

Dr. Ingrida Leščauskienė

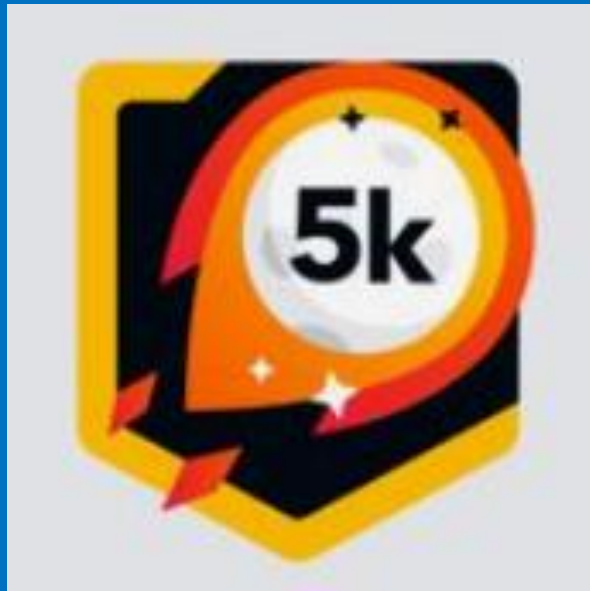
ALL LEARNING COUNTS: DIGITAL BADGES FOR LEARNERS EMPOWERMENT



IT ALL BEGAN FROM GAMES...



GAME BADGES



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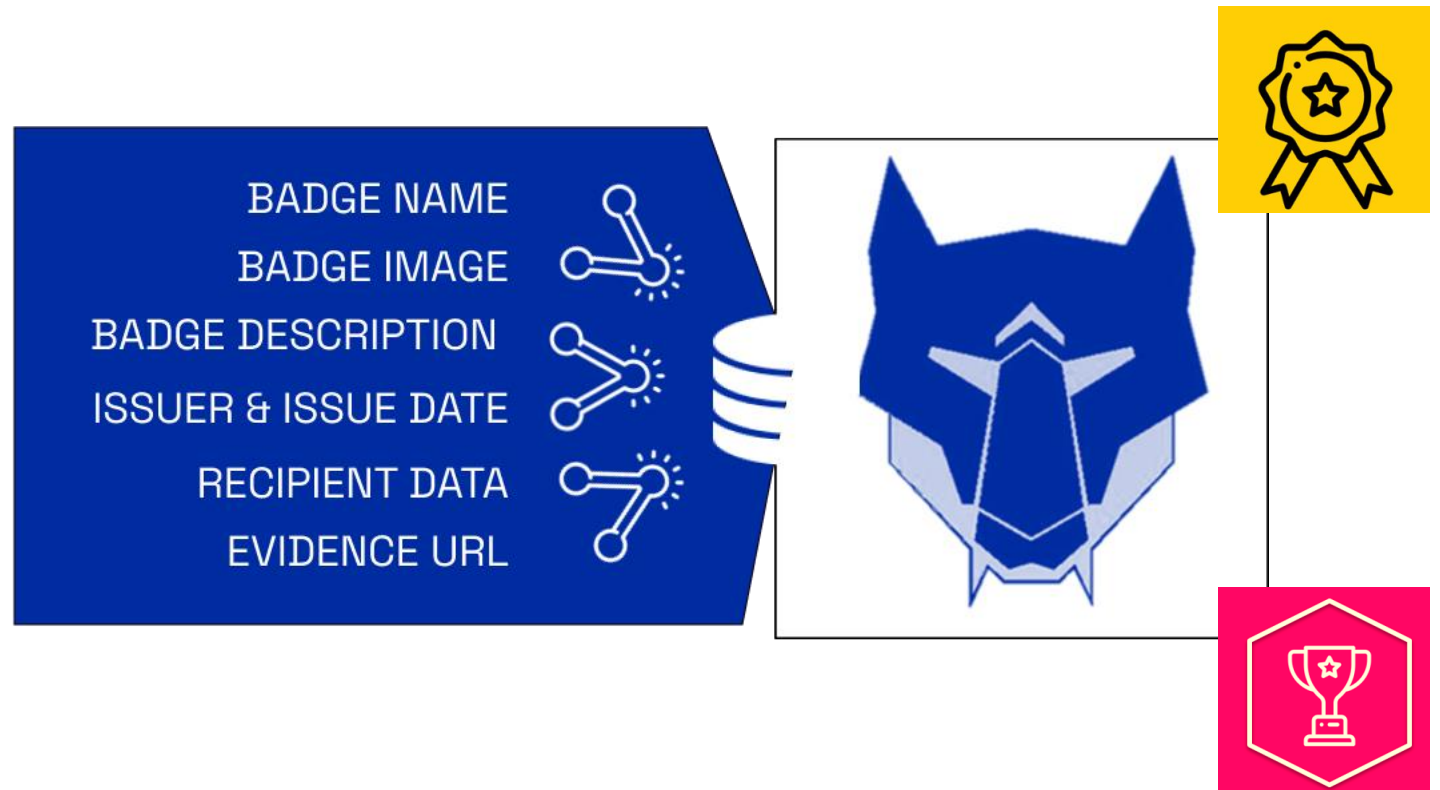
OPEN BADGES



