



PRESS RELEASE

Stage One Winners Announced

www.dmlcompetition.net | The Digital Media & Learning Competition is a HASTAC initiative supported by a grant from the John D. and Catherine T. MacArthur Foundation to the University of California Humanities Research Institute in collaboration with Duke University's John Hope Franklin Humanities Institute.

BADGES FOR LIFELONG LEARNING COMPETITION STAGE ONE WINNERS ANNOUNCED

December 5, 2011—The HASTAC/MacArthur Foundation Badges for Lifelong Learning Competition today announced the 60 winners of Stage One of the Competition. For the list of winners, see www.dmlcompetition.net. The Competition is held in collaboration with the Mozilla Foundation, and is part of the 4th Digital Media and Learning Competition funded by the MacArthur Foundation and administered by HASTAC. The Badges for Lifelong Learning Competition is designed to encourage the creation of digital badges and badge systems that support, identify, recognize, measure, and account for new skills, competencies, knowledge, and achievements for 21st century learners wherever and whenever learning takes place.

Stage One applicants were asked to submit ideas for compelling learning content, activities, or programs for which a badge or set of badges would be useful for recognizing learning that takes place in a particular area or topic. Winning applications represent a wide array of public and private institutions and organizations from around the world, including museums, non-profits, after-school programs, research institutions and for-profit companies. Proposed content for badge systems address a breadth of topics—from the promotion of civic engagement and community volunteerism, to STEAM (science, technology, engineering, arts, and mathematics) learning in and out of the classroom, to digital literacy, to workforce preparedness and beyond. Winning applications are available for public perusal and commenting at www.dmlcompetition.net.

Based on response in Stage Two, winners of Stage One may be paired with winning badge design/technology teams for the opportunity to work collaboratively on developing a badge system to be judged in Stage Three.

Stage Two, which seeks badge system design and tech proposals that respond to Stage One winning content or content from one of the Competition's official Collaborators—including the Department of Education, the Department of Veteran Affairs, Microsoft, Intel, NASA, the American Library Association and more--opens on December 12, 2011. Full information can be found at www.dmlcompetition.net

Stage 1: Badge Content and Programs Winners

Jodi Asbell-Clarke, TERC, Canada

[*The Arcadia Badge Program: Measuring High-School Science Through Games*](#)

Steven Atneosen, DebateHall, United States

[*DebateHall DML Competition*](#)

Michelle Aubrecht, Ohio State University, United States

[*Meet the Earthworks Builders*](#)

Michelle Baldwin, Hands on Atlanta, United States

[*Hands on Atlanta Volunteer Service Badge Program*](#)

Jennifer Schwarz Ballard, Chicago Botanic Garden, United States

[*Chicago for Youth Excellence in the Sciences \(Chicago YES\)*](#)

John Bell, ICD, University of Maine, United States

[*Innovative Communication Design Badges*](#)

Jesse Blom, Sweet Water Foundation Inc., United States

[*Sweet Water Aquaponics \(AQUAPONICS\)*](#)

Michael Braithwaite, Providence After School Alliance (PASA), United States

[*Pathways for Lifelong Learning*](#)

Rebecca Bray, Smithsonian Institution —NMNH, United States
[*Smithsonian Natural History Badges*](#)

Kaye Buchman, The School of the Art Institute of Chicago, United States
[*Design Mind · 2Design*](#)

Michael Capobianco, MOUSE Inc., United States
[*MOUSE Wins! Badge-based Achievement System for National Youth Technology Leadership*](#)

Jeanne Century, Center for Elementary Mathematics and Science Education, Physical Sciences Division, University of Chicago, United States
[*OurPlayground: Come Play With the World*](#)

Tara Chklovski, Iridescent, United States
[*The Curiosity Machine*](#)

Jean-Philippe Choinière, Scolab, Canada
[*BuzzMath*](#)

Ruth Cohen, American Museum of Natural History, United States
[*American Museum of Natural History: Badges for Science Literacy and Identity*](#)

Bill Dahl, PlantingScience/Botanical Society of America, United States
[*PlantingScience*](#)

DigitalMe, DigitalMe, Great Britain
[*S2R Badges*](#)

Angela Elkordy, Eastern Michigan University, United States
[*Lifelens*](#)

Lucy Erickson, Chimp-n-Sea Wildlife Conservation Fund, Great Britain
[*Virtual Ecotourism*](#)

Michael Furdyk, TakingITGlobal, Canada
[*TIG Badges: Inspiring Global Learning and Citizenship*](#)

David Gagnon, ARIS Project - University of Wisconsin —Madison, United States
[*ARIS: Make Your Game. Game Your World*](#)

Stephen Gilman, Center for Creative Education, United States
[*Student Union*](#)

Steve Goldenberg, Interfolio Inc., United States
[*Military Badges for Civilian Work*](#)

Laura Gordon, WNET, United States
[*Noah Compende*](#)

Kelly Gorman, Smithsonian Institution, Cooper-Hewitt, National Design Museum, United States
[*DesignPrep*](#)

