



## Learning Map

Tue, 03/10/2017 - 21:11 -- Sérgio Gonçalves

### **Type of tool:**

Multimedia tool - Report

### **Duration:**

90-120 min

### **Topics addressed:**

Adult education

Digital

Recognition of learning

The main aim of this tool is to allow users to create their own map of competences, using Open Badges, which will allow them to track their learning and plan better what else to learn.

### **Aim:**

The Learning Map is a web-based tool to support learners in their learning pathways and achievements. For educators, the Learning Map is a tool that provides a visual learning pathway and offers Open digital badges to recognise learning. The Learning Map has the following features:

- Visual display of Open digital badges as pathways of learning and/or achievements
- Integration features with Badgecraft badge management platform
- Capabilities for educators to establish and visualise links between different badges as learning outcomes
- Capabilities for learners to identify their learning goals in relation to Open digital badges and set their learning pathways
- For both, to visualise learning pathways, mapping competences, display achievements on public profiles

### **Methodology:**

The methodologies in which the tool is rooted are:

- Open digital badges (<http://www.openbadges.org> [1]), the innovative technology and world-wide technical standard to recognize learning across sectors and levels of education, training and employment; they are used as open educational resources and focus on the ideas of open education of the EU and European Education (see Commission 2014, 2015 and the vision paper 2030 of Pawlowski 2014)
- Proven effective learning methods (Gamification principles, Learner directed, Connected learning, Design thinking) to encourage intrinsic motivations of those involved in education as staff and as learners;
- Enabled ways to (self-)define learning trajectories by defining areas of learning like sciences, arts,

personal development and others, which can be document, tracked and mapped;

### **Step by step process:**

1st step - Get to know Open Badges. There are other workshops on the ToolFair which will tackle this tool, so the participants can come from those workshops.

Even if they do not participate in other workshops, in this one they will be able to claim a few badges and get to know them in a fast and practical way.

Material need: laptop + wi-fi

2nd step - Explore the tool by themselves without help

Material need: laptop + wi-fi

3rd step - Collect feedback

Material need: flipchart + markers

4th step - Allow the participants to create their own Learning Map in a non-digital format.

5th step - Present the individual Learning Maps and discuss them.

6th step - Present the key features of the Learning Map tool and show what can be done

Material need: laptop + wi-fi

7th step - Allow the participants to explore more and create their own Learning Map

Material need: laptop + wi-fi

8th step - Q&A - Understand the point of view from the users and clear any doubts and answer questions

Material need: laptop + wi-fi

9th - Evaluation + feedback - The participants will fill in an online survey based on TAM model for development of digital products.

### **Materials and resources:**

For a presentation of the tool only: laptop, projector, wi-fi connection.

For testing: 1 laptop for each group of 1 to 3 participants. Wi-fi connection is mandatory. If the participants have their own laptops or tablets with internet connection, they can use their own material.

Flipcharts, markers and post-its are also needed so participants can create their own Learning Map in non-digital format.

No music is needed for now. In case of need, I will provide myself.

### **Outcomes:**

The outcomes expected is that:

1- we can improve further the tool with the direct feedback collect during the testing and presentation in the toolfair

2- Motivate new users (educators and learners) to further explore the tool and use them in their profession or personal life to map their learning achievements

3 - To explore possibilities of another usage, such as integration with Youthpass, CV and other documentation

4 - Identify possible areas of use: training courses, libraries, museums, informal learning environments, etc

### **Evaluation:**

The tool was tested by all the partners of the project on its early stage and developed according with that test. All the platform of Badgecraft changed in order to integrate this new tool, so some bugs still may appear. This test will allow us to identify any possible bugs and correct them.

Also we want to explore how user-friendly it is, even for people with no experience in using Open Badges.

We don't expect any other issues with the tool on this test and presentation.

Potentialities are already described in other fields, such as it's use in different learning environments, by educators and learners, etc.

Probably in the future, a version for mobile phone or an app can be developed, to allow easier use visualisation on the spot.

### **Notes for further use:**

As mentioned the tool is ready for testing, but some changes still may occur in the future. The feedback of all participants will be considered for that further development.

The tool will be available for free for any user, and we will provide support for using it. Also the guidebook to use the tool is being developed. For now we cannot upload it, but it will be available during the fair and shared online in pdf format so anybody can download it. With the guidebook, also promotional and tutorial videos are being made, as well as research to present specific data.

### **Rating:**

No votes yet

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**Source URL:** <https://educationaltoolsportal.eu/educationaltoolsportal/en/tools/learning-map>

### **Links**

[1] <http://www.openbadges.org>