



Bestr per Virtual Mobility Skills: Erasmus+ openVM project

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UniSTUD – Como – 19 maggio 2017

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Il problema

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Competenze di mobilità (virtuale)

- Importanza delle **esperienze all'estero**
- **Riconoscimento di competenze** sviluppate durante i periodi all'estero
- Importanza della **mobilità**
- Estendere i **vantaggi** alla **mobilità virtuale**

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La soluzione tecnologica

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Un Badge assegnato a un learner è la **fotografia** delle **competenze** che ha acquisito o degli **obiettivi** che ha raggiunto in un determinato contesto

Cosa sono gli Open Badge

- Uno **standard innovativo, digitale e sicuro** per **verificare e certificare le competenze**.
- **Adottato in tutto il mondo** da aziende, università ed enti di formazione.
- Lo strumento per attestare competenze là dove **i titoli tradizionali non arrivano**
- Rende **portabili** i Badge: **interoperabilità, no lock-in**



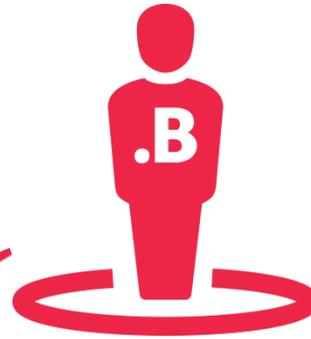
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Ciclo di vita di un Badge



