

Digital Badges for STEM Education

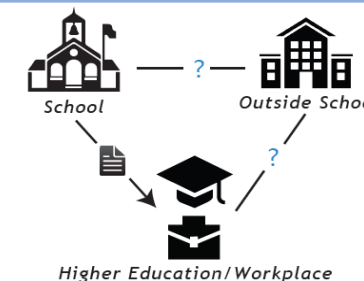
Adam Bell¹ & Katie Davis²

¹The College of Education, ²The Information School, University of Washington



objectives

- **Identify** design principles to develop a digital badge system that recognizes informal STEM learning.
- **Document** the building of a digital badge ecosystem that connects learning contexts to formal education and workplaces.
- **Determine** whether and how digital badges support learners' STEM identities.
- **Determine** whether and how digital badges help learners connect their informal learning to formal education and workplaces.



digital badges

Digital badges are **web-enabled icons containing metadata** associated with specific learning goals, practices, and outcomes. They represent an **alternative credentialing system** aimed at recognizing learning within particular settings, but also connecting learning across communities of practice.

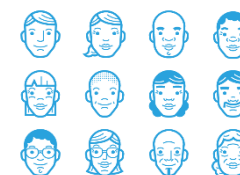


design sessions

methods:

We implemented **Participatory Design (PD)** with youth and adult members of the *Discovery Corps Program* at Seattle's *Pacific Science Center* to **design a digital badge system** that would reward students for their learning and give them a way to share their achievements with external audiences.

design team:



- *Discovery Corps* youth: 14-17 yrs.
- *Discovery Corps* supervisors
- UW researchers
- (Web developers)

student insights:

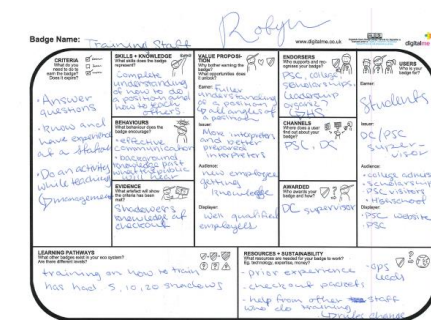
Learning Pathways

"The badge system can show you what you've accomplished, but it can also show you what you haven't done yet."

Connecting Contexts

"I never really thought about our job that much before, and what we learn [in the *Discovery Corps*]."

artifacts:



Above is a badge design canvas for a potential badge, completed by a student design-partner during a PD session. Badge name: *Training Staff*

project significance

This research informs our understanding of how the perspectives of students and adults can be leveraged for the design of a digital badge system. By bringing these stakeholders' voices into the design process, we show how PD can be used to design science-based learning environments that align with the participants' values and goals.