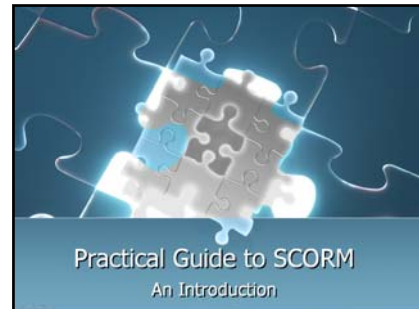


Practical Hands-On Guide to SCORM

Hands-On SCORM Course Now ONLINE !

Get first-rate SCORM training related to coding, manifest creation, sequencing techniques, navigation and ADL/SCORM fundamentals for developing course content and assessments. This **online instructor-led** course is now available weekly Monday through Thursday from 12pm to 5pm EST. And since this is an online course, you can **learn from the comfort of your home or office**. And don't forget! With the purchase of our course, you will receive the SCORM Quickstart source code, a variety of lab exercises with source code examples, ADL Testing Tools, Trident "the SCORM IDE" license, Metadata Generator Pro license, and Simple SCORM Packager license – all, absolutely FREE!



Maximize your SCORM proficiency and protect your e-Learning effectiveness: Develop a working knowledge of SCORM from "The **SCORM Authority**". We started when SCORM started in 1997, after one of our founders helped develop its first metadata specifications, along with being named researcher of the year for his contributions. JCA Solutions is responsible for deploying thousands of hours of content annually. We specialize in SCORM and you can benefit from our knowledge by tapping into the value of our training classes, published books, white papers and speaking engagements. No One Understands SCORM Better than JCA Solutions — No One.



A Practical Hands-on Guide to SCORM

A Practical Guide to SCORM is a high-quality professional development course designed to prepare a Training Professional for success. In this course, you will learn how to actually create SCORM conformant courseware and have the opportunity to experiment with a number of tools you will need in your program.

Who Should Attend?

This is a hands-on SCORM development course intended for instructional designers and developers that require direct hands-on knowledge of SCORM

issues. Although the labs are structured to support a variety of skill sets and backgrounds, students should have an awareness of basic web development, HTML, Java Script, and XML technologies as they will be featured within the exercises.

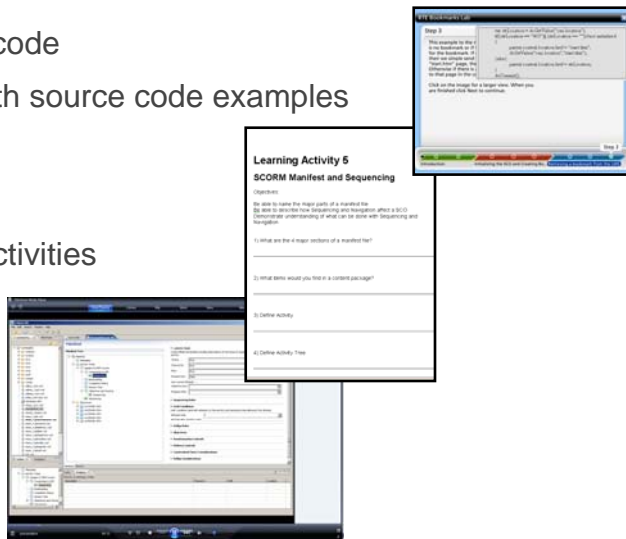
Course Objectives

The goal of this course is to provide students with a practical understanding of SCORM specifications and implementation techniques for modern courseware development. Students will review key technologies and standards via hands-on exercises to re-enforce the information presented.

The students will examine the techniques for overcoming the challenges of designing and implementing SCORM-conformant courseware and will be presented with real-world examples utilizing the principles of ADL and SCORM. They will also be introduced to the tools and resources that are available to the ADL/SCORM community. Special attention will be paid to discussing the critical issues and current trends associated with ADL and SCORM development.

SCORM Quick Start Kit - FREE for every student!

- SCORM QuickStart source code
- A variety of lab exercises with source code examples
 1. Software simulations
 2. Web based labs
 3. Interactive learning activities
- ADL Testing Tools
- Trident
- Metadata Generator Pro
- Simple SCORM Packager



Detailed Outline

1. **Introduction to SCORM 2004**

- Basic ADL/SCORM Concepts and Definitions
- Overview of SCORM 2004
- Differences and similarities between SCORM 1.2 and 2004
- The Role of SCORM in Modern Courseware Development

2. **SCORM Essentials**

- Content Objects: What constitutes Assets and Sharable Content Objects (SCOs)?
- Repositories: Melting pots of reusable content
- Learning Management Systems (LMS): Open Source alternatives
- Expanding your options via a Learning Content Management System (LCMS)
- What is Metadata?
- ADL Registry: Discovery of specific content resources

3. **Metadata and Repositories**

- How to read Metadata files
- How to develop Metadata using tools and templates
- **LAB:** Developing Metadata With Metadata Generator Pro
- **LAB:** Developing Metadata With Metadata Generator Pro
- Content repositories definition and usage

4. **Runtime SCORM: What makes a SCO a SCO?**

- Introduction to SCORM 2004 API and related 3rd party APIs
- **LAB:** The Handshake - Connecting Your SCO to the LMS
- **LAB:** Connecting to LMS API using FLASH
- Bookmarking using navigation and browser events
- **LAB:** Creating Bookmarks and Responding to Bookmark Events
- Completion status and session time within a SCO
- **LAB:** Create a SCO that Sets Completion Status and Session Time
- Tracking student performance and assessment scoring

- **LAB:** Scoring Using Score.raw and Objectives
- 5. **Manifest and Sequencing**
 - What is the course manifest?
 - Reading a 2004 manifest file
 - Simple Sequencing: Control, Rules, and Objectives
 - The Activity Tree: Activity Path, Roll-up, and Clusters
 - **LAB:** Create a Manifest Using Trident
 - How to influence sequencing outside of the SCO
- 6. **Testing your SCORM Package**
 - What does the test suite test?
 - Known issues and workarounds
 - **LAB:** Installing and Using the Scorm Test Suites
 - **LAB:** Reading the Test Log

Course Schedule

The course will run Monday – Thursday 12:00pm – 5:00pm (EST) daily.

Registration Fees

\$1,500.00 USD