OPEN BADGES

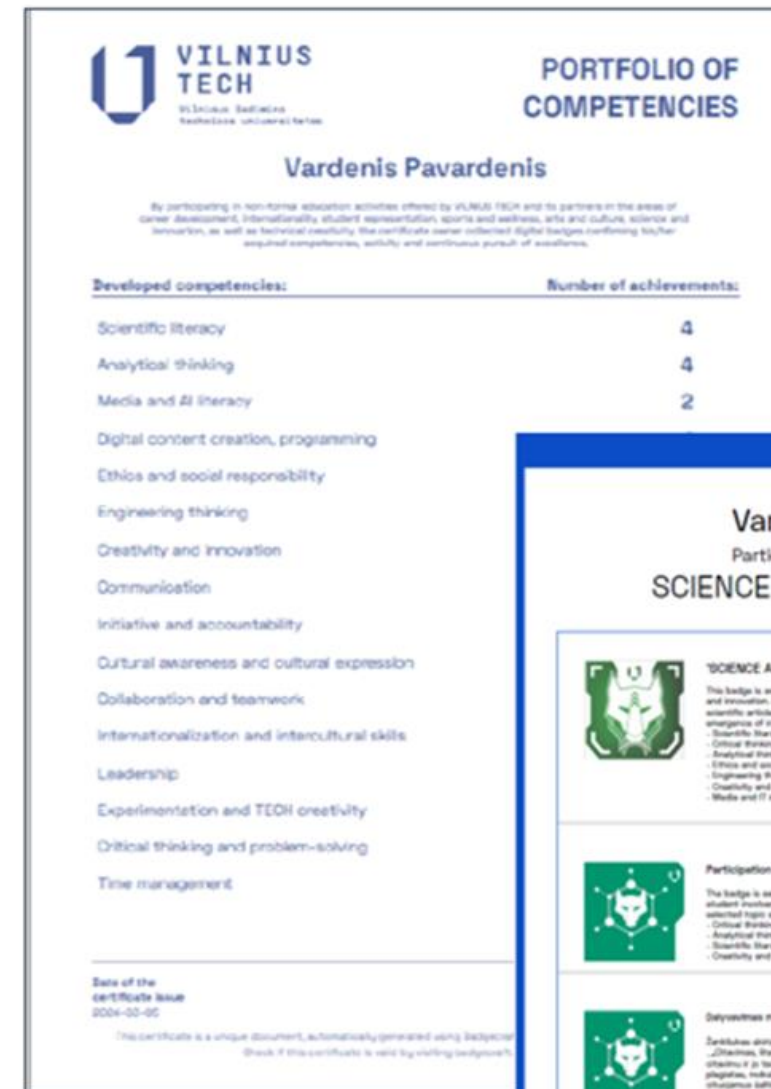
It is a digital standard for the assessment and recognition of learning achievements. It is a digital certificate demonstrating learner's interests, performance, skills and competencies (in formal and non-formal education)

At the time of the badge issuance, the metadata about the badge recipient, the issuer, the date of issuance, achievements, criteria met, evidence, and other relevant data are automatically recorded in a badge image.



