

SCORM OVERVIEW

CREATE CONTENT

Set Title properties for SCORM / AICC



The image shows a software dialog box titled "Title Properties". It has a blue header bar with a small icon on the left. Below the header is a tabbed interface with six tabs: "General", "Background", "Content", "Frames", "Additional files", and "Author Control". The "General" tab is currently selected. Inside the "General" tab, there is a section titled "Type of Title" which contains three radio button options. The third option, "AICC/SCORM/CourseMill 3.0 Published Title", is selected. Below this section is a checkbox labeled "Run Title in Full Screen Mode for CD Publishing", which is currently unchecked.

Title Properties

General | Background | Content | Frames | Additional files | Author Control

Type of Title

- ☐ Standard Lectora Title (published to CD or HTML)
- ☐ CourseMill 2.0 (or older) Published Title
- ☒ AICC/SCORM/CourseMill 3.0 Published Title

☐ Run Title in Full Screen Mode for CD Publishing

Get Student Name from the Learning Management System

NSDL Reusable Learning



Pre Test



Reusability Framework



Content Model

WELCOME

Student Name



Reusable
LEARNING

Action Properties

General | Condition

Action Name: Action 1

On: Show

Action: Change Contents

Target: Text Block 5

New Contents:

- AICC_Student_Name
- AICC_Lesson_Location
- AICC_Lesson_Status
- AICC_Score
- AICC_Student_ID
- AICC_Student_Name
- AICC_Time


☐ Delay B seconds

☐ Author

OK Cancel Help


Set Lesson Status as 'Complete' When Button Clicked

NSDL Reusable Learning



Page

Thanks for completing the course.
Happy reusing!!

 Click this button when complete

Button Properties

General | Position and Size | On Click | Condition | Fly In / Fly Out

Action: Modify Variable

Target: Exit Title/Close Window

New Variable

Go To
Hide
Launch a program/document
Mail To
Modify Variable
Play
Print Current Page
Reset All Variables
Reset Form
Reset Test
Show

Button Properties

General | Position and Size | On Click | Condition | Fly In / Fly Out

Action: Modify Variable

Target: AICC_Lesson_Status

New Variable

Value: AICC_Lesson_Status

Modification Type: AICC_Core_Lesson
AICC_Lesson_Location
AICC_Score
AICC_Time
CMI_Completion_Status
CMI_Core_Exit
Question_0001
Question_0002
Question_0003

Button Properties

General | Position and Size | On Click | Condition | Fly In / Fly Out

Action: Modify Variable

Target: AICC_Lesson_Status

New Variable

Value: Completed

Modification Type: Set Variable Contents

Button Properties

General | Position and Size | On Click | Condition | Fly In / Fly Out

Action: Modify Variable

Target: AICC_Lesson_Status

New Variable

Value: Completed

Modification Type: Set Variable Contents

Add to Variable
Divide Variable By
Multiply Variable By
Set Variable Contents
Subtract from Variable

Create a PreTest

The screenshot shows the 'Test Properties' dialog box with the 'Results' tab selected. The 'General' sub-tab is active, showing options for displaying test results, grading, and submission methods. The 'Lowest Passing Score' is set to 50. The 'Results Submission' section includes options for email or CGI submission, with 'Submit Test to CGI program' selected and 'Method' set to 'POST'. A text box for the CGI URL is empty. Checkboxes for 'Prompt the student for their name to identify the test', 'Include all variable values in submission', and 'Show the student a success dialog if submission is successful' are all checked. The 'OK', 'Cancel', and 'Help' buttons are at the bottom.

Response	When Completed/Passed	When Canceled/Failed
General	Background	Inherit

☒ Show test results to student after end of test
☒ Grade the test
☐ Show only the score of the test, not the questions and answers
☒ Include test score in overall score

Lowest Passing Score: 50

Results Submission

☐ Email Results of Test ☒ Submit Test to CGI program
☐ Submit in XML format Method: POST

☒ Prompt the student for their name to identify the test
☐ Include all variable values in submission
☒ Show the student a success dialog if submission is successful

OK Cancel Help

In the Framework, the term used for Aggregation Level is

The Reusability Framework includes Rights.

