

Place, time

GAMEBADGES

Skill Mapping and Micro-Credentials
for the Game Industry



Co-funded by
the European Union

GAMEBADGES IN A NUTSHELL

- A first competence-based Open Badge* ecosystem for game industry professions, built for the European Game Industry.
- Competence Map and Open Badges have been created in cooperation with game professionals and game educators
- Open Badges are tools for recognition and validation of both new and prior learning.



Example of our concept: Bronze, Silver and Gold level badges for level design

OPEN BADGES

Data & Information **Inside**

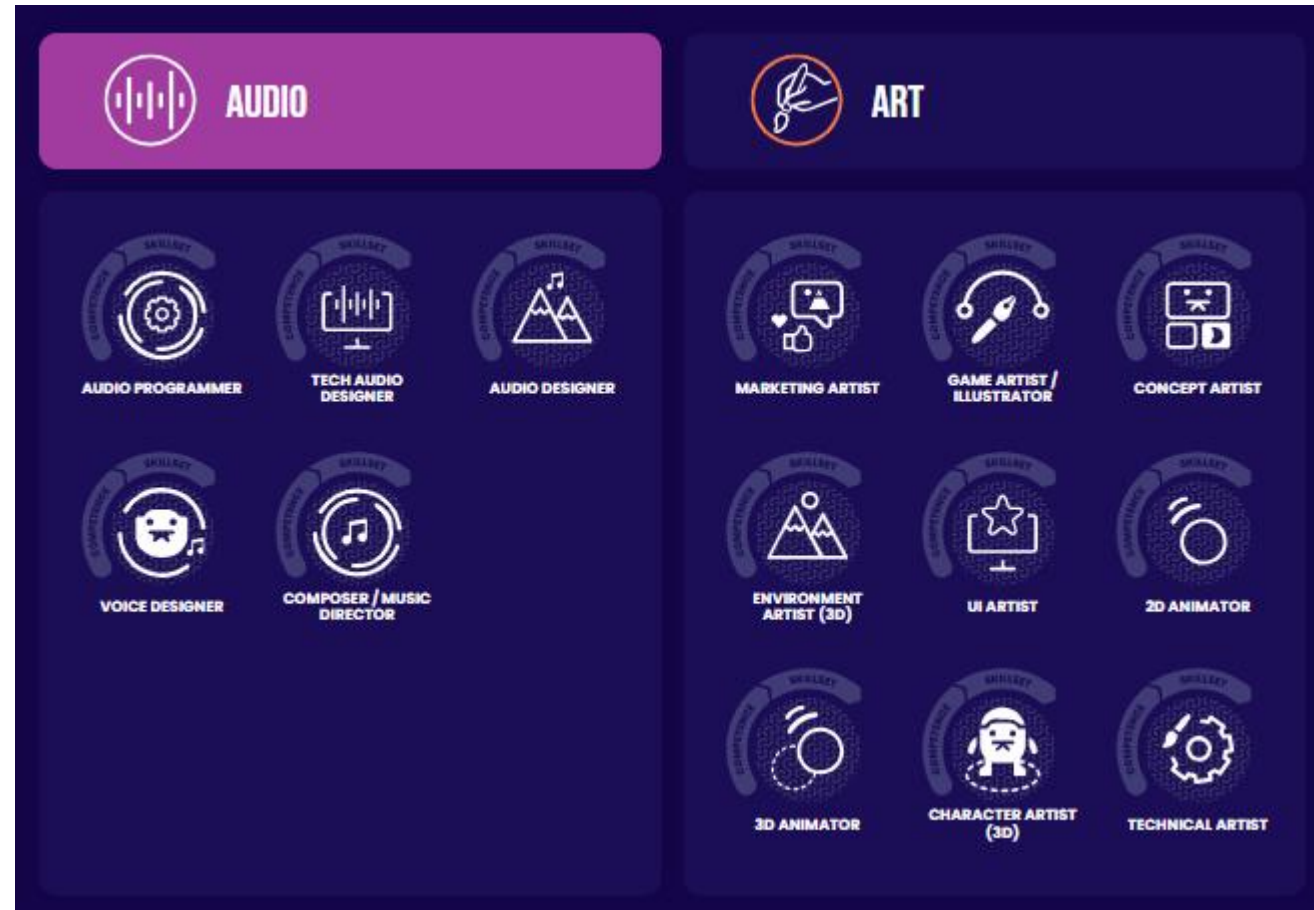
Alignment	Expiration Date
Badge Criteria	Issued Date
Badge Description	Issuer
Badge Name	JSON-LD
Digital Signature	Recipient
Evidence	Verification



