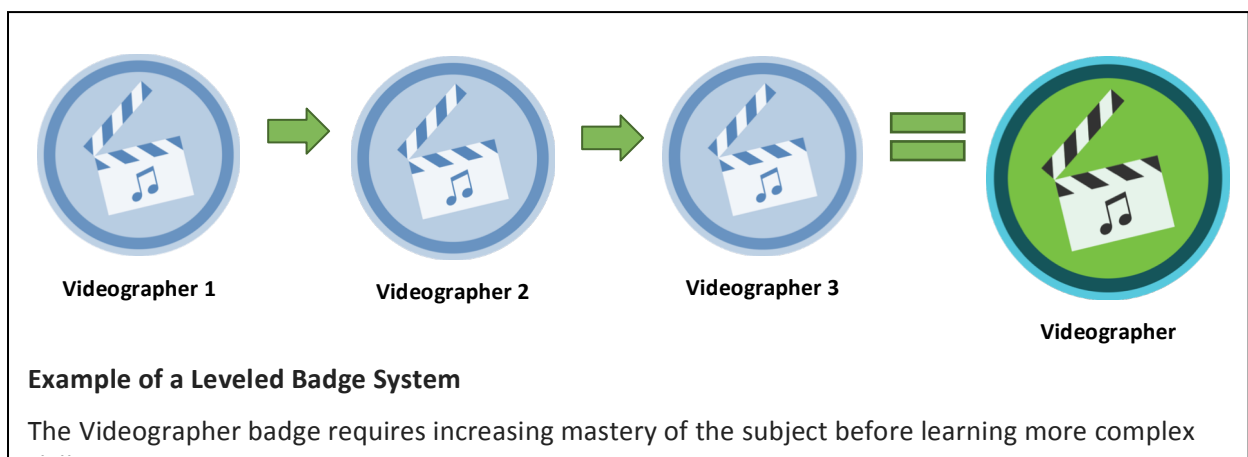
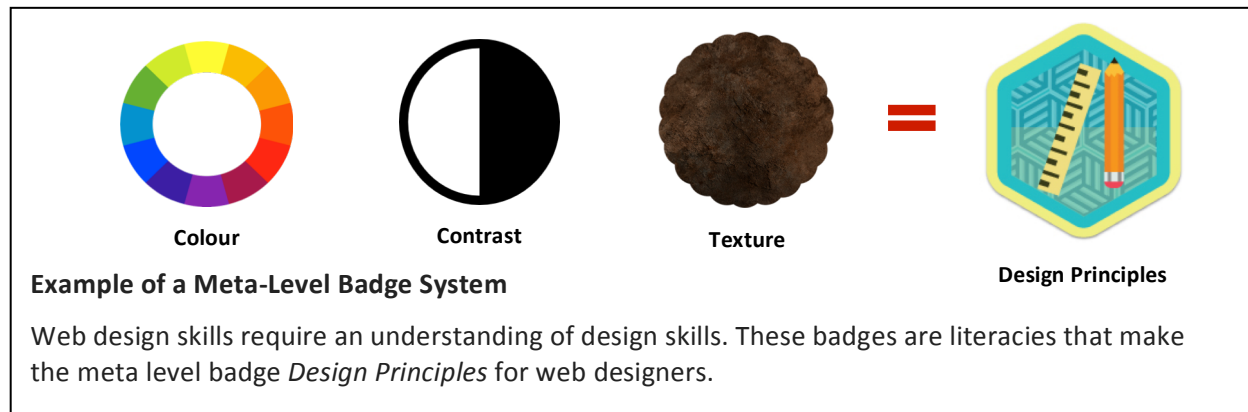
Some examples of badge touchpoints:

- Participation badges will be earned for completing the login process - which will be automatically awarded and act as a motivator to learn more about earning badges.
- Recognition badges will be earned through community vote on comments or producing creative content (multimedia).

Badge levels is the structure or path in which badges are earned

Meta-level badges represent several skills, behaviours, knowledge and/or abilities that make-up a higher level of understanding around a topic.

Leveled badges place badges into an explicit hierarchy. A tiered system of badges can concentrate the student's efforts into one topic, which deepens their knowledge as they move through content.



Activity 3 – Defining Criteria

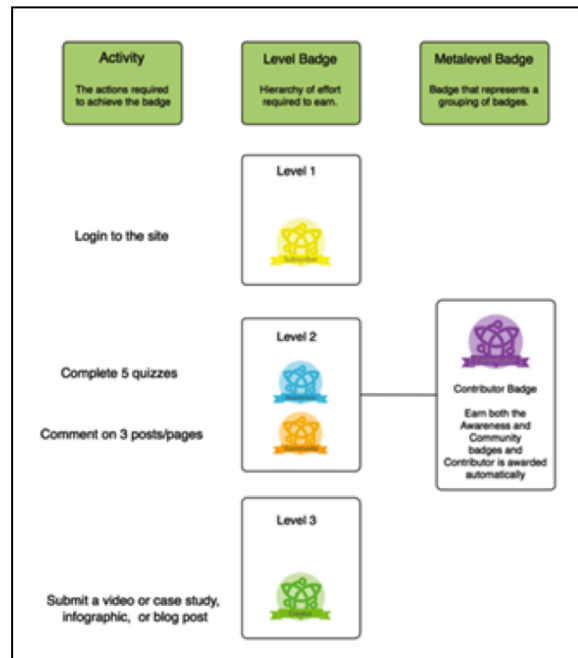
Think about the criteria to earn a badge (required steps). You can refer to the **Touchpoints and Levels** section.

