

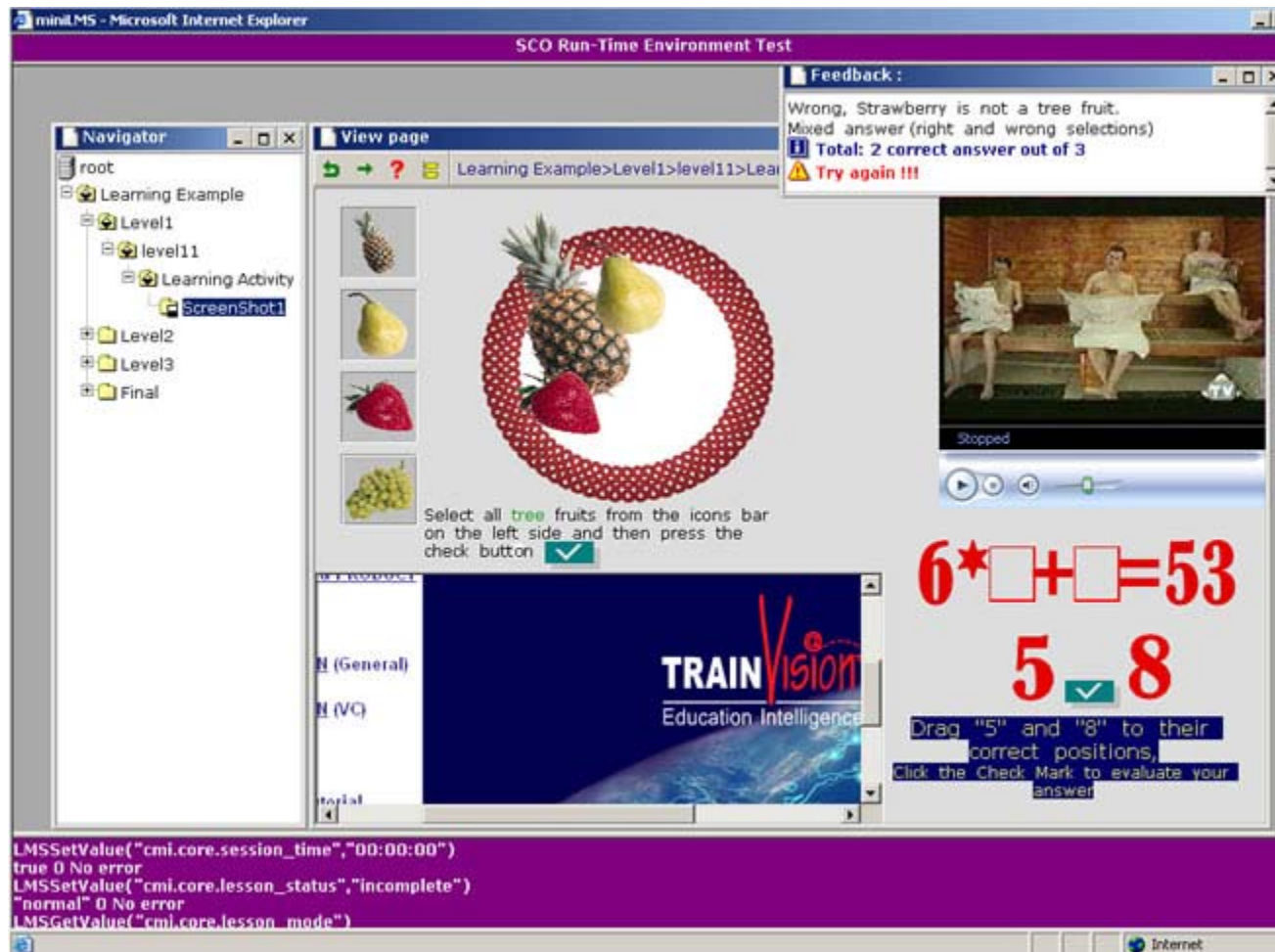
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QUICK JUMP LINKS: [At-A-Glance](#)

## AuthoLearn (TrainVision Ltd.)

Version #: 1.42



This is a capture of AuthoLearn's integrated SCO test environment, where the author tests the SCO published. The screen consists of two parts. In the main part, the learning object/SCO runs and interacts in the same way as for a learner, while in the lower part the author can view a "debug" view of all interactions between the SCO and the LMS (real LMS is not required).

