MOOC / Open-Course Platform - Architecture Checklist

Pressure-test all six planes of an open-course platform - open enrolment and scale, video-egress economics, grading at scale, credentials, and the analytics funnel - before you commit a budget.

A. Open enrolment & scale

- [ ] Stateless, auto-scaling registration tier sized for unpredictable enrolment spikes
- [ ] Identity verification only at the paid certificate boundary - not for every learner

B. Content & video at scale - the cost center

- [ ] Video offloaded to a CDN, never origin; adaptive, mobile-first bitrate ladder defined
- [ ] Egress modelled per course run; multi-CDN / value-CDN strategy chosen to cut $/GB

C. Learning experience

- [ ] Modular reusable content + a standalone forum service; offline download for weak networks

D. Assessment & grading at scale

- [ ] Auto-grading for objective items and code; peer assessment for open-ended work
- [ ] External tools / proctoring via LTI 1.3 + grade passback; bias-tested; paid exams only

E. Credentials & monetization funnel

- [ ] Entitlements separated from enrolment; global payments; freemium tiers defined
- [ ] Tamper-evident credentials (Open Badges 3.0 / W3C Verifiable Credentials) - cite the version

F. Analytics

- [ ] xAPI / Caliper pipeline to a warehouse from day one; completion is not watch-time, defined explicitly



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This checklist pressure-tests the six planes of an open-course platform before you commit a budget. Our seven-volume handbook covers the video stack under it: start with Volume 3 for ABR, CDNs and the economics of egress, then Volume 1 for encoding ladders and Volume 4 for speech audio and captions.

WHAT YOU WILL FIND INSIDE

- CDN choice and the economics of video egress
- Encoding lecture video at the lowest bitrate
- ABR ladders for mobile-first learners
- Captions and accessible audio for course video

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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

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