

## CONFERENCE AT A GLANCE

### Monday, January 16

8:00 AM – 6:00 PM

On-Site Registration

12:00 PM – 1:00 PM

Lunch

9:00 AM – 6:15 PM

[Tutorial Program](#)

### Tuesday, January 17

8:00 AM – 6:00 PM

On-Site Registration

9:00 AM – 12:00 PM

[General Session: Keynote and Welcome Remarks](#)

12:00 PM – 1:00 PM

Lunch

1:10 PM – 1:50 PM

[Plug N Play Demonstrations](#)

2:00 PM – 6:00 PM

[Track 1: ADL Policy and Implementation](#)

2:00 PM – 6:00 PM

[Track 2: SCORM 2004 Product Demonstrations](#)

6:00 PM – 8:00 PM

[Welcome Reception](#)

### Wednesday, January 18

8:00 AM – 6:00 PM

On-Site Registration

9:00 AM – 10:00 AM

[General Session: Keynote](#)

10:00 AM – 6:00 PM

Plug N Play

10:10 AM – 6:00 PM

[Track 1: ADL Policy and Implementation](#)

10:10 PM – 6:00 PM

[Track 2: SCORM 2004 Product Demonstrations](#)

12:00 PM – 1:00 PM

Lunch

1:10 PM – 2:00 PM

[Plug N Play Demonstrations](#)

7:00 PM – 9:30 PM

[Welcome Banquet](#)

### Thursday, January 19

9:00 AM – 10:30 AM

[Track 1: ADL Policy and Implementation](#)

9:00 AM – 10:30 AM

[Track 2: SCORM 2004 Product Demonstrations](#)

9:00 AM – 12:00 PM

Plug N Play

10:30 AM – 12:00 PM

[General Session: Closing Remarks](#)

12:00 PM – 1:00 PM

Lunch

1:00 PM

[National Palace Museum Tour](#)

## TUTORIAL PROGRAM

Monday, January 16, 2006	
<b>9:00 AM – 12:00 PM</b>	<b>ADL Overview and Introduction to SCORM</b> Jennifer Brooks, <i>Alexandria ADL Co-Laboratory</i> David Wirth, <i>Academic ADL Co-Laboratory</i>
12:00 PM – 1:00 PM <b>Lunch</b>	
<b>1:00 PM – 4:00 PM</b>	<b>SCORM for Software Developers</b> ADL Technical Team, <i>ADL Technology Center</i>
4:00 PM – 4:15 PM <b>Break</b>	
<b>4:15 PM – 6:15 PM</b>	<b>Panel Discussion: Status of E-Learning in Asia</b> <i>The Taiwan Group</i>

## TECHNICAL PROGRAM

Tuesday, January 17, 2006	
<b>Plenary Sessions</b> <i>C.S. Memorial Hall, 10<sup>th</sup> Floor</i>	
<b>9:00 AM – 9:30 AM</b>	<b>Welcome/Opening Remarks</b> Paul Jesukiewicz, <i>Alexandria ADL Co-Laboratory</i>
<b>9:30 AM – 10:30 AM</b>	<b>Keynote Speech</b> Dr. Robert Wisher, <i>Director, ADL Initiative</i>
10:30 AM – 10:45 AM <b>Break</b>	
<b>10:45 AM – 12:00 PM</b>	<b>ADL Initiative Status / Update</b> Paul Jesukiewicz, <i>Alexandria ADL Co-Laboratory</i>
12:00 PM – 1:00 PM <b>Lunch</b>	
<b>PLUG N PLAY DEMONSTRATIONS</b> <i>Student Activity Center</i>	
<b>1:10 PM – 1:30 PM</b>	<b>Reload</b> Jennifer Brooks, <i>Alexandria ADL Co-Laboratory</i>
<b>1:30 PM – 1:50 PM</b>	<a href="#"><u>Open Source Integration for SCORM Editor (FreeMind and Reload)</u></a> Won Ho, <i>Kongju National University</i>
2:00 PM – 6:00 PM <b>PLUG N PLAY</b> <i>Student Activity Center</i>	
-SESSIONS -	
<b>International Plugfest II Track 1</b> <i>C.S. Memorial Hall, 10<sup>th</sup> Floor</i>	<b>International Plugfest II Track 2</b> <i>Room 1501</i>
2:00 PM – 3:30 PM <b>SCORM Status and Evolution</b> <i>(Includes SCORM 2004 3<sup>rd</sup> Edition)</i> ADL Technical Team, <i>ADL Technology Center</i>	2:00 PM – 2:45 PM <a href="#"><u>SCORM 2004 Enhanced DLMS</u></a> Tzu-Chieh Tien, <i>Institute of Information Industry</i> 2:45 PM – 3:30 PM <a href="#"><u>Providing Context for Reuse</u></a> Ian Douglas, <i>Florida State University</i>
3:30 PM – 3:45 PM <b>Break</b>	