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Learner



Backpack



Share



E-portfolio



Lavoro



Crescita

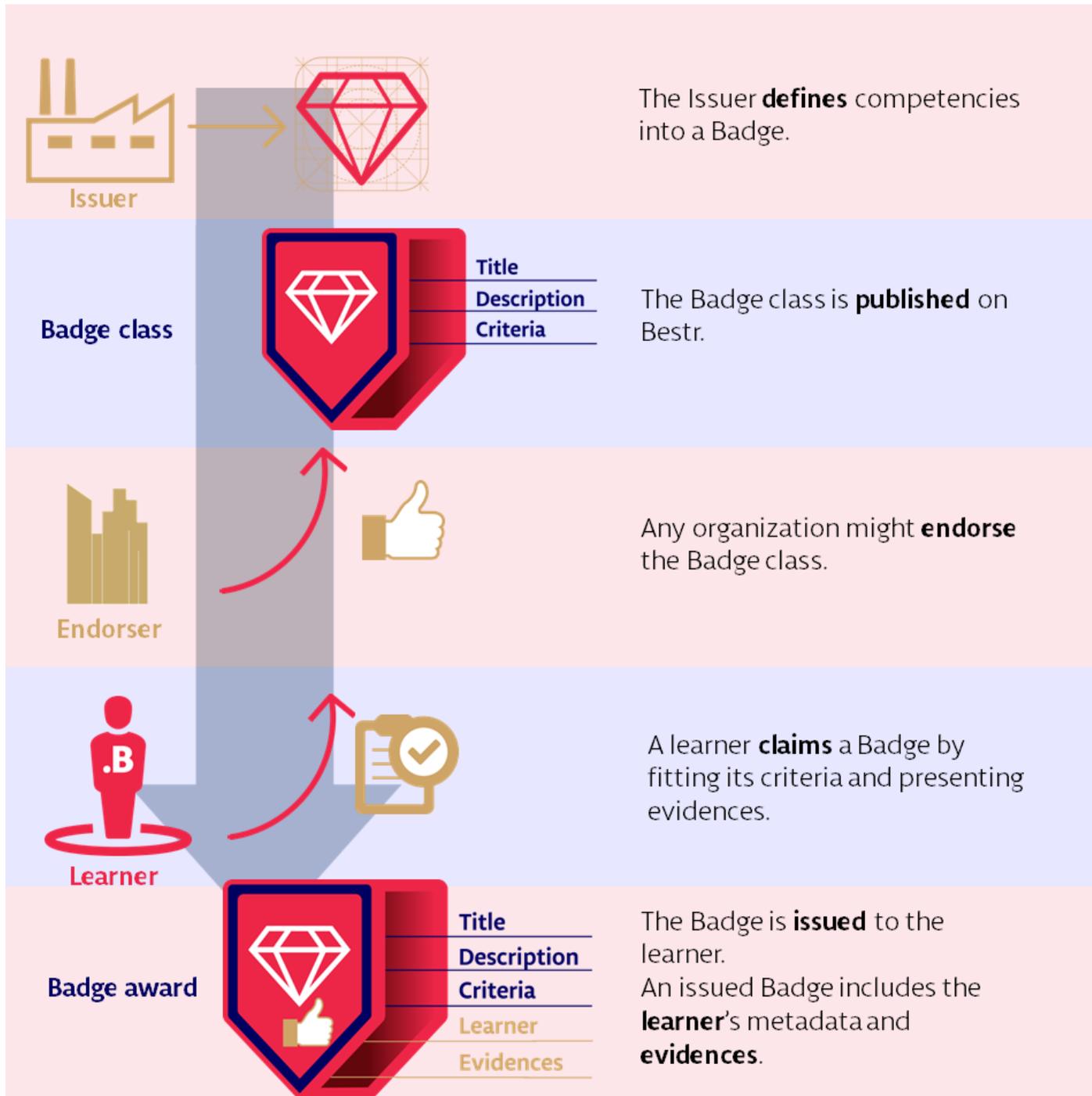


Opportunità

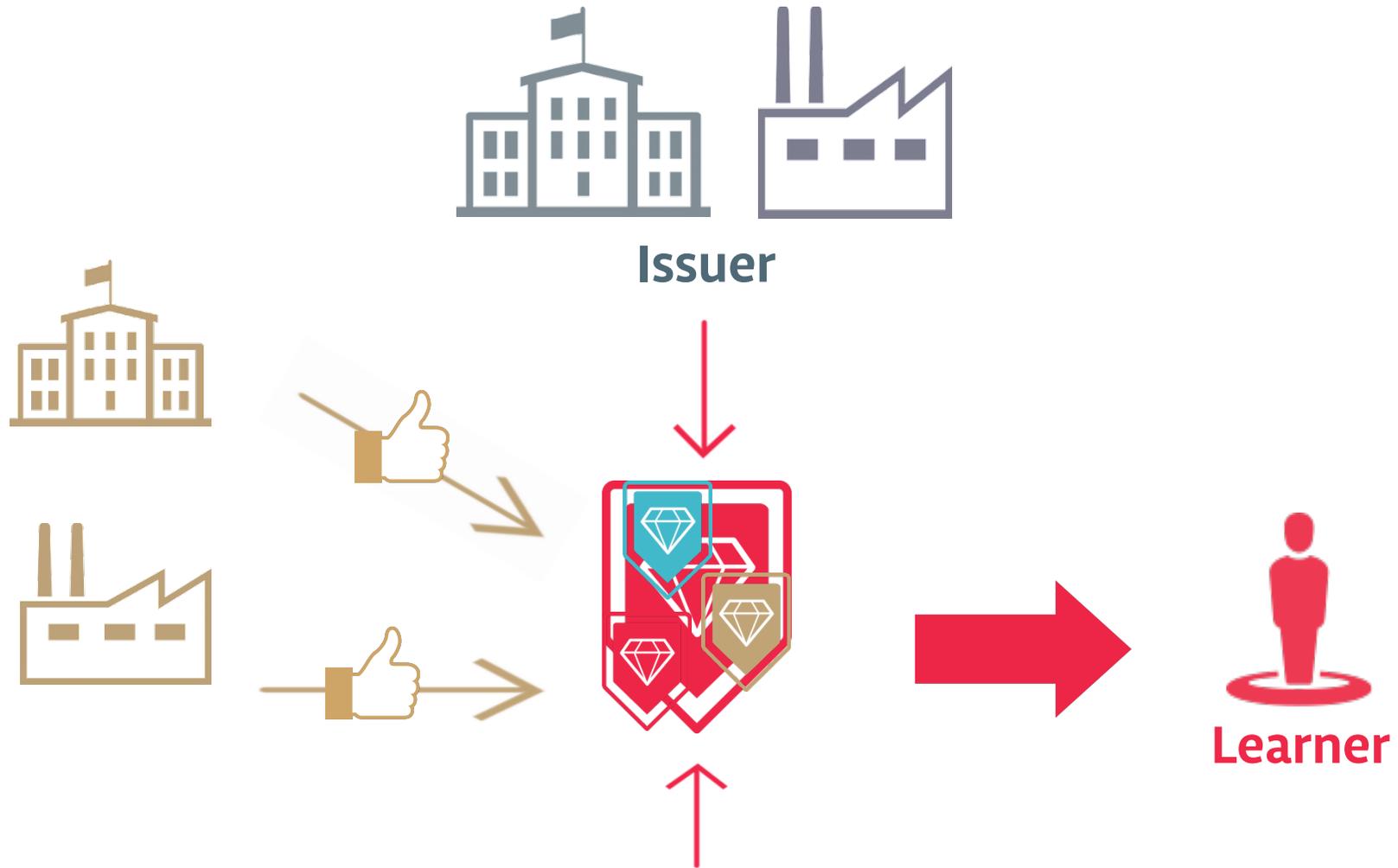


Scuola/Univ

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VALORE di un Badge

REPUTAZIONE
ISSUER

+

SIGNIFICATO
BADGE

+

ENDORSEMENT

+

BADGE
PATHWAYS

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Bestr è la prima
piattaforma italiana in
cui le **competenze** sono
rappresentate con
Badge digitali

<https://bestr.it>

Bestr provides

- **Digital Badging Platform** + portale web +blog
- **Curated Badge Publishing**, team di **Redazione** per Badge e Progetti, identificazione e mapping di skills (tassonomie), traduzioni in inglese, realizzazioni grafiche
- **Badge Issuing manuale**, team di Redazione
- **API per integrazione** con piattaforme esterne (portali, dashboard, etc.), **Issuing automatico**, importazione di **outcomes** ed **evidenze**
- **Login Federato IDEM** (prossimamente SPID e social)
- **Helpdesk**

Bestr numbers

- 22 mesi
- 76 organizzazioni Issuers, Endorsers, Learning/ Assessment Providers (**Universities**, Companies, Associations, Certification bodies)
