

Mozilla Badges 2014

Led by Open Badges team

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At Mozilla Summit in 2013, there was great interest across all three locales in supporting Mozilla-wide staff and contributor badging. In an effort to recognize the efforts of our distributed community (and in alignment with the interoperable Open Badges Infrastructure), we are encouraging the growth of a three-part system starting this year.

Contributors will be able to display badges they earn across the project on their social and professional networks, on their blogs, and soon on Mozillians.org. The system features complimentary components:

- I. **Mozilla-wide badges** created by an internal advisory group and mapping to 4 Pillars (summer)
- II. **Team/Product badges** created by team members, i.e. MDN, SUMO, Open News (spring)
- III. **Individual/Community badges** created by the larger global group of Mozillians (fall/winter)

Teams are designing their badge criteria within Mozilla-developed BadgeKit software (BadgeKit.org). We've created a visual language that establishes a common system across the components, and it will be integrated into the badge studio portion of BadgeKit as it's rolled out across the organization.

These visual templates allow teams to select a color to associate with their badge systems. They will have access to a series of glyphs with suggested uses / representations in designing Team/Product badges.



	BASE SYSTEM	COLOR SELECTION	DETAIL OVERLAY	TEXTURE MASK	GLYPH SELECTION
COMMUNITY	1 COLOR				
MOZILLA-WIDE	2 COLOR				
TEAM / PRODUCT	3 COLOR				