

Place, time

# GAMEBADGES

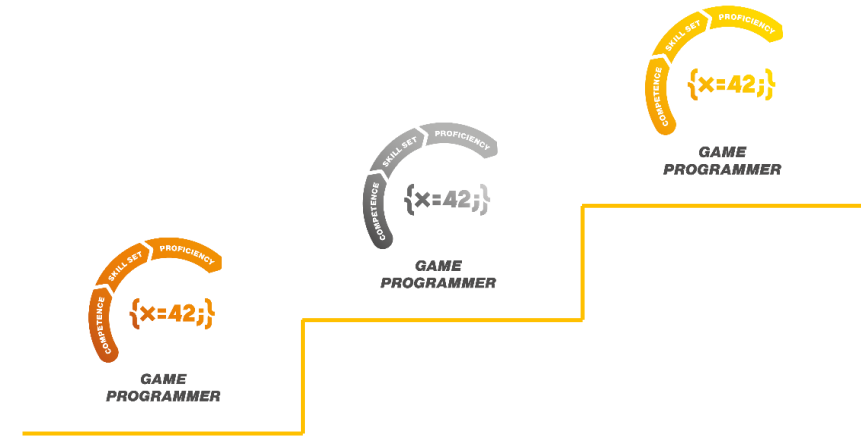
Skill Mapping and Micro-Credentials  
for the Game Industry



Co-funded by  
the European Union

# GAMEBADGES IN A NUTSHELL

- Gamebadges is the first competence-based Open Badge\* ecosystem ever to recognize competences in game industry professions, built for the European Game Industry.
- The Gamebadges competence map will be created in co-operation with all game industry related professions, including game educators.
- The Open Badges can be used as tools for recognition and validation of prior learning.



Example of Concept: Bronze, Silver and Gold level badges for game programming

## OPEN BADGES

Data & Information **Inside**

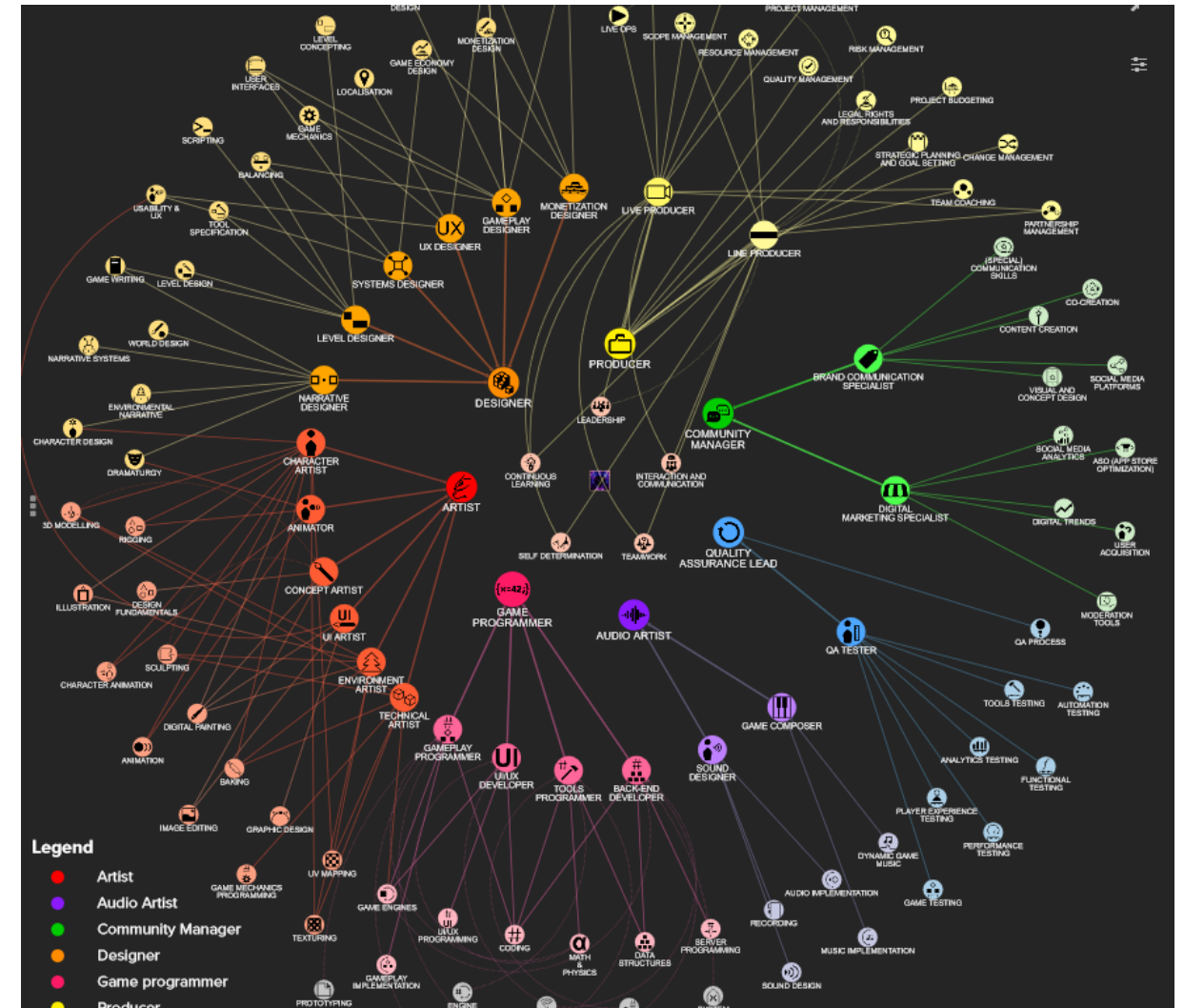
Alignment	Expiration Date
Badge Criteria	Issued Date
Badge Description	Issuer
Badge Name	JSON-LD
Digital Signature	Recipient
Evidence	Verification