- 38 progetti
- 440+ badge pubblicati (badge class)
- ~100 badge class endorsate
- 16K+ badge assegnati (award)

<https://bestr.it/badge/explore>

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Bestr community e dissemination



TNC17 - The Art of Creative Networking

Linz, Austria 29 May - 2 June 2017



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Casi d'uso in ambito Università

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**Rappresentazione delle
competenze sviluppate in
una esperienza di
apprendimento
(online, extra-curriculare)**

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eduopen

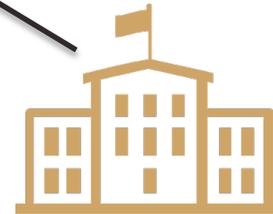
15 Universities
92 Badges (and counting...)

Eduopen is an Italian University network offering free courses in e-learning format, adopting the model of Massive Open Online Courses (MOOCs).

These courses are openly accessible to anyone who is interested. On completion of each course, the learner is assigned an Open Badge, detailing the activity pursued and competencies acquired.

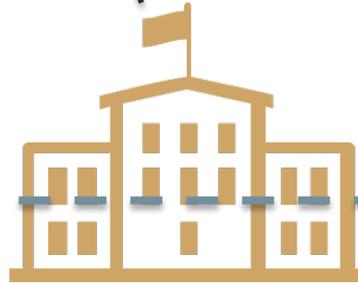
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eduopen

