

# SCORM in Sakai

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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
Edia	SCORM 2004	Sakai 2.5 + Sakai 2.6+	In development	<a href="http://www.edia.nl">http://www.edia.nl</a>	Improved version of the UC Davis SCORM 2004 player. Code at <a href="https://source.sakaiproject.org/contrib/scorm/SCORM.2004.3ED.RTE/trunk/">https://source.sakaiproject.org/contrib/scorm/SCORM.2004.3ED.RTE/trunk/</a> ] The most recent changes are: Sakai Gradebook integration and some major issue's regarding to navigation are solved.
Centre de Recherche Informatique de Montréal	SCORM 2004	Sakai 2.4	In development	<a href="#">Sacha Lepretre</a>	This is an improvement/port on the first UC Davis prototype
HKUST	SCORM 1.2	Sakai 2.5.3	Ready to release - this is ported from 2.4.x	<a href="#">William Wan</a>	This tools include several functions including a SCORM 1.2 player, integrated with the Resources Tools, tracking and reports. There are some modification to the original Sakai tools and we are trying to minimize changes to the other sources in the future releases
UC Davis	SCORM 2004 3rd Ed.	Sakai 2.5	In development	<a href="#">Kirk Alexander</a>	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	<a href="#">Kirk Alexander</a>	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](#)
- [Wikipedia's entry](#)

## 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

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