

Learning Metrics Cheat Sheet

The four metrics every learning product is judged on — what each proves and the standard that records it.

Metric	Answers	Type	Recorded by	Watch out for
Engagement	Are they paying attention?	Leading	Player events (played/paused/seeked)	Treating a signal as the goal
Progress	How far have they got?	Leading	progress_measure / xAPI progress	Confusing it with completion
Completion	Did they finish on our terms?	Lagging	completion_status / xAPI completed	Wiring raw 100% to completed
Mastery	Can they actually do it?	Lagging	success_status / score / assessment	Calling one quiz mastery

“Complete” means five different things

1. Raw player 100% — bytes played, not a human watching.
2. SCORM completion_status — finished (separate from success_status: passed/failed).
3. xAPI completed — statement + progress + played-segments (which seconds).
4. Threshold — completion_threshold vs progress_measure (e.g. 80% + checkpoint).
5. Course completion — your business rule: all modules + final passed.

Rule of thumb

Build leading indicators (engagement, progress) to catch problems; lagging (completion, mastery) to prove value. Decide what to track before building the player — you cannot backfill events you never recorded. Plain SCORM is a black box; per-second video needs the xAPI Video Profile or Caliper.