

## **BOOKMARKING EXAMPLE (BKME) README Version 1.0**

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### **INTRODUCTION**

The purpose of the SCORM® 2004 4<sup>th</sup> Edition Bookmarking Example (BKME) Version 1.0 from the Advanced Distributed Learning (ADL) Initiative is to provide instruction on the implementation process, rules, and expectations of the bookmarking feature. The BKME package is only an example. Use this example to help you through the design and development process.

BKME is a SCORM 2004 4<sup>th</sup> Edition-conformant content package. The content package can be imported into any SCORM 2004 4<sup>th</sup> Edition conformant learning management system (LMS) and explored. BKME was tested in the freely available SCORM 2004 4<sup>th</sup> Edition Sample Run-Time Environment (SRTE) Version 1.0. These instructions assume you are using the SRTE to run the BKME content.

Download the SCORM 2004 4<sup>th</sup> Edition SRTE from [www.ADLNet.gov](http://www.ADLNet.gov) and refer to the associated ReadMe file included with the SRTE. Follow the installation instructions.

This course *will not work with a SCORM Version 1.2 conformant LMS*.

BKME requires the Adobe® Flash® Player 8.0 plug-in or greater to view the animations used in the content. This plug-in may be obtained from Adobe (<http://www.adobe.com/>).

### **USE**

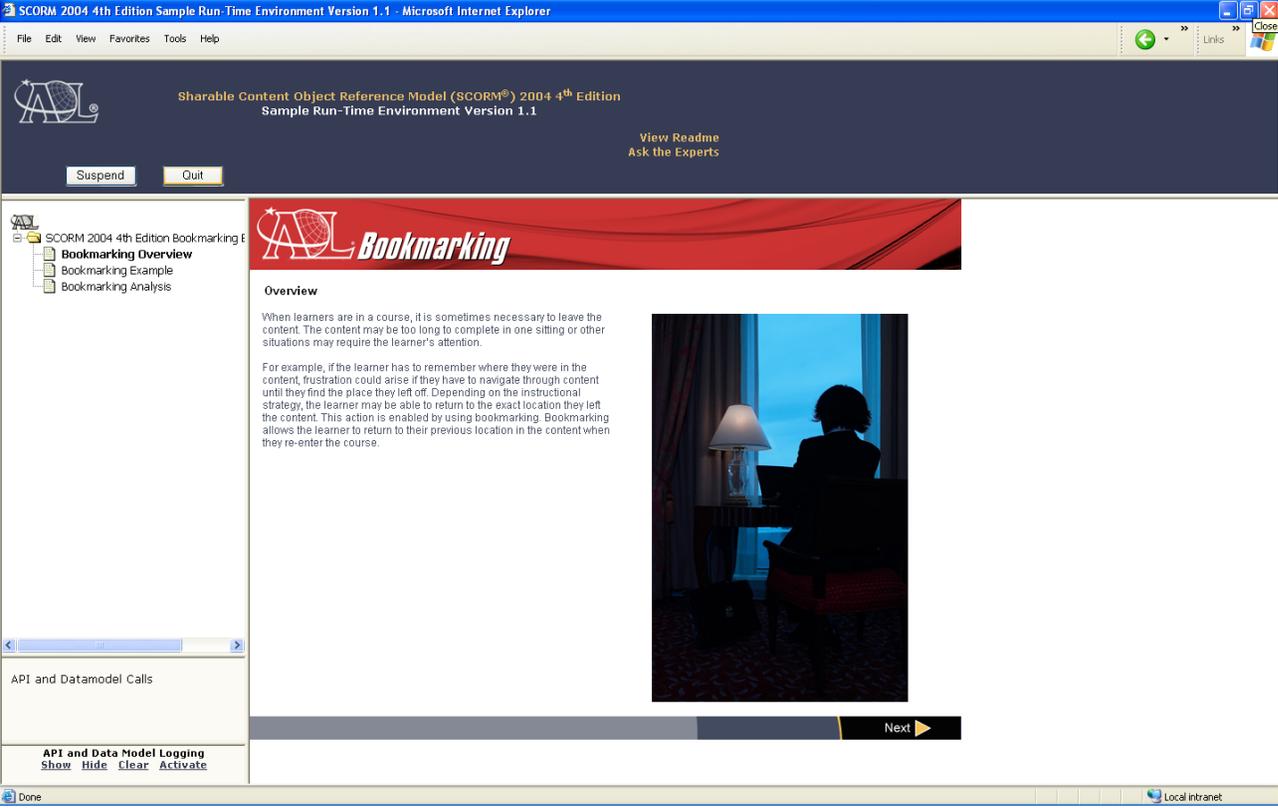
The BKME is to be used by content developers and instructional designers to enhance understanding of the development of SCORM conformant content and employing a bookmarking feature. A linear sequencing strategy was used in the creation of this example; therefore navigation through this content will occur in a linear progression, going from section to section in order and cannot vary from that order. The content in this example consists of:

- Overview
- Bookmarking
- Analysis

To navigate through a section in the BKME content, the learner uses the “Next” or “Back” button. To navigate from module to module or lesson to lesson, the learner clicks on the module or lesson name from the left side table of contents menu.

The code is transparent so you can adapt it and implement it in your own SCORM 2004 4<sup>th</sup> Edition projects.

*Screenshot of BKME being run in the SCORM 2004 4<sup>th</sup> Edition Sample RTE Version 1.1*



## FEEDBACK

To ask questions or provide feedback about the content example, visit [www.ADLNet.gov](http://www.ADLNet.gov).

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