“The Open SUNY Metaliteracy Badging System: Envisioning Connections with E-Portfolios.”

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THE OPEN SUNY METALITERACY BADGING SYSTEM

ENVISIONING CONNECTIONS WITH E-PORTFOLIOS
The Metaliteracy Badges

- Master Evaluator
- Producer & Collaborator
- Digital Citizen
- Empowered Learner
WHAT IS METALITERACY?

Metaliteracy is envisioned as a comprehensive model for information literacy to advance critical thinking and reflection in social media, open learning settings, and online communities.

Jacobson and Mackey, Proposing a Metaliteracy Model to Redefine Information Literacy, *Communications in Information Literacy* 7(2), 2013.
Mackey and Jacobson (2014)
Metaliteracy: Reinventing Information Literacy to Empower Learners

Figure developed by Mackey, Jacobson and Roger Lipera
METALITERACY LEARNING OBJECTIVES

- **Goal 1**: Evaluate content critically, including dynamic, online content that changes and evolves, such as article preprints, blogs, and wikis.
- **Goal 2**: Understand personal privacy, information ethics, and intellectual property issues in changing technology environments.
- **Goal 3**: Share information and collaborate in a variety of participatory environments.
- **Goal 4**: Demonstrate ability to connect learning and research strategies with lifelong learning processes and personal, academic, and professional goals.

PLATFOMP

• Wordpress
• BadgeOS
• LearnDash
• Credly
DESIGN

Master Evaluator

Producer & Collaborator

Digital Citizen

Empowered Learner
CURRICULUM MAPPING
SCAFFOLDING

Producer & Collaborator

Global Contributor
- Participate
  - Messaging
  - Send/Receive
- Listen & Learn
  - Communicate
  - Adaptation
- Share
  - Global Perspectives
  - Global Audience

Creator
- Produce
- Expand Horizons
- Prepare & Reflect
- Develop Content
GAMIFICATION

Digital Citizen

Information Ethics

- Intellectual Property
  - Copyright

- Information Use
  - Open Access
  - Remixing

Social Identity

- Online Personas
- Personal Privacy

- Sharing
FLEXIBILITY

- Empowered Learner
  - Metacognitive Reflection
    - Adapt & Persist
    - Self-direction
    - Failing Better
      - Grow vs. Fail
      - Connecting the Dots
  - Critical Thinker
  - Learner as Teacher

- (Re)Evaluate
- Taking it with You
IMPLEMENTATION
UNIVERSAL DESIGN

Students completing educational experiences that satisfy the Information Literacy competency as part of the requirements for graduation in the major will:

1. Understand the information environment and information needs in the discipline in today's society, including the organization of and access to information, and select the most appropriate strategies, search tools, and resources for each unique information need;

2. Demonstrate the ability to evaluate content, including dynamic, online content if appropriate;

3. Conduct ethical practices in the use of information, in ways that demonstrate awareness of issues of intellectual property and personal privacy in changing technology environments;

4. Produce, share, and evaluate information in a variety of participatory environments;

5. Integrate learning and research strategies with lifelong learning processes and personal, academic, and professional goals.

metaliteracybadges.org/metaliteracy-learning-objectives/

- Open resource
- Built for different audiences
- Integration of campus-specific information literacy learning objectives
IMPLEMENTATION & COLLABORATIONS

- 4 engaged institutions – 2 year, 4 year, distance learning, research university
- UAlbany: 9 courses, 26 sections in Fall 2015
- 2,277 registered users
- ESC piloting their own installation of the site
DISCIPLINARY INTEGRATION

• APSY: Childhood Behavioral Disorders
• ECPY 204: Principals of Career and Life Planning
• ECPY 421: Intro to Counseling Psychology
• ESPY 120: The Psychology of Academic and Personal Effectiveness
• INF 200: Research Methods for Informatics
• RCRJ 490 Honors: Theory and Research
• UFSP 102: The World of Technology
• UFSP 102: World of Law and Justice
• UNI 110: Writing and Critical Inquiry
MOOCs

• 3 MOOCs: connectivist, Coursera, and Canvas
• 2 IITGs: first to establish metaliteracy learning collaborative and explore badging; second to integrate MOOC and badging
• Original “c-MOOC” not part of first grant but developed same time as digital badging system
MOOC: EMPOWERING YOURSELF AS A DIGITAL CITIZEN

https://learn.canvas.net/courses/591
SHARING ACHIEVEMENTS

• Badges earned in Metaliteracybadges.org – sent to Credly

• Badges earned in Canvas MOOC – sent to Mozilla Backpack
E-PORTFOLIOS
THOUGHTS ON INTEGRATION
E-PORTFOLIOS AT EMPIRE STATE COLLEGE

• Digication pilot (2010-2011)
• Moodle/Mahara integration (2013)
• SUNY-wide FACT2 ePortfolio Final Report (2013)
• ESC/SUNY REAL: https://www.esc.edu/suny-real/students/start/eportfolios/
• ESC ePortfolio Policy (2015): http://www.esc.edu/policies/?search=cid%3D87912
• Learning Through ePortfolios Online Course (Susan Oaks)
• Learning Through ePortfolios Canvas MOOC (now open) (Susan Oaks, Betty Hurley, and Jase Teoh)
E-PORTFOLIOS AT UALBANY

- Task group formed in fall 2015
- Great interest by Provost in both e-Portfolios and badging
- Continued conversations spring 2016
- The metaliteracy badges are the only badges on campus currently