☐ True

☐ False

The workshop presenter is:

☐ Robby Robson

☐ Al Gore

☐ Mr. Ed

Note that the test will automatically communicate score to the LMS via SCORM communication

The most reusable and granular level of the Learnativity Content Model is

☐ Information Object

☐ Content Asset

☐ Learning Environment

Action Properties

General | Condition

Action Name: Go to End if Test Passed

On: Show

Action: Go To

Target: Chapter, Section, or Page

Name: Page 1 Scroll To: Top of Page

☐ Open in New Window Window Properties

☐ Delay Before Action seconds

☐ Author Control

OK Cancel

BRANCHING:

Skip to the end of the course, if the test score is greater than or equal to 50

Action Properties

General | Condition

☒ Perform Action ONLY if the following is TRUE:

Variable:	Relationship:	Value:
<u>Test_1_Score</u>	<u>Greater Than Or Eq</u>	<u>50</u>

Multiple Conditions

PUBLISH A SCORM 1.2 CONTENT PACKAGE

on Demonstration Copy - NSDL Content Reusability.awc

Mode Publish View Help



Publish to Single File Executable

Publish to CDROM

Publish to HTML

Publish to CourseMill

Publish to AICC/Web-Based

Publish to SCORM/Web-Based

Publish to LRN

Publish to SCORM/Disconnected



Publish SCORM Location

SCORM Options | Options | FTP Options | Proxies | Cisco CDN

Course Is: SCORM 1.2 Conformant

Course Creator: SCORM 1.0 Conformant
SCORM 1.1 Conformant
SCORM 1.2 Conformant
SCORM 2004 Conformant

Course ID: NSDL Reusability

Course Title: NSDL Content Reusability

URL of Course Folder:
(If Known)

Course Description:
NSDL Reusable Learning

Additional Keywords:
(Comma Separated)

☐ The published course will report Question and Test Interactions to the Learning Management System (LMS).

☒ The published course will prompt to restore the last viewed location within the Learning Management System (LMS).

