**SCORM 2004 Course Full Bundle**

The SCORM 2004 Course is designed to prepare Training Professionals 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
  - Software simulations
  - Web based labs
  - Interactive learning activities
- ADL Testing Tools
  - Trident
  - Simple SCORM Packager
Detailed Outline

1. **Introduction to SCORM 2004**
   1. Basic ADL/SCORM Concepts and Definitions
   2. Overview of SCORM 2004
   3. Differences and similarities between SCORM 1.2 and 2004
   4. The Role of SCORM in Modern Courseware Development

2. **SCORM Essentials**
   1. Content Objects: What constitutes Assets and Sharable Content Objects (SCOs)?
   2. Repositories: Melting pots of reusable content
   4. Expanding your options via a Learning Content Management System (LCMS)
   5. What is Metadata?
   6. ADL Registry: Discovery of specific content resources

3. **Metadata**
   1. How to read Metadata files
   2. How to develop Metadata using tools and templates
   3. **LAB:** Developing Metadata With Metadata Generator Pro
   4. **LAB:** Developing Metadata With Metadata Generator Pro
   5. Content repositories definition and usage

4. **Runtime SCORM: What makes a SCO a SCO?**
   1. Introduction to SCORM 2004 API and related 3rd party APIs
   2. **LAB:** The Handshake - Connecting Your SCO to the LMS
   3. **LAB:** Connecting to LMS API using FLASH
   4. Bookmarking using navigation and browser events
   5. **LAB:** Creating Bookmarks and Responding to Bookmark Events
   6. Completion status and session time within a SCO
   7. **LAB:** Create a SCO that Sets Completion Status and Session Time
   8. Tracking student performance and assessment scoring
   9. **LAB:** Scoring Using Score.raw and Objectives

5. **Manifest and Sequencing**
   1. What is the course manifest?
   2. Reading a 2004 manifest file
   3. Simple Sequencing: Control, Rules, and Objectives
   4. The Activity Tree: Activity Path, Roll-up, and Clusters
   5. **LAB:** Create a Manifest Using Trident
   6. How to influence sequencing outside of the SCO
Course Seat Time

This course should take approximately 8 hours to complete.

Instructor Biography

General Information

Brian Caudill has been a training consultant, and owner of JCA Solutions, since 2001. He specializes in SCORM and e-learning standards and their implementation. Mr. Caudill has a wealth of knowledge and experience in Web integration of training content and learning systems analysis. Mr. Caudill is an authority on the development and implementation of Sharable Content Object Reference Model (SCORM) and is well-versed in Learning Management System selection and integration, XML, JavaScript, ASP, PHP, and Visual Basic. He is a past member of the University of Central Florida's Accessibility Task Force for Implementation of Section 508 of the American Disabilities Act and a former member of the Core Group of the Department of Defense Joint Advanced Distributed Learning Co-Laboratory, where he provided technical consulting on SCORM to the military and private contractors. Mr. Caudill is a registered Department of Defense contractor.

Publications:
Mr. Caudill has published white papers and a book on the subject of SCORM and received the Army dL Maverick Award twice for his presentations on SCORM.


Education:
He holds a B.S. in Psychology from the University of Central Florida (UCF) and is one of nine (1 of 9) nationally certified auditors for SCORM 1.1. View SCORM Auditor Certificate. Mr. Caudill continues to work with UCF on the Instructional Technology Advisory Council.

SCORM Certified