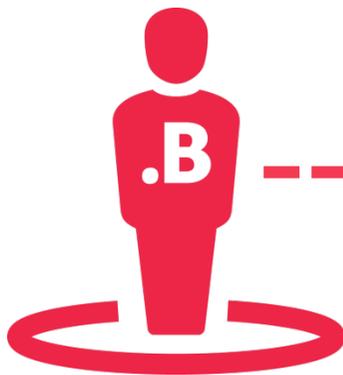


University

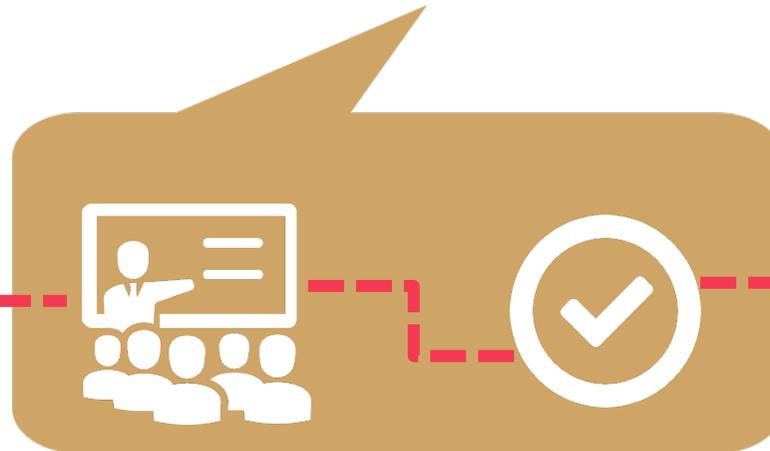
Issuer



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Learner



Learning & Assessment Resources



Badge



Università di Milano Bicocca

- 5 Bestr Projects, 50 published Badges
soft skills through formal and informal cultural studies
- number of MOOCs in Eduopen → Badges in Bestr



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Rappresentazione di titoli ed esperienze all'estero

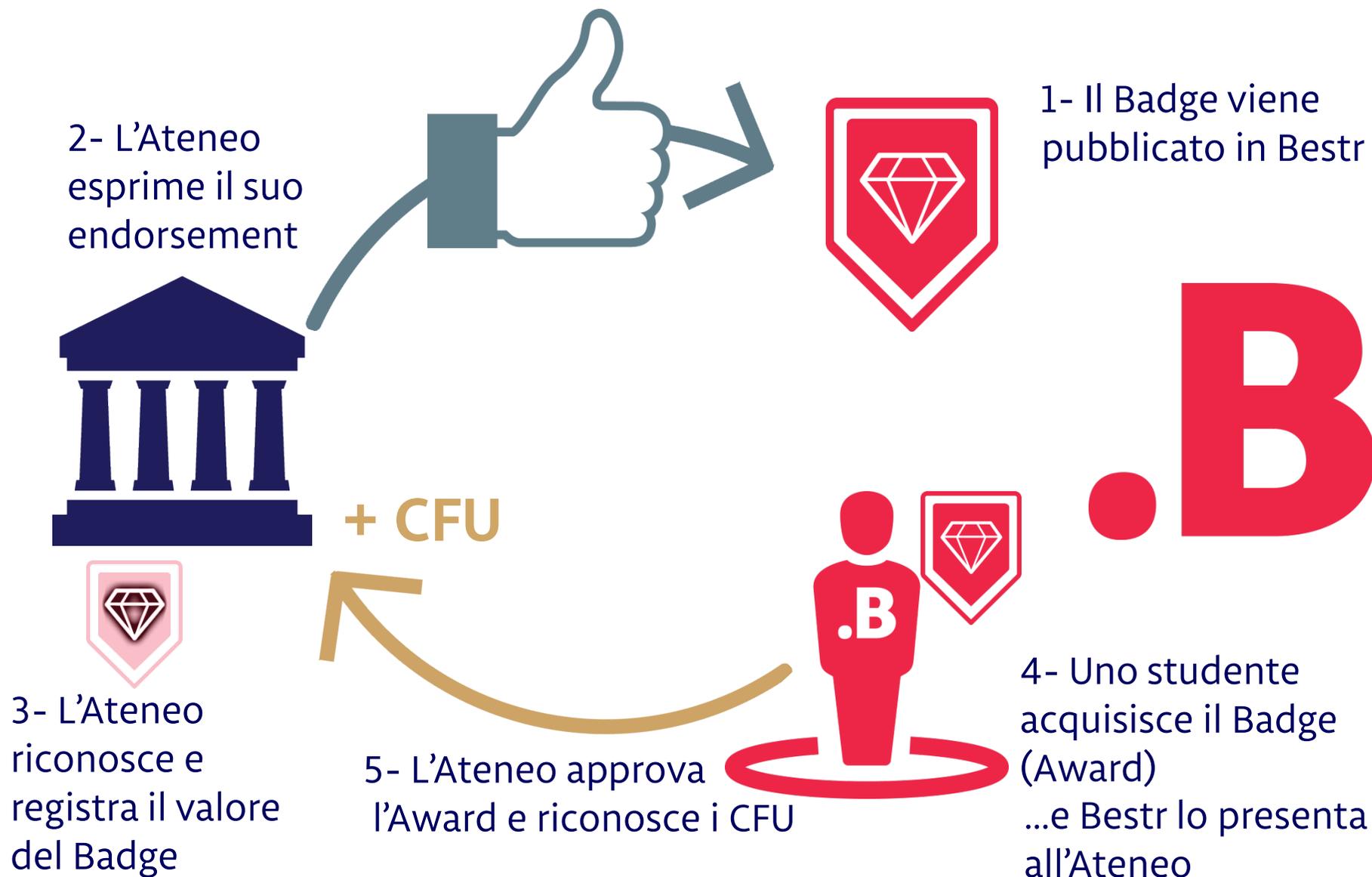
Coming soon!

