

Added by Anthony Whyte, last edited by Peter A. Knoop on Aug 29, 2008

SCORM in Sakai

There have been several efforts (ongoing now these past few years) to develop tools to play SCORM content inside of Sakai.

Here are the players we're currently aware of:

Institution	SCORM Version	Sakai Version	Status	Contact	Details
Centre de Recherche Informatique de Montréal	SCORM 2004	Sakai 2.4	In development	Sacha Lepretre	This is an improvement/port on the first UC Davis prototype
HKUST	SCORM 1.2	Sakai 2.4 ?	In development	William Wan	
UC Davis	SCORM 2004 3rd Ed.	Sakai 2.5	In development	Kirk Alexander	This is under active development. We hope to have a solid player available this winter with the intention of developing a scoring/statistics tool as phase 2, and phase 3 integration with other Sakai tools (e.g. Gradebook). The working version includes several improvements on our original prototype – we've removed the applet code in favor of AJAX, more tightly integrated with Sakai's built in content repository, and normalized the storage of user performance data
UC Davis	SCORM 2004	Sakai 2.1	Prototype	Kirk Alexander	This version has been deprecated

What is SCORM?

Sharable Content Object Reference Model (SCORM) is a collection of standards and specifications adapted from multiple sources to provide a comprehensive suite of e-learning capabilities that enable interoperability, accessibility and reusability of Web-based learning content.

ADLNet.gov http://www.adlnet.gov/

Wikipedia's entry http://en.wikipedia.org/wiki/SCORM

SCORM Versioning

The following link should lead to a good thread in response to the differences between another, older specification, AICC, and SCORM:

http://community.astd.org/eve/forums/a/tpc/f/6401041/m/55910833.... the second respondent was or is a ADL SCORM technical team member.

If you are completely new to SCORM, try this (was written in 2004, and so only refers to SCORM1.2, but still a helpful boost up): http://www.adlnet.gov/scorm/articles/7.cfm

Reuse - key: Stop Versioning The Specifications

SCORM puts a premium on Reuse of content. A unique edge that SCORM has in this comes from the recognition that if the specification keeps changing, then content makers must scramble to adapt the content (re-packaging, etc). As a result, any real level 'reuse' is technically not attained. So SCORM also proposes, beginning with SCORM2004, to **stop versioning** the specification. This is impossible, of course. But, SCORM2004 does represent enough of a full-rounded package that major changes appear to be avoidable, thereby avoiding the orphaning generations of content which would otherwise occur between major versions. This underlying principle behind SCORM can be found in the expansion of the acronym. SCORM stands for "Shareable Content Object Reference Model". "Reuse, reuse..." ... it's a SCORM mantra.

What's are the differences between SCORM1.2 and SCORM2004?

One could say that "SCORM2004 Edition 3 Version 1.0" is the 1.0 of SCORM. There were too many uncertainties and vagaries in previous versions to **stop versioning**. To ADL's credit, this was recognized early and frequently cited.

The major difference between SCORM1.2 and SCORM 2004 Edition 3 Version 1.0 are:

- IEEE Learning Technology Standards Committee (LTSC) accredits the IEEE LOM Standard: 1484.12.3-2005 IEEE Standard for Learning Technology; Extensible Markup Language (XML) Schema Definition Language Binding for Learning Object Metadata
- Adoption of IMS Simple Sequencing Specification over default IMS Content Package sequences.

Workgroup Projects

- SCORM2004 Runtime
 - 2-1-2 confluence.sakaiproject.org/confluence/display/SCORMPLAYER/2-1-2

Sakai SCORM Tool requirements and gaps summary

Added by Jon Gorrono, last edited by Jon Gorrono on Mar 14, 2007 (view change)

(the wiki markup for this page was shamelessly plagiarized from the requirements space)

C	Category	Requirement	HKUST Tool	UCDavis Tool	IBM Tool	HKUST	CRIM	UCDavis
Ter	ms	1. Definitions of key terms						
	1.01							
	1.02							
	1.03							
	1.04							
UI		2. User functions, interation, and display requirements						
	2.01	SCORM package can be uploaded / playback in resources tool	②	*		②	②	会
	2.02	SCORM package can be uploaded / playback in other Sakai tools	*	*		(3)	②	②

:	2.03	SCORM package can be updated without affecting the existing interaction tracking report	②		Ø	②	会
:	2.04	SCORM package will be validated according to the specifications before upload can be confirmed	②	②	②	②	会
;	2.05	Optional for uploader to define SCORM presentation - with or without navigation tree, and other META data of the SCORM package (General, Lifecycle, Technical and Right)	②	*	②	②	×
;	2.08	SCORM playback optionally inside or outside the Sakai main window	*	36	②		*
:	2.09	Support of SCORM conversion from PowerPoint course upload	*	*	(2)	会	?
:	2.10	Support of SCORM1.2 to SCORM2004 conversion	×	*	•	(2)	(2)
UX		3. User Experience					
:	3.01	Support for major browsers	②	7	②	②	☆
;	3.02	No installation of additional software is required	②	②	②	②	会

Data

4. Information that is persisted

4.01

Reports	5. GradebookService reporting, data mining, etc					
5.01	Interaction and tracking report for SCORM item can be generated and retrieved by user (summary	②	*	②	②	(3)
5.02	Interaction and tracking report can be exported to Excel or CSV file for further processing	②	*	②	②	7
5.03	Interaction and tracking report can be customized to include different colume and exclude some participants	②	*	②	②	?
5.04	Search function should be available for report filtering	②	*	②	②	
Specification Support	5. packaging, SCORM1.2, SCORM2004, etc.					
6.01	SCORM1.2 packages		34	②	②	(3)
6.02	SCORM2004 packages	*	②	(2)	②	会
6.03	IMSS	34	②	(②	*
6.04	SequencingService (not IMSSS-specific)	*	346	•	0	0

Symbology

Requirement Status Key

会	Vitally required
	Required
(Nice to have
*	Not needed
7	Unknown status

Feature Status Key

- Included in latest release
- Not included at this time
- Unknown implementation status