CERTIFICATES TO RECOGNIZE LEARNING GAINED THROUGH EXTRA-CURRICULAR ACTIVITIES

- The digital certificates allow students and employers to see all the badges earned in a particular badge programme.
- Each VILNIUS TECH badge identifies not only which extracurricular activities the student took part in, but also the skills and competencies he/she have gained during them.
- Each certificate has it's own unique number, thus employess has possibility to see its credibility.



VILNIUS TECH DIGITAL BADGE SYSTEM GOALS

1. Create conditions for students to become creative responsible leaders with critical thinking skills, problem-solving and change managing competencies, ready to pursue lifelong learning individuals.
2. Recognize soft competences gained through participating in extracurricular activities.
3. Monitor and promote extracurricular activities and events provided by various University departments and faculties.
4. Encourage and motivate students to get involved into a short term events and the long term activities organized by the University and its partners.



VILNIUS TECH DIGITAL BADGES RECOGNIZE LEARNING AND COMPETENCIES GAINED THROUGH EXTRACURRICULAR ACTIVITIES IN UNIVERSITY

At the moment, there are 7 programs in VILNIUS TECH digital badge systems: Career, Internationalisation, Science and Innovation, Sports and Wellness, Arts and Culture, Student Representation and VILNIUS TECH Maker

Badges are awarded for volunteering, internationalism, student representation, activities organisation, knowledge and information distribution, science and innovation, sports and art activities, participation in events and conferences organised by the university and its partners.

