

MULTIPLE SEQUENCING CONTENT EXAMPLE (MSCE) README Version 1.0

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INTRODUCTION

The purpose of the SCORM® 2004 4th Edition Multiple Sequencing Content Example (MSCE) Version 1.0 from the Advanced Distributed Learning (ADL) Initiative is to provide common set of content with different sequencing implementations to fit multiple pedagogical approaches. The MSCE packages are only examples. Use these examples to help you through the design and development process.

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

Download the SCORM 2004 4th Edition SRTE from 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.*

MSCE 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 MSCE will help you content developers understand how to apply sequencing in different ways. The content has been sequenced in four different ways. Each sequencing strategy is its own content package that can be viewed to better understand how the strategy functions and is coded. Reusability has been employed through the use of the same content, but with each package making use of a different sequencing strategy

Because of the sequencing strategies presented, the navigation for each strategy may vary. Becoming familiar with the navigation aspects will enhance the learning experience during the time spent in the content. The strategies are as follows:

Default Sequencing

The learner has the ability to go anywhere in the content at any time, by clicking either the page to page navigation (the “Next” button) or clicking on the side menu navigation for module to module.

Linear

In the Linear strategy, the learner navigates in a linear fashion, clicking the “Continue” button to go from module to module and the “Next” button to go to the next screen. Upon completion of all the content, the learner will be presented with assessment questions. This area is navigated by clicking the “Next” button.

Knowledge Paced

The learner is first presented with assessment questions for the specific module in the Knowledge Paced example. The assessment questions are navigated by clicking the “Next” button. When the assessment is completed, the learner will click the “Continue” button to go to the content if they did not pass the assessment and on to another module if they did pass the assessment. Upon completion of the content for each module, the learner is then presented with a post-test assessment.

Competency Assessment

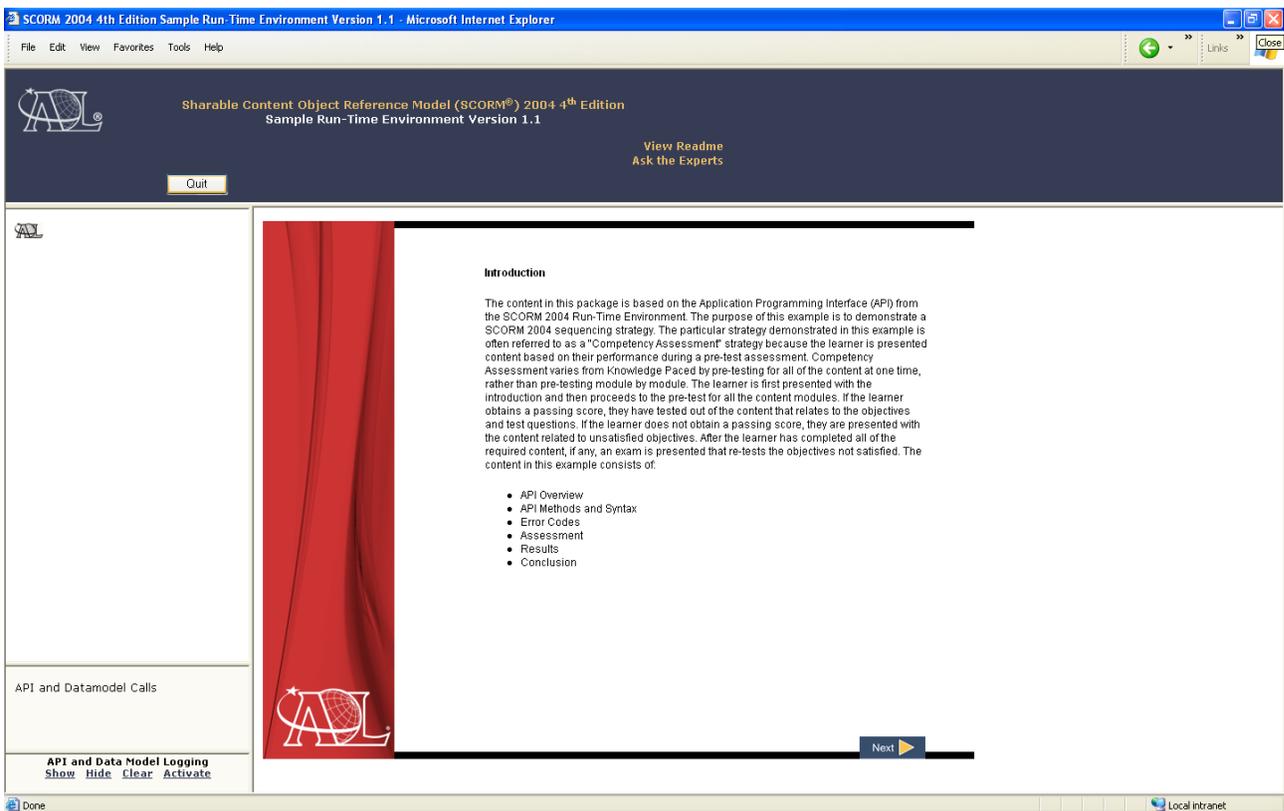
When in the Competency Assessment strategy, the learner is first presented with assessment questions for all of the modules. The assessment questions are navigated by clicking the “Next” button. When the assessment is completed, the learner will click the “Continue” button to go to the set of content corresponding to missed topics. Upon completion of all the content, the learner is then presented with a post-test assessment.

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

Screenshot of MSCE being run in the SCORM 2004 4th Edition Sample RTE Version 1.1

FEEDBACK

To ask questions or provide feedback about the content example, visit www.ADLNet.gov.



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