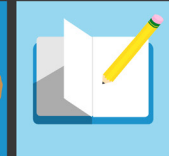# TRUST CHALLENGE
BUILDING TRUST IN CONNECTED LEARNING ENVIRONMENTS

A challenge and an opportunity

Connected learning offers considerable learning opportunities. It recognizes that much learning happens between peers, anywhere and any time, is interest driven, and is supported by enabling technologies. But it operates in constantly changing digital environments in which trust is often challenged, if not eroded. In an open online world where commercial entities, schools, governments, and increasingly hackers can see and use our personal data, effective connected learning environments depend upon systems, tools, and policies that engender trust for networks of learners of all ages, parents, and educators.

Trust Challenge: Building Trust in Connected Learning Environments

Awards: **$35,000 to $150,000 year-long development grants**
           $5,000 technology grants
           $1.2 million awarded in total

The Trust Challenge—the fifth HASTAC/MacArthur Foundation Digital Media and Learning Competition—issued an open, international invitation to museums, libraries, school districts, schools, community organizations, app developers, researchers, colleges and universities, and other institutional/organizational partners willing to create collaborations or alliances that address existing real-world challenges to trust in connected learning environments.

The Trust Challenge was a response to a report by the Aspen Institute Task Force on Learning and the Internet that calls for innovations enabling people to pursue learning experiences online in an environment both safe and preserving of privacy. Winning projects will develop digital tools—apps, badge systems, data management platforms, online learning content, etc.—that foster trust, safety, and privacy in connected learning environments, and empower learners to connect and learn anywhere, anytime in ways that are equitable, social, participatory, and interest-driven.

The Competition is supported by the John D. and Catherine T. MacArthur Foundation and administered by HASTAC through a grant to the University of California, Irvine.

For more information: www.dmlcompetition.net
Twitter: @dmlComp #dmltrust

Development Grant Winners
$35,000 to $150,0000 each

Building Connected Credentials
Leah Gilliam
Hive NYC Learning Network, Mozilla Foundation
New York City, New York

Collaborators:
John Duval, Office of Post-secondary Readiness, New York City Department of Education
Jim Diamond, Educational Development Corporation: Center for Children & Technology
Leslie Beller, MHA Labs

Building Connected Credentials *bridges informal and formal* learning networks with shared assessments, learning objectives, and digital badges. Built on a foundation of trust that networks together public school teachers, after-school educators, and youth, the project will create authentic and relevant assessments that validate learning pathways and expand interest-based and school-based learning opportunities.

Code, Compose, Collaborate
Sven Travis
Parsons The New School for Design
New York City, New York

Collaborators:
Michie Pagulayan, Parsons The New School for Design
Kunal Jain, Parsons The New School for Design

Spanning New York, New Delhi, Shanghai,and Manila, *Code, Compose, Collaborate* is a learning environment where youth from different cultures, with varying access to technology, can interact, create, collaborate, and share using the neutral and safe mediums of sound and computation. Using affordable open source hardware and software, Code, Compose, Collaborate will teach youth programming basics while familiarizing them with online issues of collaboration, ownership, privacy, and sharing.

Digital Literacy Toolkit
Urs Gasser
Berkman Center for Internet & Society at Harvard University
Cambridge, Massachusetts

Collaborators:
Mitch Resnick, Lifelong Kindergarten at MIT Media Lab
Mary Lee Kennedy, New York Public Library
Saeed Arida, NuVu
Eric Gordon, Engagement Game Lab at Emerson College
Elyse Eidman-Aadahl, National Writing Project
Gabriel Mugar, Press Pass TV
Antonio Viva, Walnut Hill School

Focusing on youth voices, *Digital Literacy Toolkit* will develop tools (legal form templates, best practice guides, FAQs) and educational resources (games and activities) designed to build trust amongst learners, family members, and educators in connected learning environments.

Global Gateway:
Building Trust Through Peer Review
Julie Keane
VIF International Education
Chapel Hill, North Carolina

Collaborators:
Lucas Blair, Little Bird Games
John Farrelly, Edgecombe County Schools NC

Educators need opportunities to engage in peer and expert review of their work, particularly in professional development systems where credentials have real currency with employers and government agencies. VIF's *Global Gateway: Building Trust Through Peer Review* will develop a scalable digital badge system foregrounded in trust that moves learning artifacts like lesson plans through a graduated system of self, peer, and expert validation.