**Tuesday, January 17, 2006**

<p>3:45 PM – 5:15 PM <b>SCORM Conformance, Certification and Software Tools</b> ADL Technical Team, <i>ADL Technology Center</i></p>	<p>3:45 PM – 4:30 PM <a href="#"><u>Games Based Learning with SCORM 2004</u></a> <i>Warwick Bailey, Icodeon, Ltd</i></p> <p>4:30 PM – 5:15 PM <a href="#"><u>Metadata Implementation in Universitas 21 Global</u></a> <i>Budy Harnata, Universitas 21 Global Pte. Ltd.</i></p>
<p><b>5:15 PM – 6:00 PM</b>      <b>SCORM Panel Open Discussion</b> ADL Technical Team, <i>ADL Technology Center</i> <i>C.S. Memorial Hall, 10<sup>th</sup> Floor</i></p>	
<p>6:00 PM – 8:00 PM <a href="#"><u>Welcome Reception</u></a></p>	

## TECHNICAL PROGRAM

Wednesday, January 18, 2006	
<b>GENERAL SESSION</b> <i>C.S. Memorial Hall, 10<sup>th</sup> Floor</i>	
<b>9:00 AM – 10:00 AM</b> <b>Keynote Speech</b>	
10:00 AM – 6:00 PM <b>PLUG N PLAY</b> <i>Student Activity Center</i>	
-SESSIONS -	
<b>International Plugfest II Track 1</b> <i>C.S. Memorial Hall, 10<sup>th</sup> Floor</i>	<b>International Plugfest II Track 2</b> <i>Room 1501</i>
10:00 AM – 10:45 AM <b>CORDRA and the ADL Registry</b> <i>ADL Technical Team, ADL Technology Center</i>	10:00 AM – 10:45 AM <b>TBD</b>
10:45 AM – 11:15 AM <b>Break</b>	
11:15 AM – 12:00 PM <b>SCORM and S1000D Integration</b>	11:15 AM – 12:00 PM <a href="#">SCORM SCO Presentation Engine (S2PE)</a> <i>Kraig Mentor, Concurrent Technologies Corporation</i>
12:00 PM – 1:00 PM <b>Lunch</b>	
<b>PLUG N PLAY DEMONSTRATION</b> <i>Student Activity Center</i>	
<b>1:10 PM – 1:30 PM</b> <a href="#">SCORM S1000D Reuse Demonstration</a> <i>Nigel Ward, (Candidate) Australia ADL Co-Laboratory</i>	
<b>1:30 PM – 1:50 PM</b> <b>SCORM 2004 Authoring Tool Technology Demonstration</b> <i>Institute for Information Industry</i>	
2:00 PM – 2:45 PM <b>International SCORM Adoption</b> <i>Institute for Information Industry</i>	2:00 PM – 2:45 PM <a href="#">Course Go! – An Integrative Authoring Tool</a> <i>Shih-Chun Chou, Institute for Information Industry</i> <i>Jing Cu, Institute for Information Industry</i>
2:45 PM – 3:30 PM <b>International SCORM Adoption</b> <i>Higher Education Taiwan</i>	2:45 PM – 3:30 PM <a href="#">Structure within the SCO: A Strategy for Effective Content Reuse</a> <i>Tyde Richards, Eduworks</i>
3:30 PM – 3:45 PM <b>Break</b>	

