Academic Integrity Badges for Students

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by Anh Lam, Manager in the Teaching & Learning Centre

Did you know we have digital badges for students about academic integrity? Seneca's Teaching & Learning Center has developed three academic integrity modules that you can incorporate into your course and track student completion:

1. Integrity in Action

2. Plagiarism and Citation

3. Academic Integrity in Cyberspace

A digital microcredential badge will be issued to students upon completion of each module. When students complete all three modules, a milestone badge will be issued. These badges can be added to their LinkedIn profile, portfolio, or resumes.

Seneca's Teaching & Learning Centre partnered with the academic integrity office of Toronto Metropolitan University to create Academic Integrity in Cyberspace, a game designed to create an approachable, engaging environment for students to tackle the often emotionally and ethically fraught situations that lead to compromising academic integrity. This replaced the Integrity Matters app, which was not developed by Seneca. This ensures that we stay on top of emerging trends and policies related to academic integrity.

About the three badges:

Integrity in Action: Students will learn about Seneca's Academic Integrity policy and apply it to scenarios involving issues of academic integrity.

Plagiarism and Citation: This module provides students with scenarios on various plagiarism scenarios. There is also a citation component for APA and MLA.

Academic Integrity in Cyberspace: The game's cute and fun aesthetic, as well as the space setting, help create an environment that students can engage with and enjoy while dealing

with these situations, as well as allowing the scenarios to avoid parallels to specific people or groups. There are three modules, or planets; these planets each represent a specific area of academic integrity. Planet 1, Colaborea, focuses on collaboration and communication challenges. Planet 2, the Archive of Bosh, takes students through scenarios involving issues of sourcing and research. Finally, Planet 3, Cheel, gives students the opportunity to explore situations that involve stress management and decision making. Learn more about Academic Integrity in Cyberspace here: VLS 2.0: Academic Integrity in Cyberspace.

Tip: All three badges can be embedded into Learn@Seneca. Download this Academic Integrity (updated Winter 2025) package and follow the Import a Course Package instructions. Please note that the package requires Seneca authentication.

If you have any questions, reach out to the Teaching & Learning Center (teaching@senecapolytechnic.ca), or Anh Lam (anh.lam@senecapolytechnic.ca).

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