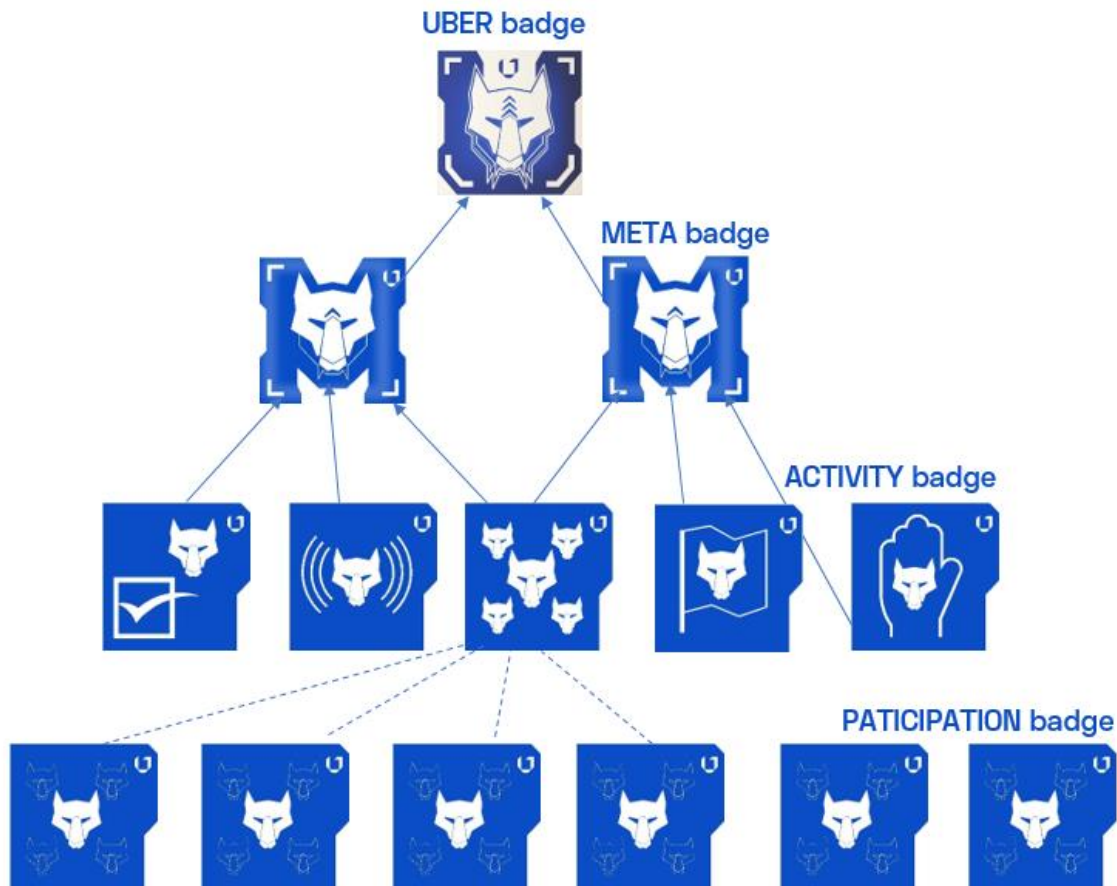


VILNIUS TECH DIGITAL BADGE SYSTEM

PROGRAMS
7

BADGES
5400

USERS
2315



Clear objectives. The hierarchical badge system with static and dynamic parts give students clear goals to focus on.

Gamification. Game design principles including level design and reward systems make life-long learning more interesting and fun (especially for achievers)

Long-term motivation. Receiving META and UBER badges empower students to understand their level of achievement, healthy concurrency, increase their confidence and long-term motivation to act.

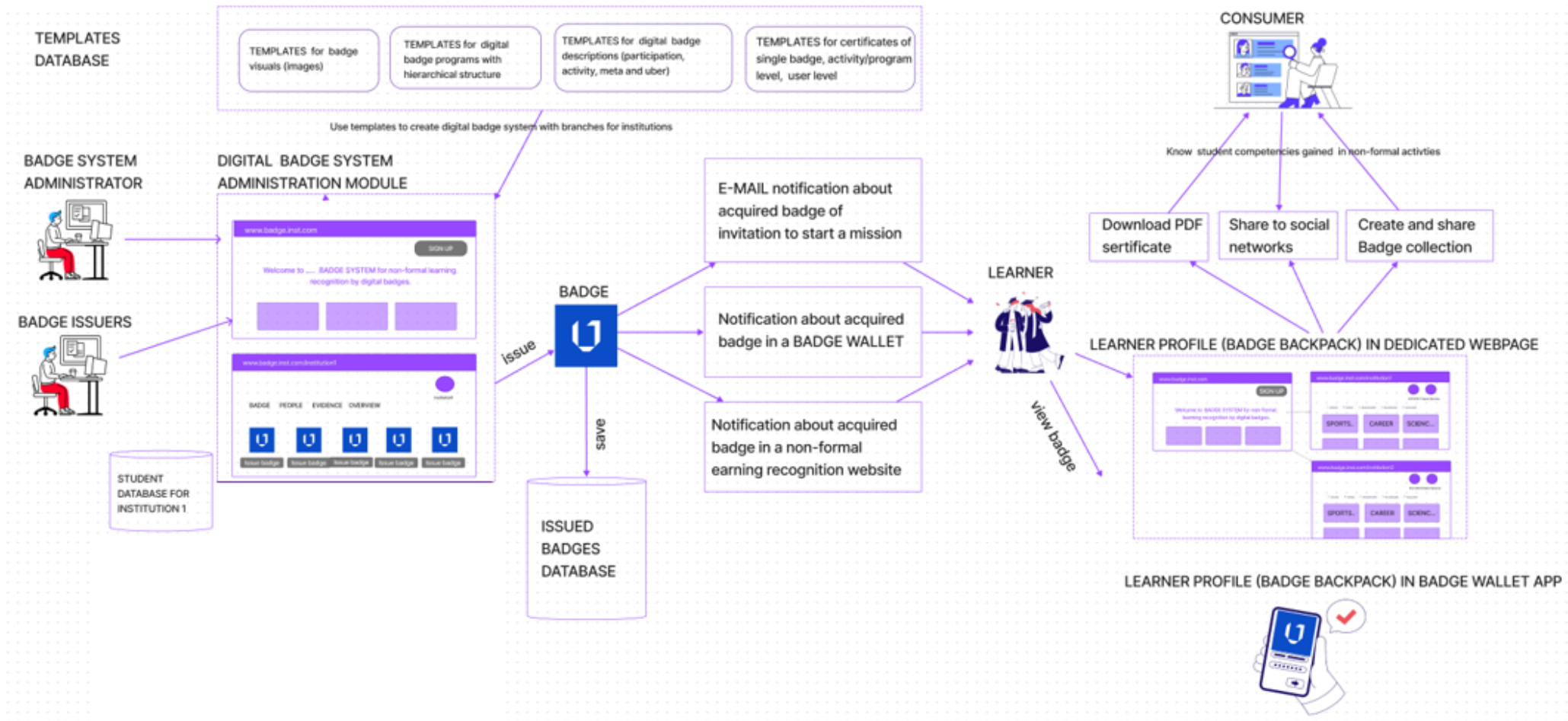
Personalized learning paths. Students are free to choose their own learning path by selecting missions or doing various extracurricular activities in different badge programs.

