

DIGITAL MEDIA+ LEARNING competition **4** BADGES FOR LIFELONG LEARNING

Stage Two of the 4th Digital Media and Learning Competition: Design and Tech

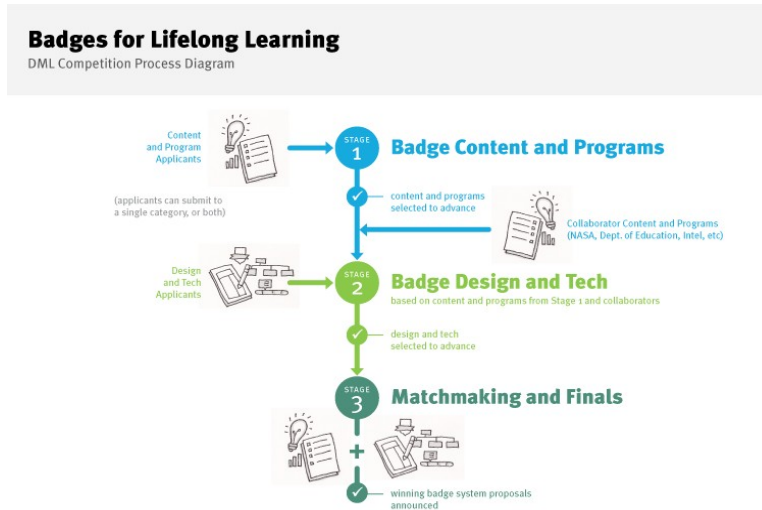
The 4th Digital Media and Learning Competition encourages individuals and organizations to create badges that are designed to publicly validate new skills, knowledge, and achievements.

The Design and Technology stage (Stage 2) of the Competition seeks organizations, teams, or individuals skilled in design to submit early prototypes for badging systems based on the content or programs developed by winning applicants from Stage One, or pre-existing [collaborator content](#).

NOTE: Badge design and tech applicants can submit proposals using fictional content, however, aligning with Stage One content, or collaborator content, is highly encouraged as successful proposals from Stage Two will be matched with winners from Stage One for the final proposals.

Submissions will be displayed online for public comment and assessed by an expert panel of judges before winners are matched with content and programs teams from Stage One.

Process diagram:



Submission requirements:

Mozilla's Open Badge Infrastructure makes it easy to issue display, and manage badges, and as such platforms proposed by Stage Two applicants must work within the Open Badge Infrastructure standards and APIs (<http://openbadges.org>). Applicants are also encouraged to develop software and widgets that extend the Open Badge Infrastructure.

Stage Two applicants should submit visual materials that will graphically represent their proposed badge system, as well as a 1500 word written proposal that describes in detail how the badge system will perform. Submissions, due no later than **January 12 at 5pm PST**, should be submitted through the DML Competition web site: <http://dmlcompetition.net/>.