- Badge che rappresentano un **titolo di Laurea**
obiettivo è permettere allo studente in un Paese straniero di comunicare in modo efficace e diretto cosa rappresenta un titolo
 - Outcomes & Evidenze
- Badge che rappresentano **esperienze di studio all'estero**

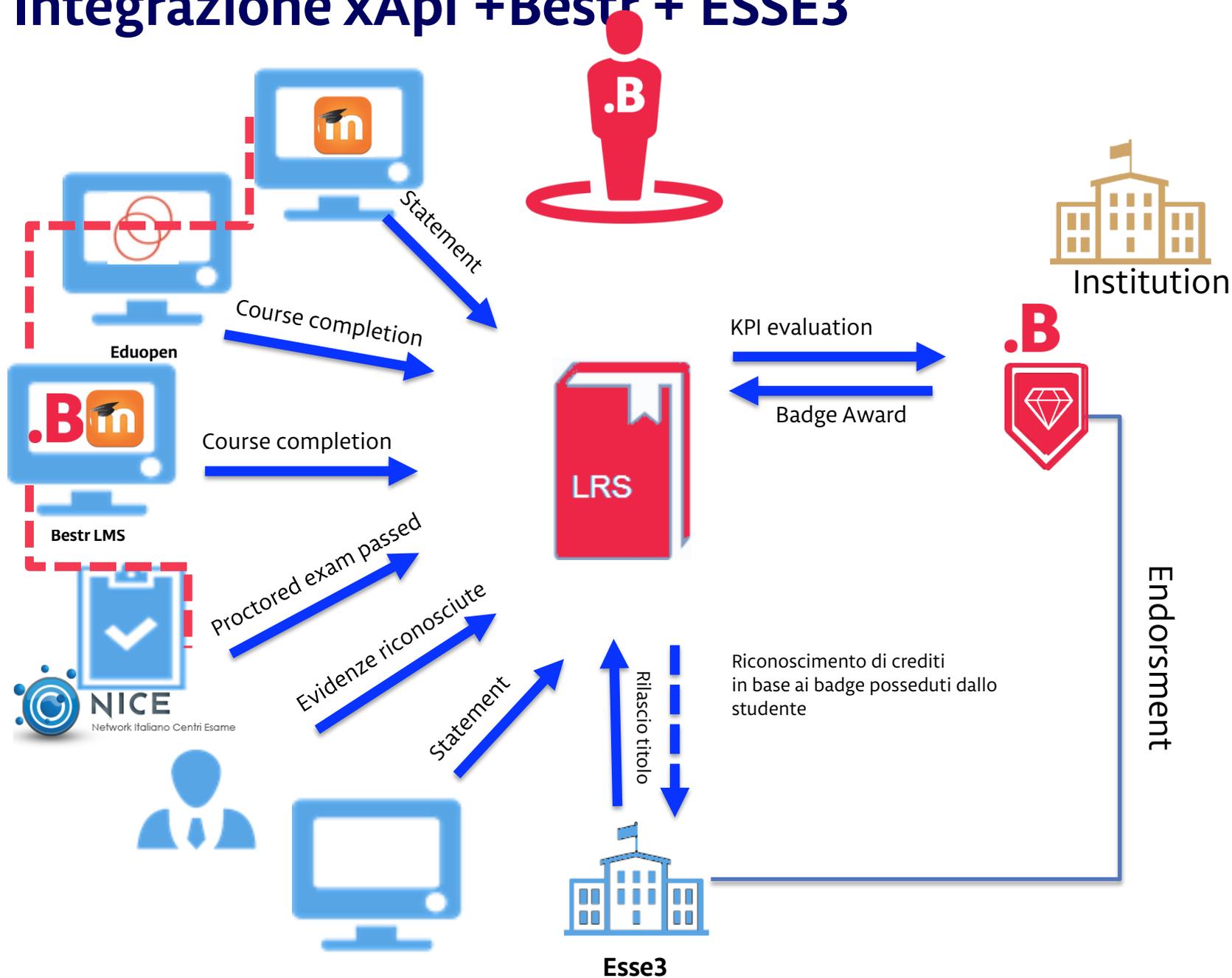
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**Permettere il riconoscimento
automatico di CFU per
attività extra-curricolari
di cui l'Ateneo riconosce la qualità**