THE COMPETENCES RECOGNISED by OPEN BADGES IN VILNIUS TECH

1. Critical thinking and problem solving.
2. Creativity and innovation.
3. Communication.
4. Collaboration and teamwork.
5. Leadership.
6. Analytical thinking.
7. Initiative and responsibility.
8. Time management.
9. Sustainability and social responsibility.
10. Internationality and intercultural awareness
11. Media and AI information literacy.
12. Digital content creation, programming.
13. Experimentation and technical creativity.
14. Scientific literacy.
15. Cultural awareness and cultural expression.
16. Financial and economic literacy.
17. Engineering thinking



DIGITAL BADGE ISSUING PROCESS USING BADGECRAFT.EU PLATFORM



QUALITY LABEL FOR BADGE RECOGNITION

1. **Quality Label** - a solution to ensure better recognition quality and understanding how Open Badges are used for recognition across sectors and learning domains.
2. **Quality Label** - a visual sign of quality in badge recognition which communicates a compliance with the quality standard and increases trust and reputation of badge issuer and Open Badges as tool for recognition.
3. **Quality Label** - a process through which Badge issuers can evaluate and improve their badge recognition practices while develop and improve skills and competences related to badge issuing.

Quality Label holders stand out among other badge issuers because of their efforts and commitment to quality recognition. It bring more transparency and trust in how Open Badges are used as a tool for recognition across sectors and learning domains.



VILNIUS TECH APPLIED FOR QUALITY LABEL SINCE WE BELIEVE THAT ALL DIGITAL BADGE SYSTEMS SHOULD STRIVE FOR QUALITY!



**VILNIUS TECH lecture
"Digital badges for learners
empowerment" participant**

ALL LEARNING COUNTS: DIGITAL BADGES FOR LEARNERS EMPOWERMENT

Ingrida Leščauskienė, Vilnius Tech, Lithuania

SCAN THE QR CODE AND GET THIS DIGITAL BADGE

Digital badges are a globally accepted and reliable technology that allows VILNIUS TECH to identify and recognise learners activity, complementary learning, contributions and achievements. To collect badges, we recommend You to download the *BadgeWallet* mobile app.



READY FOR ANY BEST PRACTICES?

< SCIENCE AND INNOVATIONS



Issue badge



EFFECTIVE INFORMATION RETRIEVAL AND MANAGEMENT

Badge information

Issued badges

Endorsements

You have to get 4 badges from the list below



This META badge is awarded for participation in at least four trainings dedicated to the development of knowledge about effective information retrieval and management. It confirms your ability to search for relevant information and to evaluate it critically; to cite scientific articles and other sources in accordance with international standards. Competences gained:

- Scientific literacy
- Analytical thinking
- Media and AI information literacy
- Communication

Tasks

Task no.1

Issued by organiser or scanning QR code

Participate in at least 4 library training courses on information and information processing. The badge is automatically issued as soon as this is done.

