Abstract

SCORM (Sharable Content Object Model) is an e-Learning standard which has successfully solved interoperability and reusability problem. Yet, how SCORM implements real world learning activities scenarios which are vary. Its latest version, SCORM 2004, has been developed with sequencing and navigation features to solve the diversities problem of learning activities scenarios. Subsequently, to create content learning which support SCORM is not an easy task, a tool to help content learning developers is needed.

In this final task, a SCORM Content Authoring Tool application will be developed, which is aimed to simplify SCORM Content Learning development. Besides, it will also developed a content learning with sequencing and navigation capabilities using Authoring Tool which has previously created. The content learning created in prerequisite and remediation scenarios.

The result of this final task is an analysis about how SCORM 2004's concepts of sequencing and navigation are implemented. Also how an Authoring Tool application are implemented in order to create a SCORM-compatible content learning.

Keywords: SCORM, interoperability, reusability, sequencing, navigation