Wednesday, January 18, 2006

<p>3:45 PM– 4:30 PM  <a href="#"><u>International SCORM Adoption: SCORM Promotion Activities in the Asian Region</u></a>          Kiyoshi Nakabayashi, <i>e-Learning Consortium Japan</i></p> <p>4:30 PM – 5:15 PM  <a href="#"><u>International SCORM Adoption: SCORM Use Case in the Cyber Home Learning System</u></a>          Yong-Sang Cho, <i>Korea Education and Information Service (KERIS)</i></p> <p>5:15 PM – 6:00 PM  <b>International SCORM Adoption</b>  <i>Partnership for Peace</i></p>	<p>3:45 PM – 4:30 PM  <a href="#"><u>LMS and Content Conversion Tools for Multiple Standards</u></a>          Mike Rustici, <i>Rustici Software, LLC</i></p> <p>4:30 PM – 5:15 PM  <a href="#"><u>Applying S-P Chart Analysis as Feedback Mechanism in SCORM Assessment Material</u></a>          Sheng-Bo Chen, <i>National Taichung Institute of Technology, Department of Multimedia Design</i>          Yung-Chou Hsu, <i>National Taichung Institute of Technology, Department of Multimedia Design</i>          Chewei Hu, <i>National Taichung Institute of Technology, Department of Multimedia Design</i>          Yu-chen Lin, <i>Southern Taiwan University of Technology, Department of Applied English</i></p> <p>5:15 PM – 6:00 PM  <b>Video SCORM</b>          Dr. Timothy K. Shih, <i>Tamkang University</i></p>
<p>7:00 PM – 9:30 PM  <a href="#"><u>Banquet</u></a></p>	

## TECHNICAL PROGRAM

Thursday, January 19, 2006	
9:00 AM – 12:00 PM <b>PLUG N PLAY</b> <i>Student Activity Center</i>	
-SESSIONS -	
International Plugfest II Track 1 <i>C.S. Memorial Hall, 10<sup>th</sup> Floor</i>	International Plugfest II Track 2 <i>Room 1501</i>
9:00 AM – 10:30 AM <a href="#"><u>SCORM Application: Examples, Practices and Lessons Learned</u></a> Cande Filip, <i>ADL Technology Center</i> Aaron Silvers, <i>ADL Technology Center</i>	9:00 AM – 9:45 AM <a href="#"><u>The Design and Development of Asynchronous Distance Learning Supporting System</u></a> Wasin Pirom, <i>Chulalongkorn University</i> 9:45 AM – 10:30 AM <a href="#"><u>Design Quality eLearning Course 2.0--The First CP SCORM 2004 Conformant from Taiwan</u></a> Chang-Hua Lai, <i>Taiwan Knowledge Bank, Co., Ltd.</i> Chun-Kwei Chen, <i>Taiwan Knowledge Bank, Co., Ltd.</i> Yu-Kuan Chen, <i>Taiwan Knowledge Bank, Co., Ltd.</i>
10:30 AM– 11:00 AM <b>Break</b>	
<b>GENERAL SESSION</b> <i>C.S. Memorial Hall, 10<sup>th</sup> Floor</i>	
<b>11:00 AM – 11:30 AM</b>	<b>Keynote Speech</b>
<b>11:30 AM – 12:00 PM</b>	<b>Closing Remarks / Wrap Up</b> Paul Jesukiewicz, <i>Alexandria ADL Co-Laboratory</i> Lichieh Lin, <i>Institute for Information Industry, Taiwan</i>
12:00 PM – 1:00 PM <b>Lunch</b>	
1:00 PM <a href="#"><u>National Palace Museum Tour</u></a>	

## PRESENTATION ABSTRACTS

### **A Games Based Learning with SCORM 2004**

Warwick Bailey, *Icodeon, Ltd*

Tuesday, January 17, 2006 3:45 PM – 4:30 PM RM I501

Icodeon Ltd (Cambridge, UK) in association with the Millennium Mathematics Project at the University of Cambridge (Cambridge, UK) has developed as SCORM 2004 package that runs as a games based learning environment in the Icodeon SCORM 2004 Player application.

The Icodeon SCORM Player tracks learner progress using the draft IEEE 1484.11.3 XML binding for the CMI Datamodel. The Icodeon SCORM 2004 Player has a "sequencing smart" user interface where controls are exposed/hidden, enabled/disabled and expanded/collapsed dynamically according to sequencing state.