Interest categories

Communication

Analytical thinking

Media and AI literacy

Scientific literacy

Tags

#Science and innovations

Activity



SCIENCE AND INNOVATIONS

Organiser



VILNIUS TECH



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Workshop: Recognise your key skills by creating a personal digital badge



McKinsey Global Institute has looked at the kind of jobs that will be lost, as well as those that will be created. A survey of 18,000 people in 15 countries was performed to reveal skills and competencies that governments may wish to prioritize.

Skill categories: cognitive, digital, interpersonal, and self-leadership

Cognitive		Interpersonal	
Critical thinking <ul style="list-style-type: none"> ● Structured problem solving ● Logical reasoning ● Understanding biases ● Seeking relevant information 	Planning and ways of working <ul style="list-style-type: none"> ● Work-plan development ● Time management and prioritization ● Agile thinking 	Mobilizing systems <ul style="list-style-type: none"> ● Role modeling ● Win-win negotiations ● Crafting an inspiring vision ● Organizational awareness 	Developing relationships <ul style="list-style-type: none"> ● Empathy ● Inspiring trust ● Humility ● Sociability
Communication <ul style="list-style-type: none"> ● Storytelling and public speaking ● Asking the right questions ● Synthesizing messages ● Active listening 	Mental flexibility <ul style="list-style-type: none"> ● Creativity and imagination ● Translating knowledge to different contexts ● Adopting a different perspective ● Adaptability ● Ability to learn 	Teamwork effectiveness <ul style="list-style-type: none"> ● Fostering inclusiveness ● Motivating different personalities ● Resolving conflicts ● Collaboration ● Coaching ● Empowering 	
Self-leadership		Digital	
Self-awareness and self-management <ul style="list-style-type: none"> ● Understanding own emotions and triggers ● Self-control and regulation ● Understanding own strengths ● Integrity ● Self-motivation and wellness ● Self-confidence 		Digital fluency and citizenship <ul style="list-style-type: none"> ● Digital literacy ● Digital learning ● Digital collaboration ● Digital ethics 	
Entrepreneurship <ul style="list-style-type: none"> ● Courage and risk-taking ● Driving change and innovation ● Energy, passion, and optimism ● Breaking orthodoxies 		Software use and development <ul style="list-style-type: none"> ● Programming literacy ● Data analysis and statistics ● Computational and algorithmic thinking 	
Goals achievement <ul style="list-style-type: none"> ● Ownership and decisiveness ● Achievement orientation ● Grit and persistence ● Coping with uncertainty ● Self-development 		Understanding digital systems <ul style="list-style-type: none"> ● Data literacy ● Smart systems ● Cybersecurity literacy ● Tech translation and enablement 	

¹Distinct elements of talent.

SKILL CATEGORIES: COGNITIVE

Cognitive	
Critical thinking <ul style="list-style-type: none">● Structured problem solving● Logical reasoning● Understanding biases● Seeking relevant information	Planning and ways of working <ul style="list-style-type: none">● Work-plan development● Time management and prioritization● Agile thinking
Communication <ul style="list-style-type: none">● Storytelling and public speaking● Asking the right questions● Synthesizing messages● Active listening	Mental flexibility <ul style="list-style-type: none">● Creativity and imagination● Translating knowledge to different contexts● Adopting a different perspective● Adaptability● Ability to learn

SKILL CATEGORIES: INTERPERSONAL

Interpersonal

Mobilizing systems

- Role modeling
- Win–win negotiations
- Crafting an inspiring vision
- Organizational awareness

Developing relationships

- Empathy
- Inspiring trust
- Humility
- Sociability

Teamwork effectiveness

- Fostering inclusiveness
- Motivating different personalities
- Resolving conflicts
- Collaboration
- Coaching
- Empowering

SKILL CATEGORIES: DIGITAL

Digital

Digital fluency and citizenship

- Digital literacy
- Digital learning
- Digital collaboration
- Digital ethics

Software use and development

- Programming literacy
- Data analysis and statistics
- Computational and algorithmic thinking

