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.

Companion to: 'Learning Metrics 101: Completion, Progress, Mastery, Engagement'
www.forasoft.com/learn/elearning-video/articles-elearning/learning-metrics-101



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This sheet separates engagement, progress, completion and mastery and the standard that records each. Our seven-volume handbook covers the video stack behind those numbers; start with Volume 3 for players, chapters and QoE, then Volume 1 for encoding and Volume 4 for captions and audio.

WHAT YOU WILL FIND INSIDE

- Players, resume and QoE metrics (Vol. 3)
- Captions and accessible audio (Vol. 4)
- Encoding short lesson segments (Vol. 1)

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Vol. 3 · Video Streaming II — ABR, CDNs, players, WebRTC, DRM and the economics of delivery

Vol. 4 · Audio for Video I — PCM, codecs, loudness, accessibility, real-time voice processing

Vol. 5 · Audio for Video II — jitter buffers, lip sync, Atmos, quality metrics, neural codecs

Vol. 6 · AI for Video I — models and inference, computer vision, speech, search, generative video

Vol. 7 · AI for Video II — real-time pipelines, agents, serving, cost, compliance, verticals

Not sure your completion numbers would survive an audit?

We will map your four metrics to SCORM or xAPI fields and wire the player to report what each one really means. 250+ video products shipped since 2005.

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