Example of content with sophisticated sequencing rules running in a leading edge SCORM 2004 run time environment.

### **Applying S-P Chart Analysis as Feedback Mechanism in SCORM Assessment Material**

Sheng-Bo Chen, *National Taichung Institute of Technology, Department of Multimedia Design*

Wednesday, January 18, 2006 4:30 PM – 5:15PM RM I501

This demo mainly presents how to implement an online assessment feedback mechanism into SCORM 2004 content package. This content package identifies if you are the teacher or students and provides the real-time assessment result collection, analysis, and online report for the teacher and students. The S-P Table (Takahiro Sato, 1974) was adopted as the analysis tool, and this content package provides S-P Curve automatic determination.

Different from always being added on LMS in the past, assessment feedback mechanism in this demo earns many advantages: not being assigned to any particular LMS, following the interoperation of SCORM, and enhancing the assessment analysis functions of SCORM.

### **SCORM Use Case in the Cyber Home Learning System**

Yong-Sang Cho, *Korea Education and Information Service (KERIS)*

Wednesday, January 18, 2006 4:30 PM – 5:15PM C.S. Memorial Hall, 10<sup>th</sup> Floor

The Cyber Home Learning System of Korea is an e-Learning system which have been planed and operated by Ministry of Education, KERIS ), and 16 Metropolitan & Provincial Office of Education since 2004 and is first case in the world to adapt in K-12 area national scale which basis for SCORM 2004.

KERIS has developed and modified SCORM 2004 based Content Packaging Tool, Conformance Test Suite and LCMS (Learning Contents Management System) to adapt SCORM in Cyber Home Learning System. Then KERIS has supplied and done technical support to 16 Metropolitan & Provincial Office of Education by open source type.

Besides, KERIS trained officers and developers of Metropolitan & Provincial Office of Education for standardization including SCORM.

In addition, to make contents flexibly and to support collaboration learning, we are researching about refining sequencing & navigation rule of SCORM 2004.

Finally, Standardization specs that apply to Cyber Home Learning System are as following.

1. SCORM 2004 Content Packaging Spec
2. SCORM 2004 Data Model and API/API Adaptor
3. SCORM 2004 Sequencing & Navigation Rule
4. KEM (Korea Educational Metadata for K-12)

I will introduce how to develop and service Cyber Home Learning System which basis for SCORM and announce R&D status about standardization topic including SCORM Sequencing & Navigation in International Plugfest 2.

Key Objectives:

1. Why need SCORM to adapt distributed learning and service environment?
2. How and what to do develop advanced SCORM?

Intended Audience: officer, researcher, planner about e-Learning

Learning Outcomes:

1. SCORM use case in K-12 area(regular education)
2. various view point about metadata and sequencing & navigation

## **Course Go! -- an Integrative Authoring Tool**

Shih-Chun Chou, *Institute for Information Industry*  
Wednesday, January 18, 2006 2:00 PM – 2:45 PM RM I501

To create a complete digital learning content requires the cooperation of professional instructors, graphic designers, and programmers. We have developed Course Go!, an integrative content editing software that creates a cooperative environment between the three roles. Instructors can design course content with word, while allowing graphic designers to use Dreamweaver or FrontPage to enhance the visual presentation and programmers to design objects for the instructors to use.

Features:

1. Meets SCORM 1.2 and SCORM 2004 standards
2. Provides template creation tools
3. Combines the use of Word for content editing
4. Supports multiple languages
5. Supports template interchanging

## Providing Context for Reuse

Ian Douglas, *Florida State University*

Tuesday, January 17, 2006 2:45 PM – 3:30 PM RM I501

SCORM objects are liable to be the result of a front-end analysis. In front-end analysis someone looks at a performance problem and determines that some form of content is required to be delivered in either a training or performance support solution. This presentation will report on a project carried out in collaboration with front-end analysis units in the U.S. military. It was found that knowledge in these units is currently captured through non-standard documents, which are not easily shared. A tool will be demonstrated for capturing 'analysis objects', which are a SCORM compatible standard for the capture and storage of front-end performance analysis knowledge. Analysis objects can be linked to SCORM objects to provide the problem context that would facilitate reuse.