Riconoscimento crediti



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Erasmus+ project 2017 call: **openVM**

- **Prof. Dr. Ilona Buchem**, Professor for Communication & Media Sciences, **Beuth University** of Applied Sciences
- **openVM**: Opening Education for Developing, Assessing and Recognising Virtual Mobility Skills in Higher Education
- **Durata**: 36 mesi
- **Periodo**: 01-09-2017 → 31-08-2020

Erasmus+ openVM partners

- Beuth University Of Applied Science
- Università Degli Studi Roma Tre
- Open Universiteit Nederland
- Universitatea Politehnica Timisoara - Romania
- Fondation Unit - France
- Universidad De Las Islas Baleares
- **Cineca**
- Katholieke Universiteit Leuven - Belgium
- Eadtu - Vereniging Van European Distance Teaching Universities - Netherlands

Cineca, made up of 70 Italian universities, was chosen for its **excellent HE network and expertise in Open Badges** and **.bestr** - National Contact Point for Open Badges & **best OB service dedicated to HE in Europe**. Key contribution: Open Credentials.

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Some **Erasmus+ openVM** goals in HE

- promoting **Virtual Mobility** in **Higher Education** through **developing, assessing** and **recognizing Virtual Mobility Skills** of **educators** and **students** in HE in line with **Bologna** and **Open Education** principles
- addressing the current **deficit** in the availability of **Open Learning, Open Assessment** and **Open Recognition / Credentialing** of **Virtual Mobility Skills** in HE
- contributing to the **internationalisation, innovation** and **inclusion** in HE, **enhancing the readiness** of HE institutions, educators and students to **implement VM** in HE

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Some Erasmus+ openVM objectives 1

- 1. To enhance the uptake of VM in HE by **improving VM Skills** and in consequence the readiness for VM in HE
 - 2. To improve the **achievement and recognition of VM Skills** of HE organizations, educators and students
 - 3. To create a **European VM Learning Hub** for achievement, assessment and recognition of VM Skills as a central reference point
 - 4. To develop a set of **innovative tools and methods** to enhance achievement, assessment and recognition of VM Skills in HE
 - 5. To provide **guidelines** on achievement, assessment and recognition of VM Skills
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Some **Erasmus+ openVM** objectives 2