### At-A-Glance

<p><b>Primary use of this tool (1 = most common use)</b></p>	<ul style="list-style-type: none"> <li>1: Online courses</li> <li>1: Off-line courses (CBT)</li> <li>3: Presentations</li> <li>1: Tests and assessments</li> <li>3: Offline multimedia presentations/entertainment</li> <li>2: Animations</li> <li>2: Instructional games</li> <li>1: Software simulations</li> </ul>
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	<p>1: Non-software simulations  4: General Web development  2: Conversion of existing content (e.g., PowerPoint slides, legacy content, etc.) to online learning</p>
<b>Type of authoring tool</b>	This is a server-based authoring environment that one or more content developers access simultaneously using their browser.
<b>Tool is best suited for the following type of learning professional</b>	<p>Subject matter experts with no page design, authoring, or programming experience</p> <p>Layout artists, page authors, and programmers can utilize some advanced features like advanced settings in the built-in vector graphics editor and advanced scripting (rather than wizard) of the simulation/scenario generator.</p>
<b>Approximate number of organizations using this product</b>	10
<b>Number of days it normally takes an author to learn how to create simple basic content</b>	1 day(s)
<b>Typical learning curve required to become an advanced or power user</b>	5-10 day(s)
<b>Platforms on which applications can be authored</b>	PC
<b>Primary type of authoring interface</b>	Pages, frames, cards Icon or flowchart-based entry Visual, WYSIWYG authoring interface
<b>Primary output format(s)</b>	HTML DHTML JavaScript XML All is packaged as SCORM standard package.
<b>Platforms on which courses PLAY</b>	PC
<b>Output types</b>	E-learning CD-ROM based courses (CBT) Performance support such as help files
<b>Assessment and testing features</b>	<p>Questions can be randomized in a quiz or test  Answers to test questions (distractors) can be randomized for each question  Test results can be automatically shown to learners at the end of a quiz  Automatically stores performance data in flat file format  Automatically stores performance data in a database  Built-in learner performance reporting  Number of attempts for test questions can be easily set  Questions can have immediate feedback  Questions can have delayed feedback (at the end of the exam)  Feedback during tests can be turned on/off  Feedback can link back to content for review  Timed test questions  Timed tests  Can create dynamic pre-tests that will automatically select content based on learner performance  Built in utility for creating surveys ("happy sheets") for assessing Level I effectiveness ("Did you like the course?")</p> <ul style="list-style-type: none"> <li>- Questions can be combined with other content objects in the same page/unit</li> <li>- Built-in option to present the correct answer(s)</li> <li>- Built-in option to indicate the learner's correct/incorrect answers</li> <li>- Option to present to learner his answering attempts -- after presenting the</li> </ul>