OK Cancel Help

Publish SCORM Location

SCORM Options | Options | FTP Options | Proxies | Cisco CDN

Publish

Destination Folder:
y Titles\NSDL Content Reusability\scorm\html Choose Folder

☒ Publish Only Updated Pages/Resources

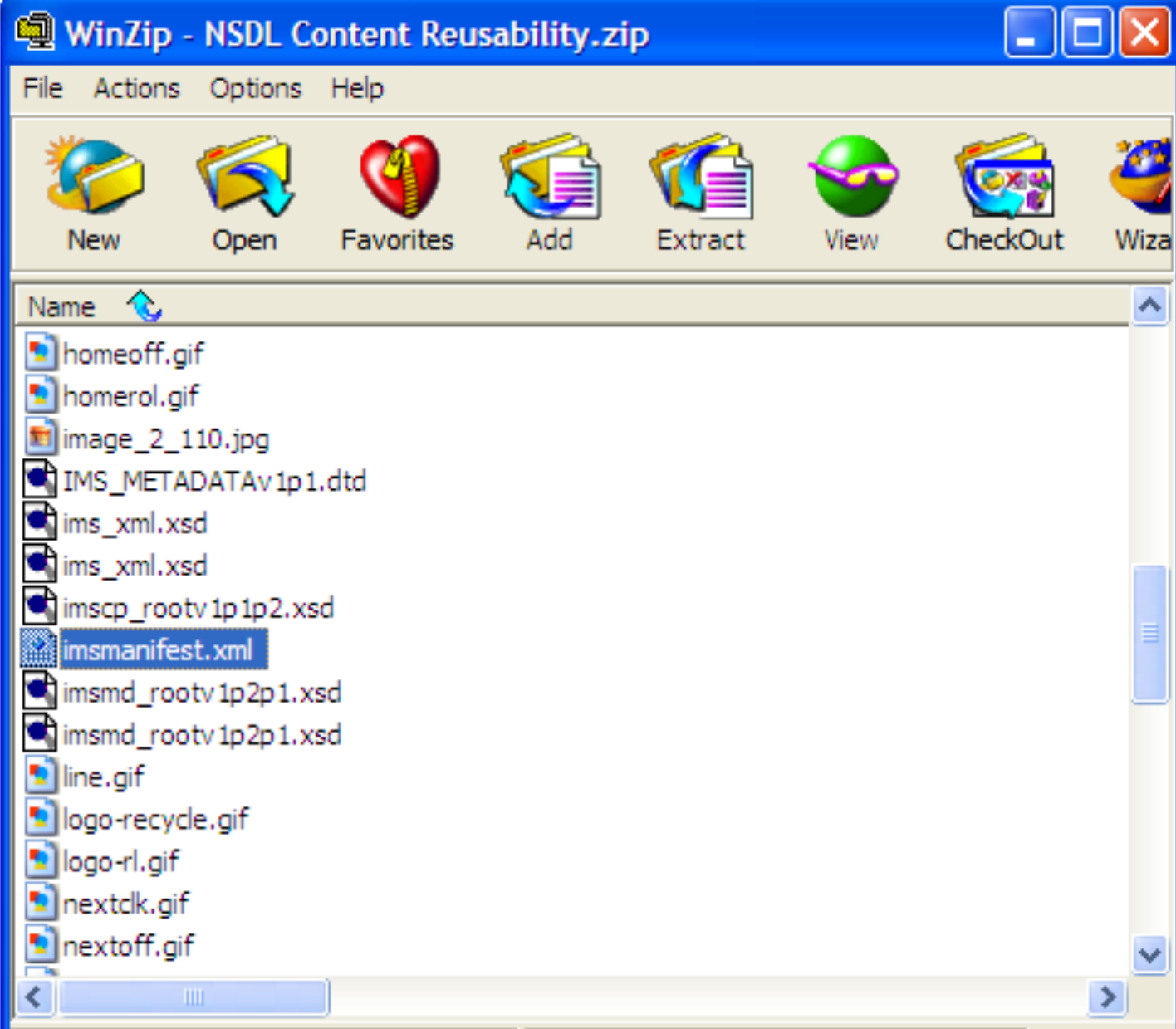
☐ Publish All Pages/Resources in the Title

☒ Store Published Title in a Zip File

☒ Create ALT Tags for Images and Buttons

☒ Include Title Manager

OK Cancel Help



IMPORT TO LMS

SCORM Detective

Content Classlist

Course Content

SCORM Samples

1. [SCORM Detective](#)
2. [Flash Quiz Sample](#)

Flash SCORM Demonstrator

1. [Flash SCORM Demonstrator](#)



[search content](#)

Administration



[Content Display Settings](#)



[Manage Files](#)



[Manage Content](#)



[Add Module](#)



[Add Topic](#)



[Import Course](#)



[Scorm Reporting](#)

Import Course Material

Choose a source to import from:



Select a file to upload:

Browse...




Select a shared learning object from the Learning Object Repository

Cancel

Next

Choose file

Look in:  html

My Recent Documents



Desktop




My Documents



My Computer



My Network Places

 NSDL Content Reusability.zip

File name:

Open

Files of type:

All Files (*.*)

Cancel

Import Summary

The course import was successful.

[Return](#)

SCORM Detective

Content Classlist

Course Content

SCORM Samples

1. [SCORM Detective](#)
2. [Flash Quiz Sample](#)

Flash SCORM Demonstrator

1. [Flash SCORM Demonstrator](#)

NSDL Content Reusability

1. [NSDL Content Reusability](#)

INTERACT WITH CONTENT

Login

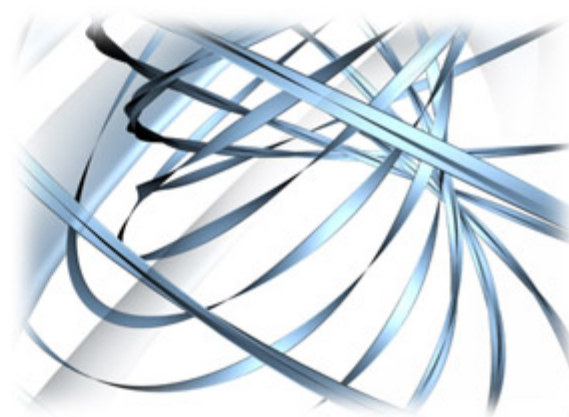
Username:

Password:

Please note your
password is case
sensitive.