Understanding digital systems

- Data literacy
- Smart systems
- Cybersecurity literacy
- Tech translation and enablement

SKILL CATEGORIES: SELF-LEADERSHIP

Self-leadership

Self-awareness and self-management

- Understanding own emotions and triggers
- Self-control and regulation
- Understanding own strengths
- Integrity
- Self-motivation and wellness
- Self-confidence

Entrepreneurship

- Courage and risk-taking
- Driving change and innovation
- Energy, passion, and optimism
- Breaking orthodoxies

Goals achievement

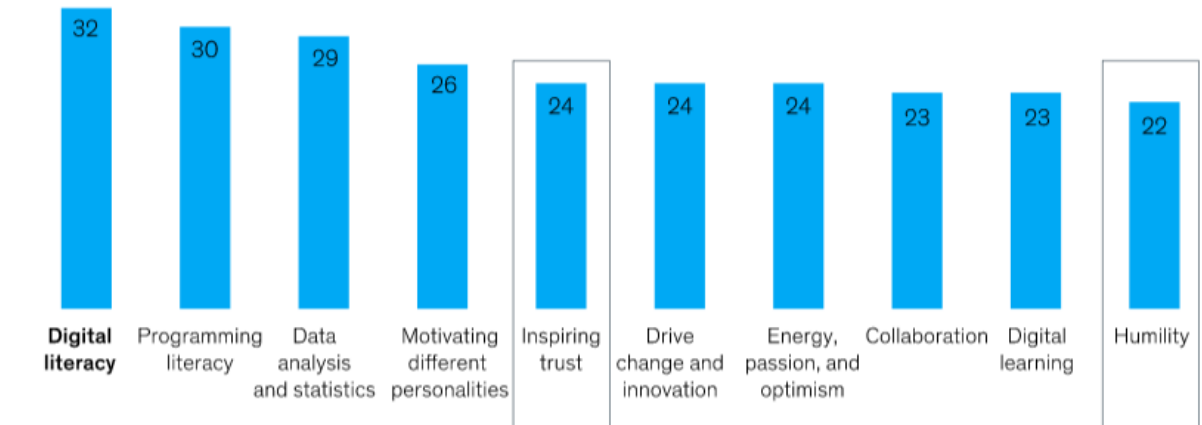
- Ownership and decisiveness
- Achievement orientation
- Grit and persistence
- Coping with uncertainty
- Self-development

Proficiency in certain DELTAs is not necessarily linked to education.

Accuracy of statistical models predicting DELTA¹ proficiency from level of education,²
percentage points above pure chance of 33% (3 proficiency levels, value of 0 = pure chance)

Highest correlation to education

□ Negative coefficient



Lowest correlation to education



¹Distinct element of talent.

²Three statistical models used: linear discriminate analysis, multinomial logistic regression, and ordinal logistical regression. For each DELTA, the figures displayed are from the statistical model that showed the highest predictive accuracy.

WHERE CAN YOU GET THOSE SKILLS?

IT'S TIME TO CREATE YOUR OWN BADGE

Open Badge Canvas

Participant's name:



BADGE NAME



DESCRIPTION OF ACHIEVEMENTS



BADGE EVIDENCE



Give your new badge the name that will be clear to others and tell something what it is about.



Describe what you want to achieve and represent with your badge (e.g. new knowledge, developed skills, changed attitudes or behaviours).



Identify what you need to do in order to complete the learning related to your badge.



Specify the evidence which will support your claim for achievements and will help to establish badge trust



Create the image of your badge that you want to award yourself at the end of your learning journey.



Indicate who can verify the badge evidence: self-approve, peer participants or project managers



QUALITY LABEL
for badge recognition



BADGE TASKS



BADGE IMAGE



ASSESSMENT OF ACHIEVEMENTS

LIFE IS FULL OF POSSIBILITIES.
EXPLORE THEM AND BE THE CREATOR OF
TOMORROW!