	<p>correct answer</p> <ul style="list-style-type: none"> <li>- Answer level feedback (e.g., "This answer is correct")</li> <li>- Question level feedback (correct/incorrect/partial/mixed)</li> <li>- Relative weight can be easily set for each question and for content/exam units.</li> </ul>
<b>Authoring tool creates learning content as "learning objects"</b>	Yes
<b>SCORM-conformance</b>	Conformant - version 1.2
<b>AICC-compliant/certified</b>	Not AICC compliant
<b>Section 508 compliance</b>	No
<b>Built-in performance tracking</b>	Learning environment and reporting module is in place as an installation option. In addition, the simulation/scenario generator can be used in order to present scores and performance data in a course page. Scores are also kept per learner/content in cookies on the client side. These scores can be presented when log-in in a special mode.
<b>Multi-byte character support</b>	Yes
<b>Languages in which AuthoLearn is available</b>	English (US)
<b>Plug-in requirement</b>	No
<b>Pricing scenarios</b>	<p><i>Pricing model:</i></p> <p>AuthoLearn has two pricing models: - Licensed installation: licensing fee + annual per author seat fee + annual fee for upgrade and support - Hosted authoring services: per author annual fee</p> <p><i>If pricing structure is based on a price per AUTHOR:</i></p> <p>Single author license (list price) = <b>\$500</b>  5 author price (total price) = <b>\$2,000</b>  10 author price (total price) = <b>\$3,000</b>  25 author price (total price) = <b>\$5,000</b>  Enterprise license = <b>\$45,000</b> based on <b>over 200</b> authors</p> <p><i>If pricing structure is based on a price per LEARNER:</i></p> <p>500 learners = <b>\$ Not provided</b>  10,000 learners = <b>\$ Not provided</b>  25,000 learners = <b>\$ Not provided</b></p> <p>The fees listed above are <b>One-time fees</b></p> <p>Site unlimited authors license: \$15,000</p> <p>If installed in site, also one time fee for server installation license and annual maintenance fees will be applied.</p> <p>The prices listed are only for the licensed model. When using the hosted services solution, the annual price per authors starts at \$60 per single author.</p>

## Product Overview

### Year authoring tool was first launched

September 2003

### Date present version was released

September 2004

### Primary use (1 signifies most common use of this product, 2 next most common, etc.)

- 1: Online courses
- 1: Off-line courses (CBT)
- 3: Presentations
- 1: Tests and assessments
- 3: Offline multimedia presentations/entertainment
- 2: Animations
- 2: Instructional games
- 1: Software simulations
- 1: Non-software simulations
- 4: General Web development
- 2: Conversion of existing content (e.g., PowerPoint slides, legacy content, etc.) to online learning

### Type of authoring tool

This is a server-based authoring environment that one or more content developers access simultaneously using their browser.

### Tool is best suited for the following type of learning professional

Subject matter experts with no page design, authoring, or programming experience

Layout artists, page authors, and programmers can utilize some advanced features like advanced settings in the built-in vector graphics editor and advanced scripting (rather than wizard) of the simulation/scenario generator.

### Overview of AuthoLearn

AuthoLearn is a Web-based platform for content developers focused on authoring, publishing, and packaging of e-learning/training material. It is utilized directly by content authors and subject matter experts (SME). The author's privacy is kept as well as the option to share selected content, templates, styles, and resources (e.g., graphics and media files) among content developers.

Using AuthoLearn, the content developer can produce content/learning objects using tools enabling integration of text, graphics, multimedia, documents, and built-in internal editing of rich text and vector graphics (including 2D/3D). The author can define and set behavior and assessment properties of interactive tasks like free/open questions, multiple-choice, drag-and-drop, hot spots, and interactive objects. The interactive objects have a feedback mechanism which can be tuned to the nuances of the learner's answering method and provides several levels of optional editable indicators. The author can define a glossary/help for his content object and create links from a text to search the glossary/help for a term or subject. AuthoLearn includes a simulation/scenario generator with which the author can set time-based and/or events-based scenarios or a simulation of software, machine, device, or a process.

The content produced is SCORM 1.2-conformant (+ internal sequencing according to SCORM 2004/1.3) and can be plugged in to any SCORM-conformant LMS/LCMS, or can be consumed in a stand-alone mode (from a Web server, intranet, HD, LAN, or CD/DVD).

AuthoLearn technology for content development uses light-ware components and objects, which are stored on a server side repository and are transferred to the client side in run time for management and processing using the client's Internet browser, while changes are transferred back to the server for storing. This technological approach is taken in order to minimize the load on bandwidth and the server side and take advantage on the processing power of the client machine. The technology (on the server side) is currently based on Microsoft and Oracle layered products, using tools and environments like IIS, ASP, MS SQL Server or Oracle database, XML, DOM, DHTML, JavaScript and C++.