Welcome

This site is built in the D2L Learning Platform as a central information and communication point for the Academic ADL Co-laboratory project.





[My Home](#)

SCORM Detective

[Content Classlist](#)

Modules

[Samples](#)

[Flash SCORM
Demonstrator](#)

[NSDL Content Reusability](#)

Course Content

SCORM Samples

1. [SCORM Detective](#)
2. [Flash Quiz Sample](#)

Flash SCORM Demonstrator

1. [Flash SCORM Demonstrator](#)

NSDL Content Reusability

1. [NSDL Content Reusability](#)



My Home

SCORM Detective

Content Classlist

NSDL Content
Reusability

1 [NSDL Content
Reusability](#)

NSDL Content Reusability



NSDL Reusable Learning



Pre Test



Reusability Framework



Content Model

WELCOME

STUDENT (GC), DEMO



Reusable
LEARNING

NSDL Content Reusability

NSDL Reusable Learning

Chapter 1 - Reusability Framework

Page 1 of 1

There are multiple dimensions to reusability. For the purposes of the framework presented here, five factors are identified:

- Granularity (or aggregation level)
- Design
- Interoperability
- Rights
- Metadata

These represent a distillation and unification of reusability from the perspectives of learning theorists, instructional designers, technology designers, content developers, standards developers, digital librarians and policy makers. References to some of these perspectives may be found at the end of this document and on the Reusable Learning project Web site.