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

COMPETENCE MAP

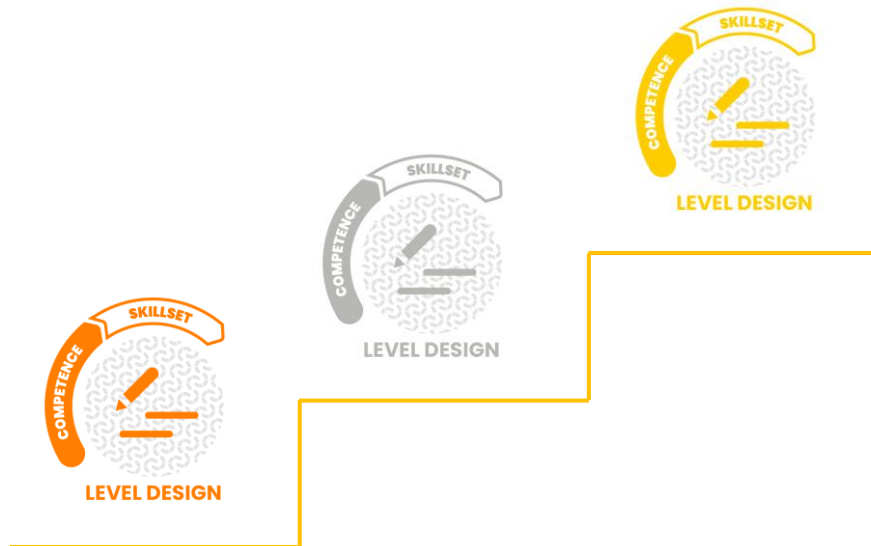
- The Gamebadges Competence Map is live - <https://map.gamebadges.eu>
- The Map has been created in co-operation with all game industry related professions, including game educators.
- We are updating the Map based on the comments and needs during the project



Example of the Competence Map view

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/>

OPEN BADGES

- Open badges were published at the same time as the Competence Map 2.0
- Consortium is now testing the badges, which includes also
 - Evaluator recruiting
 - Evaluator training
- Learnings from testing will be shared on our website and social media



MASTERCLASSES

- Masterclasses for selected competences are now running
- Masterclasses are open for anyone to apply
- 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



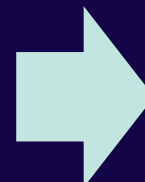
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GAMEBADGES SOLVES INDUSTRY-WIDE CHALLENGES



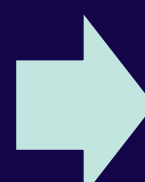
Lack of information about the skills and qualifications required in different game industry positions - especially on secondary level education.



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



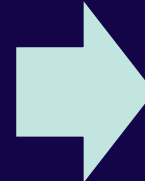
Entering the game industry and securing a job in the field is difficult for students, graduates and those pivoting from other fields of employment.



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



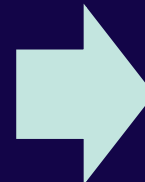
Game industry companies are looking for methods to **map the skills** of job seekers and their current workforce, as well as to **support skill development**.



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.



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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://map.gamebadges.eu>

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

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

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

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

Contact details

Saija Heinonen
Metropolia UAS

info@gamebadges.eu



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