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Developing a Learning Pathway Structure

Learning pathways may be thought of as the steps or experiences learners engage in to achieve a desired competency, skill or level of contribution to a community. These pathways may be thought of as prescriptive (recommending a standard or specific pathway in order to achieve a credential) or descriptive (essentially defined by the learner, who will choose a path to follow in order to demonstrate a particular competency).

Either way, you'll need to do some thinking about the learning you intend to represent with your badges, the value that representation may have for your learners and for the community, and the context for earning the badges (earned within a course, across a group of courses, in a community setting or work placement or other).



Learning Pathway Structure

Command

Content will affect how badges are related to one another. In a command pathway, the educator sets the order in which the badges must be earned, and there are no optional badges. The command pathway is ideal for content that must be learned in a particular order.

Contract

The learner determines the order of the badges. They decide this order before they begin, and are not allowed to deviate from their path in the process of earning the badges.

Desire

A desire pathway is similarly decided by the learner, but they decide which new badge to earn upon completion of each badge. If your badged learning units do not presuppose prior knowledge on the part of the student, a contract or desire pathway may work for you.

Activity 4 – Identifying a Learning Pathway

Think about how the badges connect with one another. Think about the order in which badges will be earned and complete the following table. You can refer to the **Learning Pathway** section.

Does earning badges require proof of previous knowledge, skill or behaviour? Yes | No

Can the badges be earned in any order or time during the course or program? Yes | No

Can the earner decide which badges they want to earn in your badging program? Yes | No

Title:		
Touchpoints (Triggers)	Badge Level	Badge Name

Technology

Technology considerations will be fairly high level and will allow you to think through some basic requirements. Once you learn about what your constraints may be (with regard to the technology), you can adjust the touchpoints or perhaps even badge types. Prior to working through your badging structure, it is important to note these major constraints. These issues may be resolved in the future.

1. Badges integrated into WordPress required a Campus-wide Login (CWL) for badge earners. If your project has a focus on external communities, this will be a significant barrier.
2. Badge portability is currently only available with WordPress.
3. To share badges to social networks, we use a Credly integration with WordPress. You will need to develop a Credly account to allow for badge portability. To find out how to set-up a Credly account, go: <http://badges.open.ubc.ca/create/implementation/create-badges-using-badgeo/>

Example Badge System Design

Basic Library Skills Tutorial for First-Year Undergraduate Students		
Touchpoints (Triggers)	Badge Level	Badge Name
Complete multiple-choice quiz 1 in Module 1 – Locating physical material in the library.	Level	Locate
Complete multiple-choice quiz 2 in Module 2 – The publication timeline and researching current events.	Level	Engage
Complete multiple-choice quiz 3 in Module 3 – Making a topic searchable.	Level	Research Process
Complete multiple-choice quiz 4 in Module 4 – Analyzing resources.	Level	Evaluate
Complete quiz 1 – 4 within 80% percentile.	Meta level	Basic Library Skills Tutorial

Badge Triggers for WordPress and Connect

WordPress	Connect
Badges can be triggered for the following actions:	
<ul style="list-style-type: none"> ▪ publishing a page ▪ publishing a post <ul style="list-style-type: none"> ▪ publishing within a specific category/taxonomy ▪ commenting on a post ▪ commenting on a specific post ▪ creating an account ▪ logging in one or multiple times ▪ taking a quiz <ul style="list-style-type: none"> ▪ passing a quiz and/or passing a quiz within a specific percentile ▪ completing a lesson or course developed ▪ nomination for earning a badge using a form <p>Additional Triggers*</p> <ul style="list-style-type: none"> ▪ rate an article (e.g. 5 stars, thumbs-up or thumbs-down) <p>rated author receives badge when rating passes a certain threshold (e.g. 10 thumbs-up votes or/and average of 4 out of 5 stars)</p> <p>*These triggers can be more complex to integrate and may require additional technical support.</p>	<ul style="list-style-type: none"> ▪ Attempt a quiz <ul style="list-style-type: none"> ▪ pass a quiz and/or passing a quiz within a specific percentile* ▪ publishing an assignment <ul style="list-style-type: none"> ▪ passing an assignment and/or passing an assignment within a specific percentile* ▪ completing a survey <ul style="list-style-type: none"> ▪ passing a survey and/or passing a survey within a specific percentile* ▪ Graded wikis* ▪ Graded discussion posts* ▪ Graded blog entries* ▪ Graded journal entries* ▪ Reviewing specific content in the course ▪ Completing a course <p>*The badges are connected to the Grade Center in Connect.</p>
Conditions for Badge Earning	
<p>You have the ability to combine different triggers for a badge to be earned. For example:</p> <ul style="list-style-type: none"> ▪ Complete quiz 1 with 100% AND ▪ Complete quiz 2 with 100% AND ▪ Write a post <p>The badge will not be earned until all of the above conditions have been met.</p>	<p>You have the ability to combine different triggers, called rules in Connect, for a badge to be earned. For example:</p> <ul style="list-style-type: none"> ▪ Attempt on exam A AND ▪ Attempt on exam B ▪ Grade for the running total column at least 70% <p>The badge will not be earned until all of the above conditions have been met.</p>