

RapidSVGTM
v3.0
Professional

SCORM 2004 and v1.2
Compliance

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Introduction

RapidSVG v3.0 Professional is a SCORM-compliant technology that enables developers to save SVG projects as SCORM-compliant content packages.

The **Sharable Content Object Reference Model (SCORM)**, published by the Advanced Distributed Learning (ADL) project, is a collection of standards and specifications (adapted from multiple sources) that are used to enable interoperability, accessibility and reusability of web-based learning content.

As a continually evolving standard, there have been several versions of SCORM. RapidSVG supports **SCORM 2004** (the most current version of SCORM) and **SCORM v1.2** (the previous version of SCORM that is still widely used). A content file that complies with the SCORM specifications can be easily deployed and managed using any LMS that supports SCORM (including XStream's own web-based XStream RapidShare LMS). For the purposes of SCORM, an LMS is any system for managing and deploying e-learning content.

Components of a SCORM Course

In RapidSVG, the developer may save an SVG project as a SCORM 2004 or SCORM v1.2 content package, which consists of the following elements:

- **Course Manifest File (imsmanifest.xml)** – Contains all the information necessary for registering and deploying the course. The **imsmanifest.xml** file, which includes data describing the overall course package (i.e., content structure, metadata, resources, sequencing information, and other details about the aggregation or grouping of the different course elements), is necessary for sharing and reusing the contents of the course within any Learning Management System (LMS) that supports SCORM. In order to register the SCORM course in a SCORM-compliant LMS, the system administrator provides a link to the course's **imsmanifest.xml** file.
- **Course Metadata (.XML) File** – Contains the course's metadata (meaning data about data). While the manifest file includes information required by the LMS so that the course may be registered and tracked, the metadata file includes information that is only provided for developers' reference. The main functionality of metadata is to provide a common way of describing the learning resources so that they can be searched for, located, retrieved and reused in other places. Metadata, as such, provides third-party users with information about the learning resource and how it can be used so that they can reuse it as part of the SCORM courses they are creating.
- **Various XSD Files** – The various required IMS and ADL XSD control documents (such as `adlcp_rootv1p2.xsd`, `imscp_rootv1p1p2.xsd`, etc.), which are used by the manifest file during the import process into the LMS.
- **XMLSchema.dtd and datatypes.dtd (SCORM 2004 only)** – The **Document Type Definition (DTD)** files used to validate the XSD files. The DTD files essentially define the rules of the XSD files, such as which elements are present and the structural relationship between the elements. Specifically, the DTD files define such things as valid tag names and attribute names, which fields are optional, which are required, and which may occur multiple times in the document. The DTD files help to validate the data when the receiving application does not have a built-in description of the incoming data.
- **SCORMCONTAINER.JS File** – The Javascript file for implementing **SCO** functionalities. Because the **SCORMCONTAINER.JS** file is a common file used to access the **SCO** functionalities for each lesson in the course, it is stored in a separate "**XRMScripts**" subfolder.

- **Sharable Content Object (SCO)** – The **SCO** is a standardized, reusable learner object containing the actual SVG content. It comprises three main files:
 - **HTML file** (e.g., **SCO1.HTM**) – The actual **SCO** file that refers to the SCORMCONTAINER.JS file in order to access **SCO** functionalities. The .HTM file contains code for launching the **index.svg** file (i.e., the first SVG page in the project) from the LMS (e.g., **XStream RapidShare LMS**).
 - **Index.svg file** – The main .SVG document file used to load the first SVG page of the project in the web browser. Along with the **index.svg** file, all the required supporting folders/files are also present (including the “**Page**” folder incorporating the individual SVG pages that make up the project, the “**Js**” folder incorporating the JavaScript files needed for proper functionality of the interactive objects within the project, and the “**Image**” folder incorporating all the linked image files added to the project).
 - **XML metadata file** (e.g., **SCO1.XML**) – The metadata file containing the metadata details (tags) for the **SCO**. Metadata essentially provides descriptive information about the content represented in the **SCO**. It is used to facilitate the reuse and discoverability of content within a content repository.

Saving an SVG Project as a SCORM Course

RapidSVG enables the developer to save an SVG project as a structured SCORM 2004 or v1.2 course. RapidSVG generates all the necessary files (i.e., course manifest file, course metadata file, SCORMCONTAINER.JS file, the SCO file, and other required files) required for the SCORM course package. The course may then be registered, deployed, and tracked through any LMS that supports SCORM 2004 or v1.2.

NOTE: When creating a SCORM course in RapidSVG, the developer may customize the course manifest, SCO metadata, and sequencing details by entering information in the fields of the forms provided. However, because the process of creating a SCORM course or SCO is almost completely automated and requires minimal user input, the course manifest, SCO metadata, and sequencing forms do not have to be filled out. Even if the forms are not filled out, all the necessary information will be automatically provided within the course manifest file (which also contains a link to the course’s .XML metadata file containing metadata details) and/or SCO metadata file. The developer needs to fill out the manifest and metadata forms only if he/she wants to customize manifest and metadata information for the course and/or SCO.

Managing/Deploying SCORM Courses

A SCORM 2004 or v1.2 course may be registered and deployed through any Learning Management System (LMS) that supports the equivalent SCORM standard.

A **SCO** within a SCORM-compliant content package (saved from an SVG project in RapidSVG) is a self-contained, browser-launchable file. RapidSVG **SCOs** are always launched using a web browser (e.g., Internet Explorer or Netscape). In addition, in order to enable proper tracking by the LMS, the self-contained **SCO** within the content package is played individually (i.e., a **SCO** cannot be launched from another **SCO**). Note that the precise method used to access the **SCO** within the SCORM content package is dependent on the individual LMS.

XStream RapidShare LMS, XStream’s web-based Learning Management System, may be used to register, launch, and track any SCORM v1.2 course created with RapidSVG, RapidBuilder, RapidExam, Performance Analyzer, or another third-party SCORM course-building tool.

NOTE: XStream RapidShare LMS only supports SCORM v1.2 courses. It does not support SCORM 2004 courses. The SCORM 2004 courses created with RapidSVG must be managed and deployed using a third-party LMS that supports SCORM 2004.

Contact Information

For more information on the SCORM-compliant technology of RapidSVG, please contact our sales team either by phone at (613) 731-9443 or by e-mail at salesupport@xstreamsoftware.com.

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