- 6. To provide guidelines on pedagogy and technology for design and implementation of VM in HE
 - 7. To enhance VM Skills and collaborations of participating HEIs, educators and students and HEIs beyond this partnership
 - 8. To enhance the quality and impact of VM by fostering transnational quality assurance of VM Skills in HE in Europe
 - 9. To provide **captivating, engaging and effective learning experience** in achievement, assessment and recognition of VM Skills
 - 10. To provide **evidence** about how **achievement, assessment and credentialing of VM Skills** contributes to the uptake VM.
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Virtual Mobility - definizione

- “**Virtual mobility** stands for the set of **ICT supported activities**, organized at institutional level, that **realise or facilitate international, collaborative experiences** in a context of teaching and/or learning” (definition proposed in the context of the Move-IT project and later adopted by EC (see e.g. Erasmus+ programme guide, p.322).
- **Mobility skills** enhanced by virtual mobility
 - professional skills
 - Organisation
 - Language
 - Intercultural
- Recent new **learning opportunities**
 - Massive Open Online Courses
 - Open Educational Resources
 - Open Credentials
 - Open Educational Policies

Conceptual Framework and Guidelines

- (1) What is **unique** about Virtual Mobility? How is a VM experience different from a MOOC or OER experience?
- (2) What are the **skills necessary** for engagement in Virtual Mobility and the **skills gained** by teachers and students participating in VM actions?
- (3) How can **Open Credentials** contribute to fostering Virtual Mobility Skills of teachers and students?
- (4) What are the **considerations** for teachers, students and higher education institutions in **choosing Virtual Mobility actions** or rather pursuing Open Educational policies?
- (5) What are the most **promising pedagogical and technology-enhanced learning concepts**, approaches and methods in promoting Virtual Mobility Skills of teachers and students in higher education?.

Virtual Mobility Learning Hub

- (1) **VM Skills** - a **semantic, machine-readable description of virtual mobility skills** including alignment to existing competency frameworks in a competency directory (O3);
- (2) **VM Assessment** - different forms of digital self-/assessment including **digital evidence** (such as testimonials, digital assets, e-portfolios, crowd evidencing) applied as **elements of open credentials** and supporting open, evidence-based assessment (O4);
- (3) **VM Credentials** - **digital recognition of VM skills** based on current forms of open digital credentials such as **Open Badges** and **Blockcerts** (O5);
 - **CINECA - BESTR**

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Virtual Mobility Learning Hub

