# Learning-Video Readiness Checklist

The five layers a webinar tool does not have. A webinar buys you the base; budget for everything below it.

**BASE (buy):** Capture, deliver, interact live, save a recording - the webinar-equivalent video stack (~30% of build).

## BUILD OR WIRE IN - the five learning layers (~70% of build)

- ☐ **1. Tracking - record what happened, in a standard others trust**
  Per-learner completion, score, time, and interactions via SCORM or xAPI; the xAPI Video Profile for play / pause / seek; reports to the LMS or LRS.
- ☐ **2. Resumability - survive the closed laptop**
  Bookmark and restore progress across devices. Watch the limits: SCORM 1.2 caps suspend_data at 4,096 characters; SCORM 2004 raises it to 64,000.
- ☐ **3. Assessment - tell 'watched' from 'learned'**
  Quizzes, branching, grading, and an explicit per-course completion rule. SCORM 2004 separates completion_status from success_status (finished vs passed).
- ☐ **4. Accessibility - a legal floor, not a courtesy**
  WCAG 2.1 AA: captions for prerecorded (1.2.2) and live (1.2.4) audio, plus audio description (1.2.5). Required by many public-sector and enterprise buyers.
- ☐ **5. Learning analytics - turn records into decisions**
  A pipeline that captures events, stores, models, and reports drop-off, mastery, and completion to learners, instructors, and the business.

### Rule of thumb

If you only need people to watch live -> a webinar tool is enough.
If you must prove who learned what and report it -> you are building a learning platform.

Companion to: 'Why Learning Video Is Harder Than a Webinar'
www.forasoft.com/learn/elearning-video/articles-elearning/why-learning-video-is-harder-than-a-webinar




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## Fora Soft Video Engineering Handbook

Seven volumes, 9,000+ pages: encoding, streaming, audio and AI for video products — from the pixel to production.

By Nikolay Sapunov, CEO at Fora Soft · Kindle & paperback on Amazon

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This checklist names the five layers a webinar tool leaves out, so you can budget the 70% of a learning platform that sits above the video base. Our seven-volume handbook covers that video base in depth: start with Volume 3 for players, subtitles and delivery, then Volume 4 for captions and accessibility, and Volume 1 for encoding.

### WHAT YOU WILL FIND INSIDE

- Players, subtitles and CDN delivery (Vol. 3)
- Encoding ladders for recorded lessons (Vol. 1)
- Captions, accessibility and loudness (Vol. 4)

THE FULL HANDBOOK · 7 VOLUMES · 9,000+ PAGES · ALL ON AMAZON

**Vol. 1 · Video Encoding — pixels and color to H.264, HEVC, AV1, quality metrics and AI**

Vol. 2 · Video Streaming I — network transport, contribution and ingest, HLS, MPEG-DASH, CMAF

**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

## Turning a webinar setup into a learning platform with tracking and accessibility?

We will map your current stack against the five learning layers and show which to build, which to buy, and what each costs. 250+ video products shipped since 2005.

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