### Top three competing products

1. ReadyGo
2. Trainersoft Studio
3. ToolBook

#### Top three competitive advantages

1. Content developers use their Internet browser; no installation is required (with no Java applets or ActiveX components).
2. The content developer's user interface is entirely WYSIWYG.
3. Scenario/simulation generator: The author through a wizard interface and/or scripting editing can control properties and methods of the objects on the page, including motion, appearance timing and order, size, colors, and text. The scenario steps can be based on multiple conditions and states, including timers, mouse clicks, and keyboard presses.

#### Availability of a trial version of this product

From <http://trainvision.com> select "AuthoLearn Test Site" and contact Yossi Dagon ([ydagon@trainvision.com](mailto:ydagon@trainvision.com)) to receive a user name and password.

#### Availability of sample content created with this tool

Contact the company for sample content.

#### Approximate number of organizations using this product

10

### Company Information

#### Number of employees in TrainVision Ltd.

9 employees (total)

5 in development  
1 in sales and marketing  
3 in services

#### Other learning-related products provided by TrainVision Ltd.

None.

#### Services provided by TrainVision Ltd.

- **Custom courseware development:** The company offers custom courseware development through partners.
- **Off-the-shelf e-learning courseware titles:** None.
- **Hosting service:** Hosting services are provided through partners: Afek Systems, Daronet. Because the content is purely HTML/XML, no installation is required. The content can be hosted by any ISP or hosting services provider.

#### Approximate percentage breakdown of clients around the world

100%

#### Top five clients

1. Afek Systems
2. Alcatel (Israel)
3. IAF - Israeli Air Force (in evaluation)
4. Tnuva Corporation
5. The First International Bank

### **Largest number of authors inside one organization using authoring tool**

14

### **Company status**

Private

## **Learning Curve**

### **Number of days it normally takes someone to learn how to create basic content with this tool**

1 day(s)

### **Skills required to create simple basic content**

Beginning learners learn tasks like:

- Manipulate the content structure (add, delete, copy, etc.)
- Edit pages using various object types
- Set, edit, and tune interactive objects' properties
- Create some basic scenarios using the wizard/graphical interface
- Publish a content structure as an SCO with default metadata