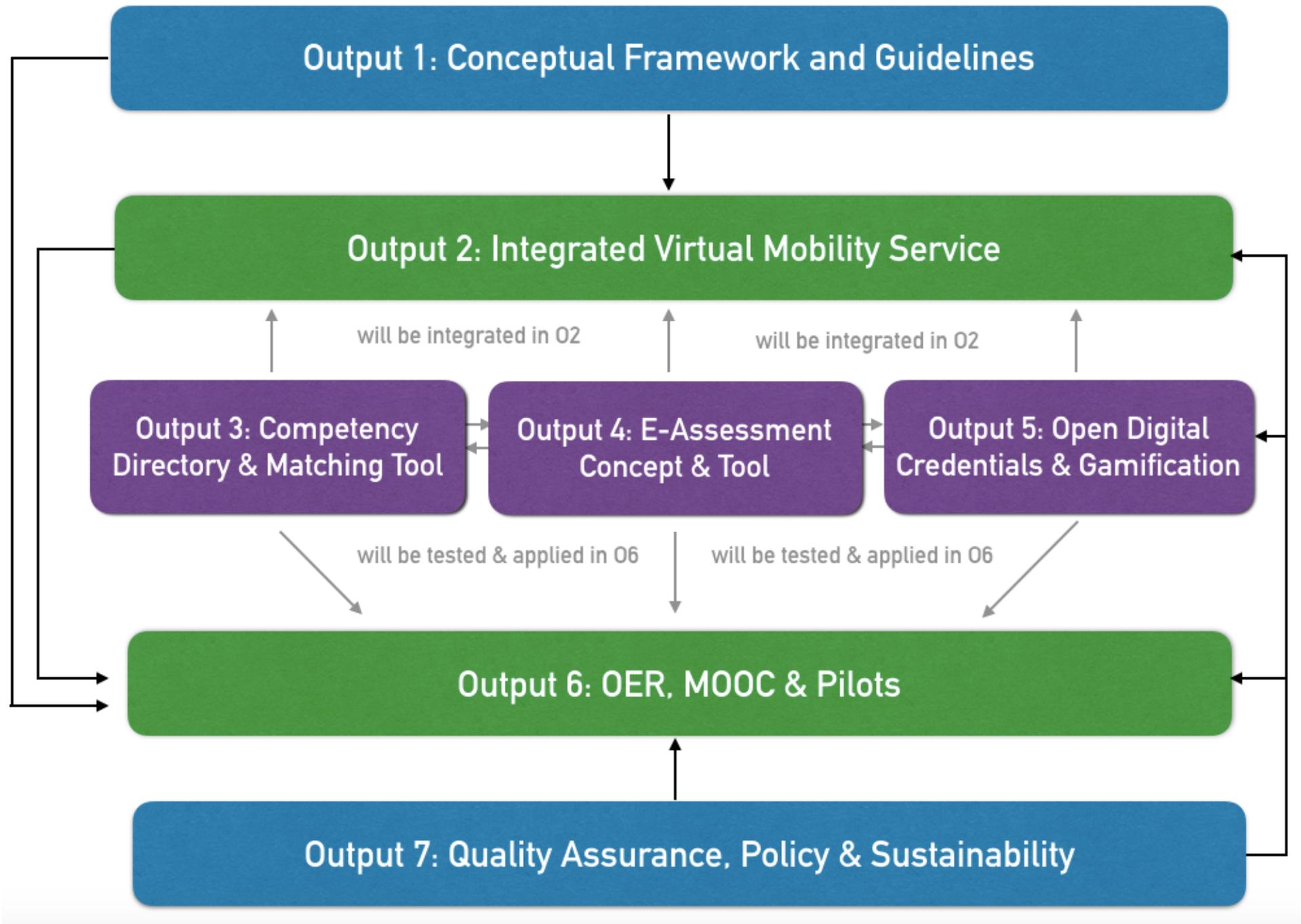
- (4) **VM Content - User Generated Content, Open Educational Resources** and other forms of Open Content to support learning about VM and developing VM Skills (O6);
- (5) **VM Activities** - Open Learning Activities including learning in and through **MOOCs, peer-to-peer** activities, **virtual/blended** collaborations (O6);
- (6) **VM Connections** - **finding cooperation partners** for VM activities supported by such tools as the Matching Tool including an algorithm and interface for learning group formation and matching for collaboration of groups (O3);
- (7) **VM Data** - data about **learning pathways** and **learning outcomes captured by xAPI** and feeding into E-Assessment, **Open Credentials** and recommendations for learning.
 - **CINECA - BESTR**

Open Credentials and Gamification

- Designing, implementation and testing of open **digital credentials** for the **recognition of VM skills** of HE teachers and students.
- **Meaningful Gamification** elements to enhance
 - participation in **MOOCs**
 - creation of **VM OER**
 - Taking **E-Assessment**
- **challenges, competitions, points, levels, leader boards, data vizualisation**
- Integration with **VM Learning Hub**
 - Iterative approach

Open Credentials and Gamification

- **Digital credentials → CINECA - BESTR**
 - **Open Badges** → Skills from **semantic Competency Directory (O3)**
 - **Blockcerts**
- **Conceptual and visual design of Open Credentials**
 - **design thinking approach**
 - **design tools**
 - Badge Design Canvas
 - Visual Design Templates
 - Beuth study on **impact of different designs** (credibility, trustworthiness)
 - **Alignment with development of E-Assessment**
- **Integration with VM Learning Hub**
 - **Iterative approach**



Bestr in openVM

- Esperienza in Open Badges
- Design Open Badge
 - Descrizione competenze
- Esperienza elearning + LMS 2002→oggi
- Integrazione tra sistemi: LMS via xAPI
- Tracking di esperienze di apprendimento
- E-Assessment
- Emissione automatica di badge
- Riconoscimento crediti per virtual mobility Open Badge

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Grazie!

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bestr.it blog.bestr.it [@joinBestr](https://www.instagram.com/joinBestr)