

PLUG-IN TECHNOLOGIES EXAMPLE (PITE) README Version 1.0

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INTRODUCTION

The purpose of the SCORM® 2004 4th Edition Plug-In Technologies Example (PITE) Version 1.0 from the Advanced Distributed Learning (ADL) Initiative is to provide guidance and implementation on creation of SCORM 2004 content using various Web technologies beyond vanilla HTML and JavaScript. The PITE package is only an example. Use this example to help you through the design and development process.

PITE 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. PITE was tested in the freely available SCORM 2004 4th Edition Sample Run-Time Environment (SRTE) Version 1.1. These instructions assume you are using the SRTE to run the PITE 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.*

PITE 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

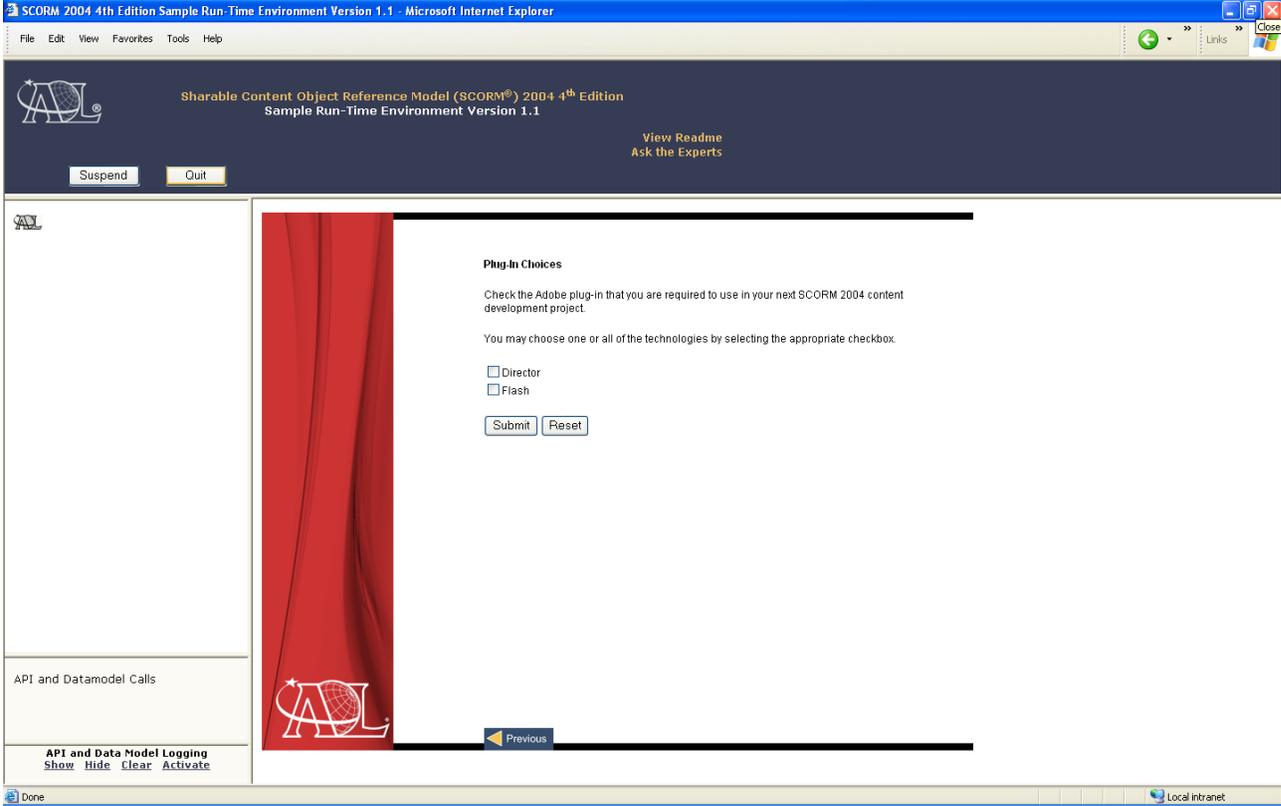
The PITE is to be used by content developers and instructional designers to enhance understanding of the development of SCORM conformant content using various plug-in technologies. As an instructional topic, some of the data model elements are used to provide content to demonstrate the use of plug-ins.

The content is organized by each plug-in technology. Each plug-in technology is structured to demonstrate how the content communicates with the LMS when developed in products such as Adobe® Flash® or Adobe® Director®. Source files for all content in the collection are included to understand the placement of calls to the API.

The user can, after navigation through the Welcome section of the content, select any technology to view individually by clicking on the module or lesson name from the left side table of contents menu. Usage of the “Next” or “Back” button within the content frame is an alternate means of navigating through the content.

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

Screenshot of PITE 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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