### **Typical learning curve required to become an advanced or power user**

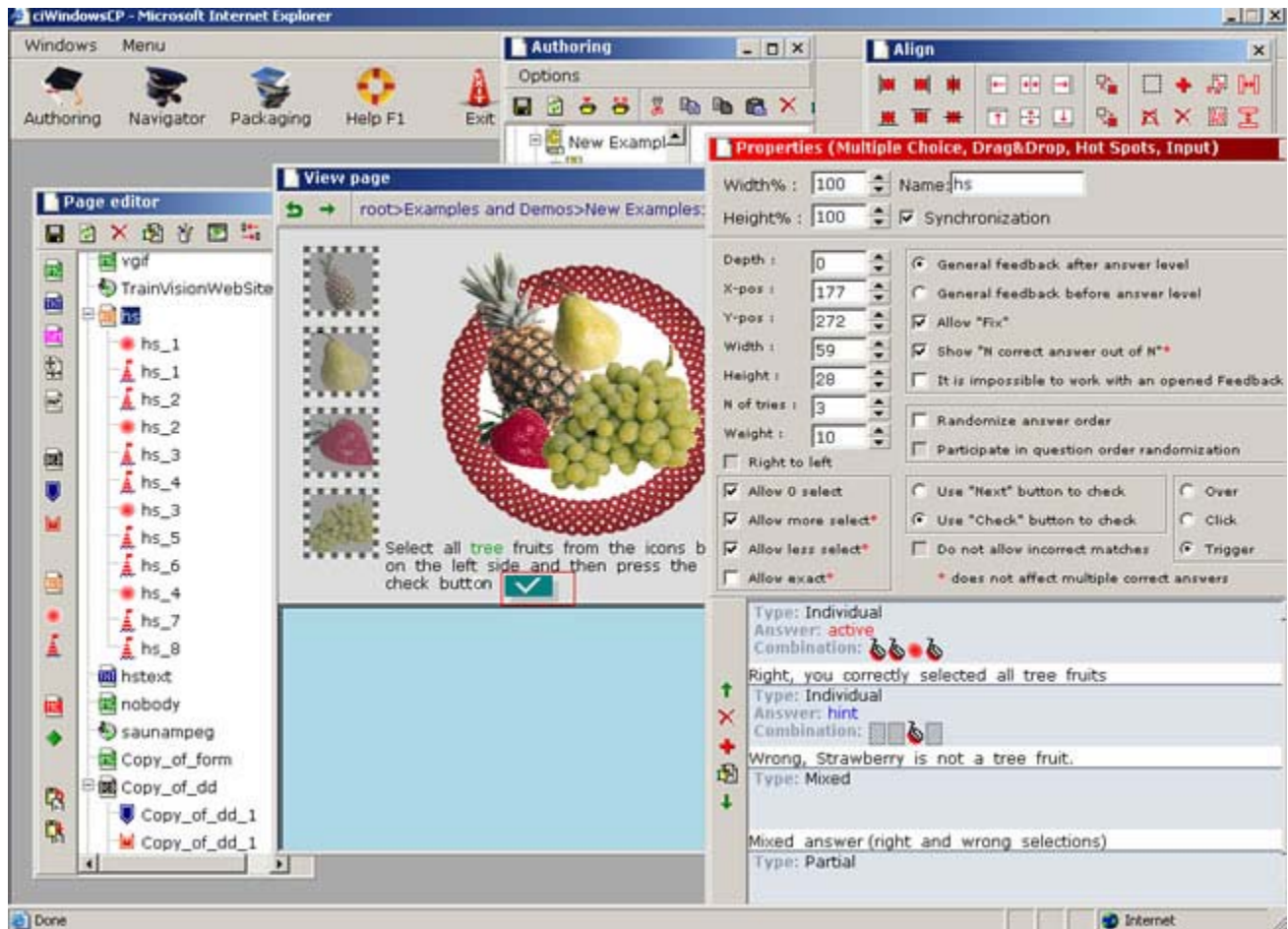
5-10 day(s)

### **Advanced skills that will help authors master the product**

Advanced learners learn tasks like: - Use the built-in vector graphics (VML) editor (including controls of 2D/3D) - Use advanced features and scripting of the simulation/scenario generator - Use complex conditions of the feedback editor in order to set context-sensitive and precise feedback to learner interactions - Edit the default values of metadata/LOM of SCO and package components - Create packages, packages structure, and integrate local and foreign SCO/packages in the packaging module - Set complex internal navigation/sequencing modes, conditions, rules, limits and roll-ups (according to SCORM 2004/1.3)

### **Resources TrainVision Ltd. provides to help authors learn to use AuthoLearn**

Paper-based user manual  
Electronic user manual  
Online help built into the software  
Product demos and tutorials



An example of creating and setting a hot spot task by the author.

## The Authoring Environment

### Platforms on which applications can be authored

PC

### Primary type of authoring interface

Pages, frames, cards  
 Icon or flowchart-based entry Visual, WYSIWYG authoring interface

### Components of AuthoLearn

**Authoring and publishing module:** This module includes the activities for the creation and maintenance of content. It supports individual and/or group work of content developers. The author, using an intuitive Windows-like GUI, has flexibility in the mode and order of work. He or she can start from creating the outline structure (subjects, chapters, etc.) and then go into the editing of content/tasks pages, or start from the content editing and organize the structure later. AuthoLearn does not dictate a specific order and enables mixture of these two methods. Any content level can be published as a learning/content object (SCO) -- the output is a standard SCORM package. An SCO from a SCORM package can also be imported for further authoring.

**Navigation/sequencing module:** This module enable the author to create, among and within content components, simple or complex navigation logic and work order with the ability to link them to the learner's performance. In this module, the author can also modify the default relative weight of content structure components. The module adopts the SCORM Sequencing and Navigation 1.3 specification of SCORM 2004.