Gooru Trust Lab
Amara Humphry
Gooru
Palo Alto, California

Collaborators:
Michael R. McCormick, Val Verde Unified School District
Theresa Adams, Val Verde Unified School District
Aaron Rich, EchoUser
Kristin Lin, Gooru

Gooru, an online community that enables teachers to find, remix, and share collections of web resources on any K-12 topic, and local school district will collaborate to form *Gooru Trust Lab*. The *Gooru Trust Lab* will be a learning environment that fosters trust and safety, digital citizenship, and data privacy for youth, who will be encouraged to participate as Gooru contributors and post interest-driven, personally relevant collections of free web resources.

MediaBreaker Learning Pathways
Emily Long
The LAMP (Learning About Multimedia Project)
New York City, New York

Collaborators:
Mindy Faber, Convergence Academies
Juan Rubio, Global Kids
Seth Giammanco, Minds on Design Lab

MediaBreaker Learning Pathways, an online video editing platform and learning environment, provides youth with tools to identify, analyze and remix commercialized, ideological and sponsored online media content, and offers educators a tool for teaching critical media literacies. Youth will re-democratize and de-corporatize their online environments by creating video remixes, developing greater personal agency and digital citizenship, and deepening their academic understanding.

Open Badge Passport
Serge Ravet
ADPIOS / Badge Europe!
Finland

Collaborators:
Eric Rousselle, Discendum Oy
Satu Järvinen, Omnia
Tim Riches, DigitalMe
Ildiko Mazar, EDEN

Open Badge Passport enables the seamless sending, receipt, organization, display, and search of digital badges. By establishing and nurturing networks of trust, it encourages the emergence of a new generation of services supporting learning, employment (including self-employment), social inclusion, and citizenship.

OurNet:
Building Trusted Network Infrastructures for Youth
Patricia Jones
Eyebeam Atelier
New York City, New York

Collaborators:
Joanne McNeil, Eyebeam Atelier
Dan Phiffer, The New Yorker Magazine

OurNet teaches middle school students a basic understanding of the key components of network infrastructure by enabling students to develop their own private internal networks that are independent of the Internet.

Resilience Network:
Addressing Anti-Feminist Violence Online
Jacqueline Wernimont
Arizona State University
Tempe, Arizona

Collaborators:
Elaine Zundl, Douglass Residential College, Rutgers University
Rebecca Richards, St. Olaf College
Elizabeth Losh, University of California, San Diego
Seda Guerses, New York University, Information Law Institute
Moya Bailey, Northeastern University

Women, girls, and feminists of all ages face specific risks online. The *Resilience Network* will foster trust, reduce harm, and support those who combat harassment by developing a digital space that bundles open access resources, best practices, and virtual events designed to maintain safe access to 21st century skills and information.

RyeCatcher Family Trust Network
Lakshmi Arthi Krishnaswami
RyeCatcher Education PBC
New York City, New York

Collaborators:
Ashley Deal, Carnegie Mellon, Dezudio
Sarah Brasiel, Utah State University

The *RyeCatcher Family Trust Network* will build a digital community of trust in education with the creation of an information exchange network for parents, families, schools, and related service providers. By enabling the sharing of data in a safe, secure, transparent, and auditable environment, it will empower families to communicate with schools and service providers to support positive learning outcomes.

People's Choice Award Winners
Up to $5,000 each for technology purchases for the winning organization

Education through Global Engagement (EdGE) Mobile App
Willy Oppenheim
Omprakash

Collaborators:
Steve Sclar, Omprakash
Pirasenna Thiyagarajan, Omprakash
Joe O'Shea, Florida State University
Veronica McGinn, University of New Brunswick

Tools for Managing Learning Through Internships
Elliot Washor
Big Picture Learning

Collaborators:
Damian Ewens, Achievery
David Berg, The Met Sacramento High School

Parents Guide to Media and Technology
Bill Shribman
WGBH Educational Foundation

Collaborators:
Sandra Cortesi, Berkman Center for Internet and Society at Harvard University
Ken Denmead, GeekDad.com & GeekMom.com