SCORM Packaging & Conformance Checklist

Run this before you ship a SCORM package. The companion article explains every line.

A. Package & manifest

- [ ] ZIP has imsmanifest.xml at the very root (not in a subfolder)
- [ ] Manifest lists metadata, organizations (structure), and resources
- [ ] Every tracked unit is a SCO; plain media is an asset
- [ ] All referenced files are inside the ZIP (no absolute paths)

B. Run-time & data model

- [ ] SCO finds the API (API for 1.2, API_1484_11 for 2004)
- [ ] Writes completion (and success on 2004), score, session time
- [ ] Calls Commit before Terminate so data is saved
- [ ] suspend_data stays under the limit (4,096 on 1.2; 64,000 on 2004)

C. Version & conformance test

- [ ] Version chosen on purpose: 1.2 for reach, 2004 for richer data / branching
- [ ] Tested in a real LMS or a sandbox (ADL test suite / SCORM Cloud)
- [ ] Completion records on the LMS side, not just in the authoring preview
- [ ] Sequencing (2004) verified on every target platform

When SCORM is not enough

Per-second video, offline, mobile, or learning outside the LMS? Move to xAPI, cmi5, or the xAPI Video Profile. SCORM tracks a fixed model inside an LMS session — nothing more.

Companion to: 'SCORM Explained: What It Is, What It Tracks, and When to Use It'
www.forasoft.com/learn/elearning-video/articles-elearning/scorm-explained



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This checklist covers the package, the run-time API and the conformance tests before you ship a SCORM course. We wrote seven volumes on the video stack. Start with Volume 3 for players and subtitles, Volume 1 for encoding course video and Volume 4 for narration audio and accessibility.

WHAT YOU WILL FIND INSIDE

- Players, trick play and subtitles
- Encoding ladders for course video
- Narration audio, loudness and accessibility
- QoE monitoring for playback

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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

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