**Packaging module:** This module handles the learning objects/SCOs after they are published. The author can create

SCORM 1.2 standard packages, define organizations and aggregations, and add AuthoLearn's and/or foreign SCOs to the aggregation's items. The packaging module includes test/debugging of a SCO/aggregation. In this environment, the author activates and interacts with the content exactly as a learner, with the addition of a window to check the detailed run-time interaction between an LMS and the content (AuthoLearn simulates LMS interactions).

Learner performance repository is planned for 2005. This is a new optional module that extends the authoring tool in order to enable some basic LMS capabilities and creates a learning environment. Learner performance would be updated online in a data warehouse. Several basic reports would be pre-defined and external reporting/data mining/business intelligence tools would be able to be used as well. The learning environment enables allocation of learning objects/units according to organization, department, job title, and learner.

### Description of the authoring process

1. The author logs in to the system using an Internet browser.
2. In the workspace, the developer can activate three modules -- authoring, navigation, and packaging.
3. If authoring is selected, the author, using a visual GUI, can start from creating the outline structure and then go into the editing of content/tasks pages or start from the content editing and organize the structure later. AuthoLearn does not dictate a specific order and enables working in a mixture of these two methods.
4. Author creates the content structure using AuthoLearn's content tree manipulation functions (new, copy/cut and paste, shortcut, etc.)
5. Author edits pages using a visual graphical interface, places the object on the page layout. The objects on the page can be "passive" -- like text, images, multimedia, URL frames, documents, or "interactive" objects -- like open question, multiple-choice, drag-and-drop, hot spots. The author sets and tunes the properties of the objects -- including feedback, assessments, and weights for interactive objects. Some tools like alignment, grouping, copy and apply size, objects duplication, and preview assist in editing tasks. The author controls the page size and position. For the passive objects, the author can use the resources library. The author can also use internal tools to create and edit rich text and to create advanced graphical objects (including 3D/2D) using a vector graphics (VML) editor. A predefined style can be used in a page, and the author can also define and save a new style. Simulation/scenario objects can be added to the page in order to control the presentation of the page according to timers and events (on start, mouse-click, mouse-over, mouse-out, key press, input text, etc.). The presentation control includes clear, draw, play, and stop motion of objects.
6. Author provides weights to interactive components and to content structures.
7. Author sets the navigation options (default navigation is applied otherwise), including sequencing modes, conditions and rules, limits and roll-up rules -- according to SCORM Sequencing 1/3 (2004).
8. Author publishes the content structure.
9. Author edits the SCO metadata.
10. Author selects publishing options (private/public, full screen, with or without navigation bar).
11. After publishing is done, the SCO appears in the packaging window. It is packaged as a SCORM package.
12. The author has the option to create a package by integrating the SCO with other packages and to define/change the structure and the metadata.
13. The author tests, in learner mode, the SCO and checks in the debugging window the SCORM run-time interactions between the LMS and the SCO.
14. The author sends the SCO to the desired destination according to the desired distribution mode (LMS, Web server, LAN/WAN, local station, CD/DVD).

### Graphic and animation support by file type

.avi (Audio Video Interleaved animation file)  
.bmp and .pic (Bitmap graphics)  
.swf (Flash)  
.gif (Graphics Interchange Format bitmap graphics)  
Java applets  
.jpg (Joint Photography Experts Group)

.png (Portable Network Graphics)  
.mov (QuickTime Video Clip)  
.tif (Tagged Image File Format bitmap graphics)  
.wmf (Windows MetaFile vector graphic)  
.vml (vector graphics for HTML)

### Support for streaming audio

.asx, etc. (Windows Media)  
MP3  
.mp2 or mpg (Mpeg audio file)  
.swf (Flash Audio)  
.au (SUN Microsystems sound file)  
.wav (Waveform audio file)  
- .mid (MIDI file)  
- .aiff  
- .wma

### Support for streaming video

.avi (Audio Video Interleaved animation file)  
.asx, etc. (Windows Media)  
.mpg (Mpeg audio file)  
.swf (Flash Audio)  
.wmv  
mp1, mp2, mp4

### Built-in media streaming conversion utilities

None.