\*An Open Badge is a verifiable digital credential issued to recognise competencies, skills and achievements. Learn more at <http://openbadgefactory.org>

# COMPETENCE MAP

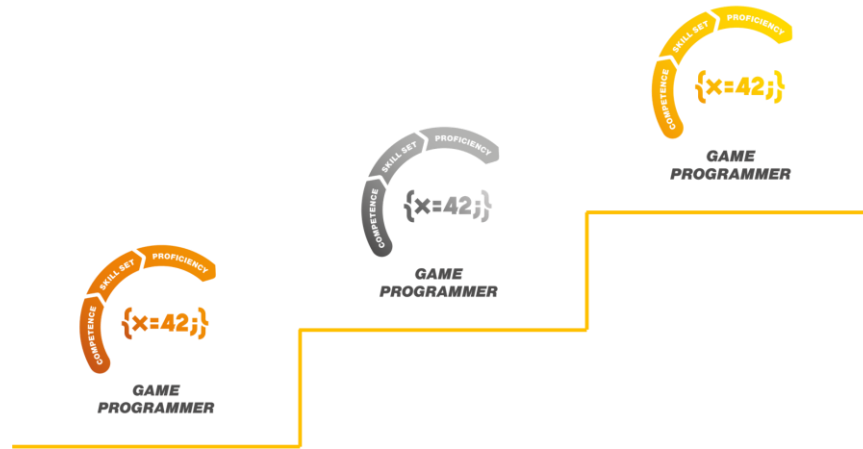
- The Gamebadges Competence Map will be created in co-operation with all game industry related professions, including game educators.
- The project will leverage the competence map for the game industry created in the Finnish Chips for Game Skills project (ESF) by updating the map and enlarging it to the European scale.
- The resulting competence map is shared online and free to use for anybody.



[Chips for Game Skills \(ESF\) map available in Kumu.io:  
https://kumu.io/gamebadges/gamebadges](https://kumu.io/gamebadges/gamebadges)

# OPEN BADGES

- Competence-based Open badges for a variety of professions in game industry will be created in three skill levels – **bronze, silver and gold**



- The badges can be used as tools for recognition and validation of both new and prior learning.
- The badges will be made available for application and granting on Open Badge Factory, which allows the sharing of earned badges on various digital channels and networks.



Open Badge Factory

<https://openbadgefactory.com/en/>

# PILOT

- Micro-credential pilot courses will be executed during the last two years of the project.
- Three partners will pilot six silver-badge courses for game educators and professionals of the Consortium.
- The results will be shared and these pilots can serve as a basis for future courses that base on the Competence Map and open badges.

## GAMEBADGES ASSOCIATED PARTNERS

### Educational Institutes

- Aalto University Executive Education
- AEL-Amiedu (Taitotalo)
- Arcada University of Applied Sciences
- Haaga-Helia University of Applied Sciences
- Pontificia Universidade Católica de Minas Gerais
- Stadin AO, Helsinki Vocational College and Adult Institute
- The National Filmschool of Denmark
- The Royal Danish Academy of Fine Arts, Schools of Visual Arts
- Tampere University of Applied Sciences
- Turku University of Applied Sciences
- University of Ss. Cyril and Methodius in Trnava

### Game Studios

- Bedtime Digital Games
- Colossal Order
- Critical Force
- Fingersoft
- Invisible Walls
- Kong Orange
- Playstack Helsinki
- Quicksave Interactive

### Other Entities

- Dataspelsbranschen / Spelplan-ASGD
- Edugametion
- Gamaste
- Intercultura Consult
- Slovak Game Developers Association



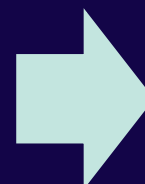
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# GAMEBADGES SOLVES INDUSTRY-WIDE CHALLENGES



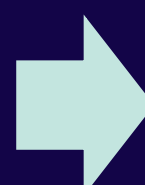
**Lack of information** about the skills and qualifications required in different game industry positions - especially on secondary level education.



Gamebadges is a **reliable source of information** built on game industry specialized know-how.



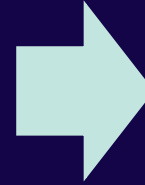
**Entering the game industry** and securing a job in the field is difficult for students, graduates and those pivoting from other fields of employment.