Reusable Learning Web Site

NSDL Content Reusability

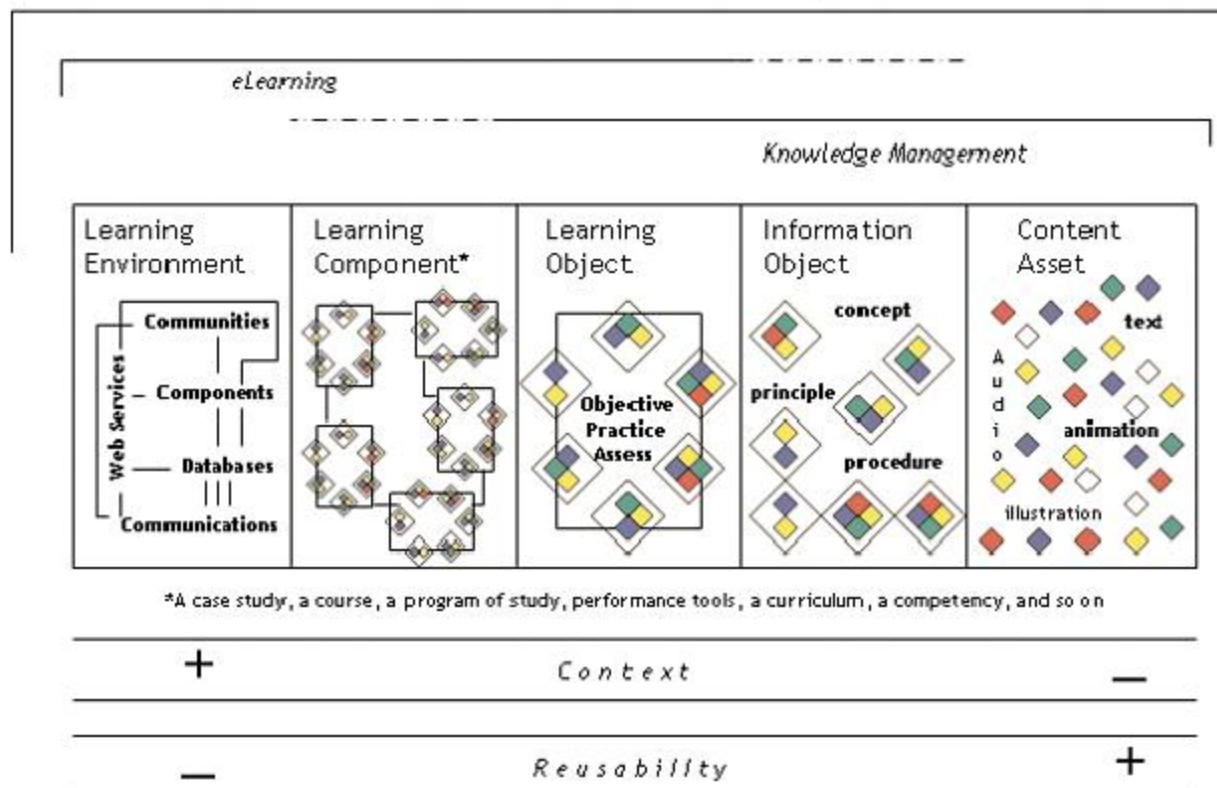
NSDL Reusable Learning



Chapter 2 - Content Model

Page 1 of 1

C o n t e n t E c o s y s t e m



A Content Model for Designing Learning Objects

NSDL Reusable Learning



Reusability Framework



Content Model

Microsoft Internet Explorer



You have previously been in this lesson.
Would you like to return to the last visited location in the lesson?

OK

Cancel



Reusable
LEARNING

In the Framework, the term used for Aggregation Level is

granularity

The Reusability Framework includes Rights.

- ☒ True
- ☐ False

The workshop presenter is:

- ☐ Robby Robson
- ☒ Al Gore
- ☐ Mr. Ed

The most reusable and granular level of the Learnativity Content Model is

- ☐ Information Object
- ☐ Content Asset
- ☒ Learning Environment

Test 1

Test 1

Student: STUDENT (GC), DEMO

SCORE: 50

PASSED

Question 1

In the Framework, the term used for Aggregation Level is

Your answer (correct): granularity

Question 2

The Reusability Framework includes Rights.

Your answer (correct): True

Question 3

The workshop presenter is:

Your answer: Al Gore

Correct answer: Robby Robson

Question 4

The most reusable and granular level of the Learnativity Content Model is

Your answer: Learning Environment

Correct answer: Content Asset

OK

Java Applet Window

NSDL Reusable Learning



Page

Thanks for completing the course.
Happy reusing!!



Click this button when complete

CONTENT / LMS COMMUNICATION

Logout

Login

Username:

scormdemo

Password:

•••••

Please note your
password is case
sensitive.

Login

Wel

This s
Platfo
and c
Acade
projec

Administration

[Content Display Settings](#)[Manage Files](#)[Manage Content](#)[Add Module](#)[Add Topic](#)[Import Course](#)[Scorm Reporting](#)

SCORM Reporting

Select Report:

Single User, Single Course - SCO Summary



Select User:

STUDENT (GC), DEMO



Back

View

Summary Information - Total (and %) of SCO's in Each Status Type

Status	Total	Percentage
	2/4	50.00%
COMPLETED	2/4	50.00%

Single User Single Course for DEMO STUDENT (GC)

Course	Progress	Last Accessed	Completed	Score	# Accesses	Time Spent
SCORM Samples - 206470						
SCORM Detective	Completed	May 12, 2004 5:07:23 PM		50	0	0000:00:00.00
Flash Quiz Sample						
Course	Progress	Last Accessed	Completed	Score	# Accesses	Time Spent
Flash SCORM Demonstrator - 212594						
Flash SCORM Demonstrator						
Course	Progress	Last Accessed	Completed	Score	# Accesses	Time Spent
NSDL Content Reusability - 214141						
NSDL Content Reusability	Completed	May 13, 2004 11:27:54 PM		50	2	0000:01:37.00

[Back](#)
[Print](#)