

原文標題: [Announcing Mozilla BadgeKit](#)

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原文:



Today we are really excited to officially announce the release of BadgeKit, a new set of open, foundational tools to support the entire badging process for organizations developing badges for their communities. While open badges has been gaining momentum - with more than 2,000 organizations issuing badges that align with the Open Badges standard - there are still ways we can make it easier for organizations to join the ecosystem, with free, flexible, open badging tools that support the needs of issuers, learners and consumers. There are too many gaps in the badging experience and many of the existing options are too closed, too expensive or too big. In fact, given the current options for organizations interested in issuing badges, it can be **harder to make an open badge than a closed badge!**

That's why Mozilla is happy to launch BadgeKit. BadgeKit will:

- Support key stages in the badging experience including creating, designing, assessing and issuing;
- Include remixable templates and milestone badges allowing for easy customization;
- Provide modular and open options (standards) for the community of badge makers to use and build upon within their existing sites or systems;
- Build our values of openness, interoperability, agency, choice, and connectedness into the core and help shape emerging badge systems.

BadgeKit builds on existing technologies that have evolved out of several years of work and user testing, including the [Chicago Summer of Learning](#). In fact, specific tools within BadgeKit are currently being used by key partners within the badges ecosystem. We anticipate opening up Mozilla BadgeKit access throughout 2014.

We softly released BadgeKit at last year's [MozFest](#), and we've shared our progress along the way through [blog posts](#) and [Github](#) milestones. We are thrilled to be reaching this milestone today in the release of BadgeKit.

Mozilla BadgeKit will be available in two forms:

- A hosted version of Mozilla BadgeKit is available in private beta for select partner organizations that meet specific technical requirements.
- Anyone can download Mozilla BadgeKit code from GitHub and implement it on their own servers.

What tools are included in BadgeKit?

BadgeKit provides lightweight, modular and open options for the community of badge makers to use and build upon within their existing sites or systems, including:

- **Design:** A tool for defining all of the metadata, including criteria pages, and finalizing visual design for each badge.
 - **Templates:** Visual and metadata designs that can be remixed by anyone creating a badge.
 - **Milestones:** The ability to have a group of badges level up to a larger, more significant badge.
- **Assess:** A tool for mentor or peer assessment that includes issuer defining rubrics and criteria for a badge, the ability for learners to apply for a badge by adding information and evidence, as well as access for assessors to manage applications and enable review and scoring.
- **Issue:** A tool for awarding badges to learners and hosting assertions to enable badges to be pushed to Backpacks.
- **Collect:** A “Backpack” for collecting badges across various experiences or organizations.

In the coming year, we will be developing additional tools for BadgeKit, as well as minimizing the technology requirements needed for access. Tools coming soon include:

- **Discover:** A directory of available badges with features for searching, filtering, wish listing and endorsing badges.
- **Share:** A tool to enable easy sharing of badge on various sites across the web (i.e. Facebook, Twitter, Tumblr, etc.).
- **Collect:** Backpacks will become “federated”, meaning that different instances still plug into the broader ecosystem and can share data across.

The tools are open source and have common interfaces to make it easy to build additional tools or customizations on top of the standard core, or to plug in other tools or systems.

Who is BadgeKit for?

BadgeKit is currently in private beta and can be used by any issuing organization that meets specific technical requirements. It is aimed at organizations that are building full badge systems and want to leverage their own sites and systems on the front end, as well as have access to technology resources. Tool providers might also be interested in leveraging BadgeKit to extend their own tools, or build additional customizations on top of BadgeKit.

We are exploring ways to create a lighter weight version of BadgeKit that could be used by for individuals and small organizations in 2014, but in the meantime, you can check out the additional community driven issuing platforms at <http://bit.ly/platform-chart> to help you get started.

How do you get started?

We have a hosted version of Mozilla BadgeKit available in private beta for select partner organizations that meet specific technical requirements. And anyone can download the code from GitHub and implement it on their own servers.

BadgeKit can be accessed in two ways:

1. **Software as a service:** At BadgeKit.org, you'll be able to access a hosted version of the tools to build out badges, remix badge templates, create badge levels, issue badges, etc. APIs will make it easy to then pull the badges and end user interfaces into your own website. All of the backend pieces are hosted, supported and updated by Mozilla, and you'll have complete control over the experience of your end users through your own sites.
2. **Download:** Easily download the code from <https://github.com/mozilla/openbadges-badgekit> and install the tools on your own server.

What's the difference between these two options? Well, if you choose to download the code, you will be in charge of the backend and hosting of BadgeKit, and will be able to customize and extend the tools as much as you need. For the fully hosted version of BadgeKit, all the backend pieces are hosted, supported and updated by Mozilla while you still have complete control over the experience of your end users on your own sites through our APIs.

We will be hosting a series of webinar trainings in the coming weeks to further dive into how BadgeKit works. Stay tuned for more details!