Gamebadges support both job seekers and recruiters, offering a **clear description** of competence level achieved and required.



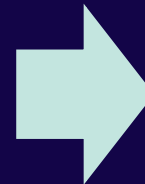
Game industry companies are looking for methods to **map the skills** of job seekers and their current workforce, as well as to **support skill development**.



Gamebadges is a **concrete and measurable tool** for both skill mapping and development.



Lack of a **standardized competence map** leaves the door open for multiple, conflicting recognition systems.



Gamebadges provide a **standardized competence map** for the entire European game industry and education.

# WHO CAN BENEFIT FROM GAMEBADGES?



## Students and Graduates

Discover the skills necessary for entering the gaming industry and provide proof of their abilities to potential employers.



## Professionals

Utilize Gamebadges to showcase their expertise and proficiency in various areas of the gaming sector.



## Career Changers

Identify the skills required for different roles within the gaming industry and validate transferable skills acquired from previous experiences.



## Educational Institutions

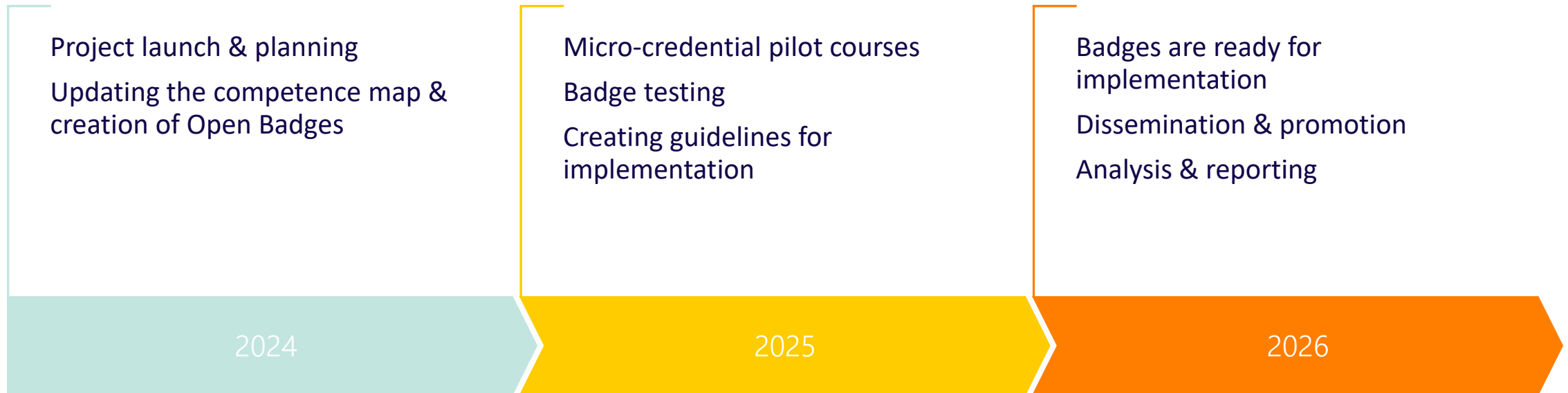
Improve student engagement and skill development by incorporating Gamebadges into educational programs. Fostering targeted learning and curriculum enhancement.



## Companies

Streamline recruitment by using Gamebadges to identify and acknowledge employees with the necessary skills. Support continuous skill improvement initiatives.

# GAMEBADGES PROJECT TIMELINE





# GAMEBADGES PROJECT PARTNERS

The project is coordinated by [Metropolia University of Applied Sciences \(Finland\)](#)


Other partners:

- [LUCA School of Arts \(Belgium\)](#)
- [WALGA Wallonia Games Association \(Belgium\)](#)
- [Charles University \(The Czech Republic\)](#)
- [GDACZ Czech Game Developers Association \(The Czech Republic\)](#)
- [Dania Academy \(Denmark\)](#)
- [Viden Djurs \(Denmark\)](#)
- [Neogames Finland \(Finland\)](#)
- [Grafisch Lyceum Utrecht \(Netherlands\)](#)




# GAMEBADGES

 <https://gamebadges.eu>

 <https://linkedin.com/company/gamebadges>

 <https://www.facebook.com/gamebadges>

 <https://www.instagram.com/gamebadges.eu/>

 <https://gamebadges.eu/discord/>

## Contact details

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*The project is co-funded by the European Union. Views and opinions expressed are however those of the authors only and do not necessarily reflect those of the European Union. Neither the European Union nor the granting authority can be held responsible for them.*



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# GAMEBADGES



CHARLES UNIVERSITY  
Faculty of mathematics  
and physics



DANIA ACADEMY



GDACZ  
Czech Game Developers  
Association



GRAFISCH  
LYCEUM  
UTRECHT



LUCA  
SCHOOL  
OF  
ARTS



Metropolia  
University of Applied Sciences



neogames  
HUB OF THE FINNISH GAME INDUSTRY



VID  
viden djurs



WALGA  
WALLONIAN GAME ASSOCIATION