## SCORM Application: Examples, Practices and Lessons Learned

Cande Filip, ADL Technology Center

Aaron Silvers, ADL Technology Center

Thursday, January 19, 2006 9:00 AM – 10:30 AM C.S. Memorial Hall, 10<sup>th</sup> Floor

The ADL Application Team will demonstrate four SCORM 2004 content examples available for download from ADLNet.org. This will be an overview of each example, including purpose, audience, objectives and results. After the demonstration, a discussion of lessons learned about Sequencing from an Instructional Design and Content Development point of view. These lessons learned stress the need for good team communications, project management, instructional sequencing and relating that information between the design and development sides of a project.

## Metadata implementation in Universitas 21 Global

Budy Harnata, *Universitas 21 Global Pte. Ltd.*

Tuesday, January 17, 2006 4:30 PM – 5:15 PM RM I501

Universitas 21 Global (U21G) has been implementing the SCORM 1.2 metadata to tag all of its content and digital assets. It also has been using the LCMS to manage its content and digital assets.

After implementing the SCORM metadata for more than two years, U21G has gained some experience as well discovered some issues in using the metadata. The presentation will highlight the issues and experience U21G has been facing, something that the audience will be able to learn from. Even though the metadata used is SCORM 1.2, the same lesson could be applied to any metadata specifications, including the SCORM 2004.

## Open Source Integration for SCORM Editor (FreeMind and Reload)

Won Ho, *Kongju National University*

Tuesday, January 17, 2006 1:30 PM – 1:50 PM Student Activity Center

There are many open source programs available for educational division. Reload is a SCORM 2004 Editor, which provides many functionalities. The graphical interface of Reload is somewhat difficult to grasp the whole contents structure. On the other hand FreeMind is open source mindmap tool, which provides convenient editing environment and good graphical representation. The presentation will be about new SCORM 2004 Editor, which combined FreeMind and reload. The tool provides convenient, easy, and quick editing functions to the users.

## Design Quality eLearning Course 2.0 - The First CP SCORM 2004 Conformant from Taiwan

Chang-Hua Lai, *Taiwan Knowledge Bank, Co., Ltd.*

Thursday, January 19, 2006 9:45 AM – 10:30 AM RM I501

Design Quality eLearning Course 2.0 is the first course of Application of Quality Knowledge Series. It's also the first course from Taiwan which got the CP SCORM 2004 Conformant from ADL.

- **Course Objectives:** Help user to utilize the concept and solution of design quality during the product development process.
- **Target Audience:** R&D people, engineer and manager lever of R&D, Manufactory and Quality Control departments.
- **Course Length:** 8 hours
- **Design concept:**
  1. Problem-based content design and 7-step of learning levels (Question-Answer-What-How-Example-Why-Advanced)
  2. Utilize sequencing rule of SCORM 2004 to control the learning paces to achieve the adaptive learning processes and behavior.

## SCORM SCO Presentation Engine (S2PE)

Kraig Mentor, *Concurrent Technologies Corporation*

Wednesday, January 18, 2006 11:15 AM – 12:00 PM RM I501

The presentation objective is to offer one solution for the simplification of SCO creation for developers and instructional designers. The presentation informs the audience about the use of XML to architect and implement immersive, varied content through the implementation of a pre-coded playback engine. The SCORM SCO Presentation Engine allows individuals lacking programming skills who previously could not implement SCORM content, to create entire SCOs, including branching and quizzes, by the use of simple XML. This approach takes content creation in a new direction by removing the code burden from the author and allowing them to focus on content creation.

## SCORM Promotion Activities in the Asian Region

Kiyoshi Nakabayashi, *e-Learning Consortium Japan*

Wednesday, January 18, 2006 3:45 PM – 4:30 PM C.S. Memorial Hall, 10<sup>th</sup> Floor

AEN (Asia e-Learning Network) initiative is aiming to share experience and knowledge about e-Learning activities in Asian region. One of the important topics of AEN is SCORM Promotion. Interoperability experiment for SCORM based products called ALIVE (AEN LMS and content Interoperability Validation Experiment) has been conducted since 2004. This presentation reports the result of the most recent ALIVE event and other activities for SCORM promotion in the Asian Region.