### Utilities to automate the upload of content to a Web server

In AuthoLearn, during the content development phase, the authored content is kept in the server side only. After publishing the published content/learning object is created and kept on the Web server (as a SCORM package), and the author can send the published learning object/SCO/package from the server to any destination -- including to other Web Servers).

As part of the authoring phase, the author can upload his or her own files to shared libraries on the server or files from workstation/LAN that he or she would like to integrate in the authored content such as graphics, media, documents, HTML, presentations, and other supported types. Page styles can also be kept in the server shared libraries.

The author can also upload to these server libraries a "zipped" structure of directories and files that will be automatically "unzipped" on the server side.

### Availability of check-out/check-in features for collaborative authoring

During content development, only the author can access his/her own content, unless full or read-only access is provided to others -- in order to enable collaborative authoring. After the development phase, as part of the publishing and the optional packaging process, the author can select if the SCO/package is private (no one else can view/import/package) or public. A public SCO can be imported by any author for further editing.

### Navigational controls that are part of the standard interface

Next (Forward)  
Back (Previous)  
Exit (Quit)  
Course Menu  
Glossary  
Help  
FAQ Board

The author can add controls to navigate directly to another page, to any URL, and to open/execute any application.

### Ability to create sophisticated branching scenarios

AuthoLearn adopted the SCORM 1.3 (2004) standard also for internal navigation within the LO/SCO, not just externally among SCOs/aggregations of a SCORM package as the standard requires.

The navigation options include the simple and complex options of navigation mode, rules, limits, and roll-up. Due to the fact that it is an intra-SCO navigation, it is not dependant on the presence of an LMS.

In addition, the simulation/scenario generation object of a page can be used for non-standard navigation and to branch to any other content item according to any event, timer or conditions.

### Specific formatting and design features

WYSIWYG (what you see is what you get) authoring interface

Quick preview function without compiling the material

Alignment tools for screen objects

Spacing tools (automatically provides even spacing between objects, bulleted list, graphics, etc.)

Features to align objects (top, bottom, left, right)

Grids

Guidelines

Pixel-precise placement of objects using coordinates

Scaling of objects such as using handles

Numerical scaling of objects

Built-in, formatted, rich text (bold, underline, text color, etc.)

Uses of styles to keep look consistent in course design

- Percentage scaling of objects

- Alignment of group of objects

- Built-in vector graphics for creation of advanced graphics (including 2D/3D).

- Grouping of objects for simultaneous alignment and for setting horizontal/vertical spacing.

- Copy size of an object and apply it to other objects.

### Editors built-in to this product

System comes packaged with graphic/paint tools

System has built-in animation tools

Built-in storyboarding tools

- Rich text editor

- Feedback editor

- There is basic control over audio/video/Flash objects and more advanced control through the simulation/scenario generator.

## Output Formats

### Primary output format(s)

HTML

DHTML

JavaScript

XML

All is packaged as SCORM standard package.

### Platforms on which courses PLAY

PC

### Output types

E-learning

CD-ROM based courses (CBT)

Performance support such as help files

### Highlights of output and play-back capabilities

The output consists of HTML, DHTML, and JavaScript files, and is a standard SCO or SCORM package. The output structure is generic and can work for learners with no changes, independent of the consumption mode. The same structure works in LMS, Web server, LAN, workstation or from CD/DVD. No player or plug-in is required -- the learner needs an Internet browser only. It is not recommended to make changes to the files "manually" or with other tools. The files structure can be imported to the AuthoLearn development environment for changes.