翻譯：

今天我們很高興的正式發佈BadgeKit, 他是一套新的、開放的工具, 能夠讓各組織開發屬於自己的徽章。隨著超過 2000 個組織發放符合 Open Badges 標準的徽章, 這套工具已經成為了新的榜樣, 而且可以使用更簡單的方法讓更多組織加入我們的生態圈。藉由免費、靈活的開放徽章開發工具來幫助有需求的徽章發放者、學習者和其他的用戶。不過在製作徽章的經驗中有太多的阻礙, 而且有許多的選擇太封閉、太昂貴與太過複雜。事實上, 現行對於有興趣發放徽章的社群或組織, 發放一個開放徽章會比封閉的徽章來得困難許多! 這也是為什麼Mozilla能夠很開心的發表這一個 BadgeKit。

BadgeKit 可以：

1. 在製作時, 支援關鍵步驟, 包含創作、設計、評估、發行。
2. 包含可以重新混搭樣板和里程碑的徽章, 可以更輕鬆的達到客製化的效果。
3. 社群徽章製作者可以使用工具提供的模組化和開放性(標準)的選項來使用和建造他們現有系統和站點。
4. 建立在我們的公開、可操作、可代理、可選擇的價值和核心的連結來幫助塑造、整合徽章的系統。

BadgeKit 是基於現有技術所打造的, 並且經過好幾年的工時和使用者測試發展出的, 其中包含 “Chicago Summer of Learning” (<http://chicagosummeroflearning.org/>)。事實上, 特定的工具包含BadgeKit在內, 現在正被主要合作夥伴採用為徽章的生態系統。我們預計在2014全面啟用 Mozilla BadgeKit。

我們於去年的 “MozFest” (<http://bananigans.tumblr.com/post/66187466252/badgekit-at-mozfest-oh-mai>) 默默發行了 BadgeKit, 並在 “blog posts” (<http://openbadges.tumblr.com/post/70894714912/badgekit-the-thinking-the-tools-the-future-of>) 和 “Github” (<https://github.com/mozilla/openbadges-badgekit>) 分享我們的計畫。今天, 我們真的非常興奮能夠達到發行 BadgeKit 的里程碑。

Mozilla BadgeKit 可以下列兩種方式發行：

1. 一個線上不公開測試版的 Mozilla BadgeKit 現在正開放讓有某些特定技術需求的公司夥伴進行測試。
2. 任何人都可以在 Github 上下載 Mozilla BadgeKit 的原始碼並部署在他們自己的伺服器上來進行測試。

在 BadgeKit 中, 有什麼工具?

BadgeKit 提供輕便的模組化和開放性選項給社群的徽章製作者, 去建立他們現有的網站和系統, 包括：

- 設計：一個可以定義大量資料的工具, 其中包含了標準頁面和為每一個徽章所做最終視覺設計。
 - 樣板：可看的資料和大資料設計可以由任何人混合並創造徽章。
- 2. 里程碑：擁有使團體徽章擴大、升級的能力, 更多重要的徽章可以被產生。
- 評估：** 可為私人教師或學生的一套工具, 包括發行者為徽章定義題目和標準。對於學習製作徽章的使用者, 它有著者可以增加資訊和例子的能力, 同時, 評估、管理應用程式, 複習及評分。
- 發行：*** 這工具可以給予學習者製作的徽章獎勵, 並可以主持徽章放到Backpacks裡。

* TODO: Issue

* ***收集：*** Backpack可用來收集徽章, 橫跨多樣的經驗和組織。

在接下來的幾年, 我們將會開發額外的BadgeKit工具, 同時減少技術上的需求。接下來的工具將會擁有下列功能：

* **發現:** 一個現有徽章的目錄，有尋找、過濾、期待列表和簽署徽章。* **分享:** 這個工具可以透過網站，輕鬆分享徽章在很多地方(臉書、推特、Tumblr)。

* **收集:** Backpacks變成”federated”，意旨不同的例子將可插入寬廣的生態系統，而且可以分享資料。這個工具是公開資源，有共同介面可以使它更輕易建立額外的工具，或者在核心標準之上客製化，或是嵌入其他工具或系統。

BadgeKit 是為了誰？

在私密資料中的BadgeKit，可以被任何發行的組織使用，以滿足特定的技術上需求。它的目標主要是在那些建立大量徽章系統的組織，並槓桿平衡他們的自己的站點和系統，同時，有科技資源的途徑。工具提供者可能引起平衡BadgeKit的興趣去擴充他們自己的工具，或建造額外的客製化BadgeKit。

2014，我們正探索很多方式來創立一個更輕型版本的BadgeKit，它可以被個人或小組組織使用，但同時，你可以檢查社群發行平台在 <<http://bit.ly/platform-chrt>>，以取得更多幫助來開始。

從哪開始？

對於被選上的特定合作組織，我們有個 Mozilla BadgeKit 私密封測版可行，來滿足特定的技術需求，另外，任何人都可以在 GitHub 上下載程式並使用它。BadgeKit 可以由兩種方式取得：

1. **軟體服務:** 在GitHub.org，你可以獲得主要版本的工具來建立自己的徽章、重新混和徽章樣板、創造徽章等級，發行徽章等等。APIs將會更輕易地把他們變成徽章，和完成使用者介面在自己的網站上。所有的背景支援和更新都是由Mozilla提供的，你將只需要完全專注於操控你自己的經驗和網站。
2. **下載:** 你可以輕易地下載程式碼在 <<https://github.com/mozilla/openbadges-badgekit>>，接著安裝他在你的裝置上。

這兩個選項差在哪裡呢？如果你選擇下載程式碼，你可以控制後台和主宰 BadgeKit，並可以客製化和擴增工具依照你的需求。對於主要版本的 BadgeKi 所有後端片都是由Mozilla更新支援的，藉由APIs，你只需完全控制自身經驗和在你網站上的使用者。接下來的幾個禮拜，我們將繼續提供一系列的網路研討會來測試，促進 BadgeKit 如何運作。敬請關注更多的細節！

原文 / [Announcing Mozilla BadgeKit](<http://openbadges.tumblr.com/post/78764181250/announcing-mozilla-badgekit>)

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