## The Design and Development of Asynchronous Distance Learning Supporting System

Wasin Pirom, *Chulalongkorn University*

Thursday, January 18, 2006 9:00 AM – 9:45 AM RM I501

This paper proposes a design of asynchronous distance learning supporting system (ADLSS) according to the basic of SCORM requirements in order to increase ability of a learning management system (LMS). In the ADLSS, teachers produce and integrate knowledge and understanding to construct the learning objects (LOs), including contents structure and test module, according to the basic of SCORM specifications. The LOs are then uploaded into the server of LMS in which learners can download the LOs into clients of ADLSS and teachers can track learning activities of learning



reports from LMS and then report the feedback of learning status. In addition, this project develops and designs the real time face detection for using in ADLSS in order to detect the face of learner.

## Structure within the SCO: A Strategy for Effective Content Reuse

Tyde Richards, *Eduworks*

Wednesday, January 18, 2006 2:45 PM – 3:30 PM RM I501

This presentation will describe and demonstrate technology that enables learning-related content from different sources to be deconstructed into a common set of structural and content units that are smaller than the SCO. From these units, SCORM-conformant SCOs can be constructed that are pedagogically and stylistically consistent. In defining these units, an important project goal is the attempt to leverage existing open specifications that are XML-based and widely adopted. The technology and an associated content conversion methodology are evolving under the aegis of the Joint ADL Co-Lab Prototype Program. The presentation will discuss the implications of the approach being taken for the SCORM community.

## LMS and Content Conversion Tools for Multiple Standards

Mike Rustici, *Rustici Software LLC*

Wednesday, January 18, 2006 3:45 PM – 4:30 PM RM I501

Participants will learn about two tools from Rustici Software that greatly simplify the process of converting existing content and LMS's to conform to the SCORM 2004, 1.2, 1.1 and AICC specifications. These tools enable developers to perform one simple conversion to add support for all four standards simultaneously. This presentation will be targeted at managers and developers tasked with converting existing products to be standards conformant. Of particular note, we will discuss several integrated solutions to the cross-domain scripting problem (including a remote RTE component and document.domain manipulation) as well as metadata extensions which provide increased control to content developers.

## SCORM 2004 Enhanced DLMS

Dr. Tzu-Chieh Tien, *Institute of Information Industry*

Tuesday, January 17, 2006 2:00 PM – 2:45 PM RM I501

DLMS is an LMS product which can be applied in a distributed environment. There users can take courses not only at the registered LMS but also at allied ones. DLMS is developed by using Java and JSP techniques. Now it has been powered by equipping SCORM 2004 sequencing engine. Audience will know the distributed architecture of the DLMS and how the SCORM 2004 sequencing engine is embedded. If audience would like to understand the functions of a DLMS, a product demo will also be given.

## SCORM S1000D Reuse Demonstration

Nigel Ward, *(Candidate) Australia ADL Co-Laboratory*

Wednesday, January 18, 2006 1:10 PM – 1:30 PM Student Activity Center

The SCORM – S1000D Re-use Project was a collaborative project between Boeing Australia, HarvestRoad Limited and the Australian Commonwealth Department of Education, Science and Training (DEST). The technical demonstrator shows: - the use of repositories to share content components between SCORM training modules and S1000D technical documentation based on authoritative data sources, and - the timely update of SCORM and S1000D content based on updates to the common data sources. The demonstration will include discussion of open issues, best practices and lessons learned and recommendations are for the further development of S1000D/SCORM and associated infrastructure to support the use of repositories to share content components between SCORM training modules and S1000D technical documentation.

## SOCIAL EVENTS



### Welcome Reception

The welcome reception will be held at Tamkang University in a traditional Chinese style garden. All participants are welcome to enjoy the buffet style of Chinese dishes. A live performance of traditional Chinese music will be included so that the reception will create a good memory of everyone.



### Banquet

The conference banquet will be held at the Grand Hotel for all participants. The hotel is famous for its traditional Chinese restaurant. The dinner will be arranged in a Chinese style (round tables with dishes served one after another). Transportation between Tamkang University and the Grand Hotel will be arranged.



### Tour

The National Palace Museum preserves the 7000-year cultural legacy of China. A tour will be open for everyone. However, reservations are required. Participants need to check with the registration desk to fill out a reservation form. A professional guide will introduce the tour in English. Transportation will be arranged.