Diana Graber, CyberWise, United States
[*CyberWise- Digital Literacy for Grownups*](#)

Tene' Gray, Digital Youth Network, United States
[*Digital Youth Network Mentor Badges*](#)

Ian Guest, Sheffield High School, Great Britain
[*ICT Quests*](#)

Susan Harris, University of Southern California Joint Educational Project, United States
[*USC Joint Educational Project Badge System*](#)

Ross Higashi, Carnegie Mellon Robotics Academy, United States
[*Computer Science Student Network Badge System*](#)

Jude Higdon, University of Minnesota College of Pharmacy, United States
[*HealthTeams*](#)

Marisa Jahn, People's Production House, United States
[*Reticulator*](#)

Dolly Joseph, Computers4Kids, United States
[*Teen Tech Badges*](#)

Edward Keller, Parsons The New School For Design, School of Design Strategies, United States
[*Parsons SDS Badge pilot*](#)

Gene Koo, iCivics, Inc., United States
[*Badges for civic educators and learners*](#)

Denise LaBuda, Economic Independence Group, LLC, United States
[*MoneyWizdom - Financial Literacy Badges*](#)

Joey J. Lee, Teachers College, Columbia University, United States
[*Scholar's Quest: Game Layer to Address Needs of Higher Education*](#)

Peter Levine, Tisch College, Tufts University, United States
[*Preparation for Volunteer Service*](#)

Daniel Rees Lewis, Design for America, United States
[*Design for America*](#)

Jeremy Liu, East Bay Asian Local Development Corporation, United States
[*\\$avvyYouth*](#)

Laurina Isabella Lyle, Project WET Foundation, United States
[*DiscoverWater.org*](#)

Bruce Mason, American Association of Physics Teachers, United States
[*ComPADRE Partners in Physics Education \(PIPEline\)*](#)

Stephanie Norby, Smithsonian Center for Education & Museum Studies, United States
[*Smithsonian Learning Quests*](#)

Joanna Normoyle, Agricultural Sustainability Institute at University of California, Davis, United States
[*The SA&FS Badges Project: A Competency-based Approach*](#)

Susi Owusu, 10:10, Great Britain
[*My 10:10*](#)

Brett Pierce, Steel River Productions, Inc., United States
[*Meridian Stories*](#)

Arun Prabhakaran, Urban Affairs Coalition, United States
[*Digital On-Ramps*](#)

Katie Rast, Fab Lab, United States
[*Fab Lab Maker Badges*](#)

Justine Richardson, MATRIX/Michigan State University, United States
[*Quilt Index Badges Program*](#)

Jon Rosewell, The Open University, Great Britain
[*Building Citizen Science: A Natural History Badge Ecosystem*](#)

Richard Scullin, MobileEd.org, United States
[*Open Mobile Learning Badges*](#)

Eric Schwarz, Citizen Schools, United States
[*Digital Badges for Apprenticeship Learning in Middle School*](#)

Deborah Sliter, National Environmental Education Foundation, United States
[*Building a Community of "Science Translators"*](#)

Jennifer Sly, Minnesota Historical Society, United States
[*Minnesota State Smart*](#)

Lonny Stern, STEM Council at Skillpoint Alliance, United States
Solar Racers

Spencer Striker, University of Wisconsin at Whitewater, United States
GameZombie TV: Using Badges to Assess a Constructivist, Project-Based Learning Environment

Lora Taub-Pervizpour, Muhlenberg College, United States
HYPE Badges: Inspiring Youth Media for Lifelong Learning, Leadership and Engagement

Nancy Trautmann, Cornell Lab of Ornithology, United States
Cornell Lab of Ornithology - A Feather in Your Cap

Maya Wiseman, Bottled City Project, Germany
Bottled City Project

Christopher Wisniewski, Museum of the Moving Image, United States
Video Game-Maker Badges

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MACARTHUR FOUNDATION

The [John D. and Catherine T. MacArthur Foundation](#) launched the Digital Media and Learning initiative in 2006 to help determine how digital technologies are changing the way people, especially young people, learn, play, socialize, and participate in civic life. Answers are critical to developing educational and other social institutions that can meet the needs of this and future generations.

The Digital Media and Learning initiative is marshaling what is already known about the field and seeding innovation for continued growth.

Grant support has been provided to the Digital Media and Learning Competition and to research projects, design studies, pilot programs, and experiments in learning applications, assessment and institutional design, structure and approach.

HASTAC

[HASTAC](#) (the Humanities, Arts, Science, and Technology Advanced Collaboratory) is an international network of educators and digital visionaries committed to the creative development and critical understanding of new technologies in life, learning, and society. HASTAC is committed to innovative design, participatory learning, and critical thinking.

MOZILLA

[Mozilla](#) is a global, nonprofit organization dedicated to making the Web better. It emphasizes principle over profit, and believes that the Web is a shared public resource to be cared for, not a commodity to be sold. Mozilla works with a worldwide community to create open source products like Mozilla Firefox, and to innovate for the benefit of the individual and the betterment of the Web. The result is great products built by passionate people and better choices for everyone.