



[Scorm 2004 Packages](#)

The screenshot shows the 'QUEST: SELLING SKILLS DEMO' interface. On the left is a dark sidebar with navigation options: Dashboard, Develop, Customize, Manage Players, Reports, Implement (highlighted), Game Access, Live Leaderboards, SCORM Packager, xAPI Connector, and Access Resources. Below the sidebar, it shows 'YOUR GAME STATUS: Online'. The main content area has a breadcrumb trail: Dashboard / Implement / SCORM Packager. Below this is a link to 'How to make a Scorm build. Click to Read Article'. The 'SCORM Packager' section contains instructions: 'Use this tool to create a SCORM 1.2 or SCORM 2004 compliant package of your Knowledge Guru game for use on your LMS. Please review the help documentation for more details on the SCORM version this will generate and how it differs from the web app version of the game.' Two buttons are visible: 'Build SCORM 1.2 Package' and 'Build SCORM 2004 Package', both highlighted with a red box. A note below the buttons states: 'Note: Please allow a few minutes for the process to complete. This page will automatically refresh with a link to download your SCORM package when it is ready..'. The footer of the interface reads: 'Powered by Knowledge Guru® Platform. © 2017 Bottom-Line Performance, Inc.'

Click **Build SCORM 1.2 Package** or **Build SCORM 2004 Package**.

[Scorm 2004 Packages](#)



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[1]Example SCORM courses The Golf Examples are a set of sample SCORM packages that illustrate the technical principles of SCORM.

It defines communications between client side content and a host system (called 'the run-time environment'), which is commonly supported by a learning management system.. The standard uses XML, and it is based on the results of work done by AICC, IMS Global, IEEE, and Ariadne.. In simple terms, they constrain a learner to a fixed set of paths through the training material, permit the learner to 'bookmark' their progress when taking breaks, and assure the acceptability of test scores achieved by the learner.

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Each SCORM version specifies the methods that the run-time environment should support and how those methods should behave.. Shareable Content Object Reference Model (SCORM) is a collection of standards and specifications for web-based electronic educational technology (also called e-learning).. 2Versions2 3SCORM 2004Technology[edit]SCORM was designed to be web-based and utilizes JavaScript to facilitate communication between the client side content and the run-time environment.. SCORM 2004 introduced a complex idea called sequencing, which is a set of rules that specifies the order in which a learner may experience content objects.

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The SCORM examples start with a set of basic HTML pages that contain instructional information about the game of golf.. Content launched by the run time environment can then call those methods utilizing JavaScript.. SCORM is a specification of the Advanced Distributed Learning (ADL) Initiative from the Office of the United States Secretary of Defense.

## **microsoft scorm packages**

SCORM also defines how content may be packaged into a transferable ZIP file called 'Package Interchange Format.. Versions[edit]SCORM 1 1[edit] e10c415e6f