

SEQUENCING ESSENTIALS CONTENT EXAMPLE (SECE) README Version 1.0

September 4, 2009

INTRODUCTION

The purpose of the SCORM® 2004 4th Edition Sequencing Essentials Content Example (SECE) Version 1.0 from the Advanced Distributed Learning (ADL) Initiative is to provide sequencing information and examples in preparation for or reference use in development of SCORM 2004 4th Edition content. The SECE package is only an example. Use this example to help you through the design and development process.

SECE 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. SECE 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 SECE 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.*

SECE 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 SECE will help you content developers enhance your understanding of the development of SCORM conformant content using SCORM 2004 4th Edition sequencing. There are a variety of areas of sequencing included in this content example.

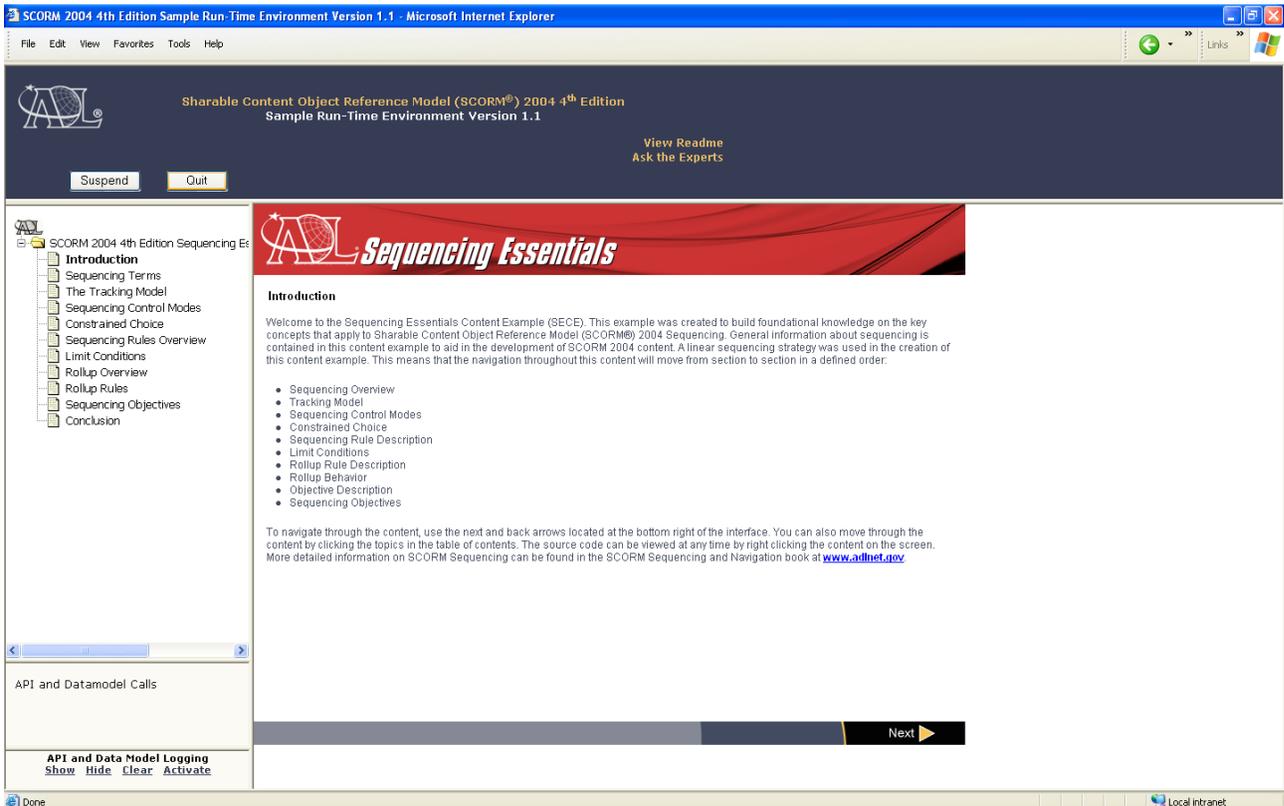
This example uses a “choice” sequencing strategy; therefore navigation through this content can occur in order learner’s desire by selecting the content topics from the left navigation. However, from an instructional standpoint, the content should be taken in order of the topics. The content in this example includes:

- Introduction
- Sequencing Overview
- Tracking Model
- Sequencing Control Modes
- Constrained Choice
- Sequencing Rule Description
- Limit Conditions
- Rollup Rule Description
- Rollup Behavior
- Objective Behavior
- Conclusion

To navigate through an individual topic in the SECE, the learner uses the “Next” or “Previous” button within the content interface.

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

Screenshot of SECE 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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