## Templates and Rapid Application Development

### Rapid development features

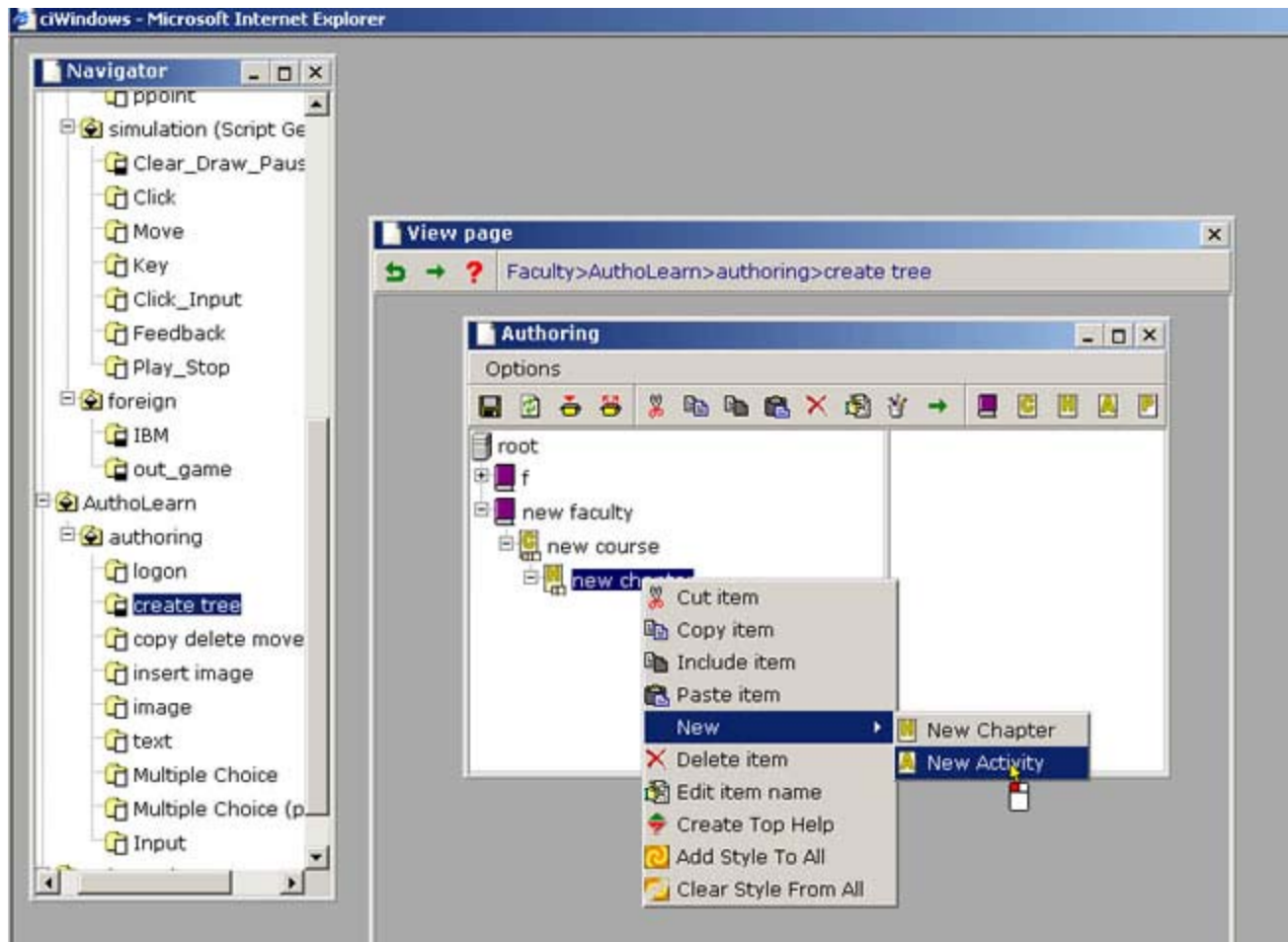
High level course and/or curriculum view (for organizing inter-relationship among pages or learning activities)  
Synchronize time-based media objects with objects in authoring tool (e.g., synch a bulleted list item-by-item with a sound file)  
Automatic conversion of typed hyperlinks to working links  
Built in storyboard features for creating specifications prior to authoring  
Ability to use persistent navigational controls (without having to have a copy of them on each page)  
Import utility for direct import of Microsoft Word content  
Import utility for direct import of PowerPoint content  
Authoring tool has a library for storing reusable media objects  
Authors can create and save their own composite instructional design templates in a library  
Authors can copy/create shortcuts of ready/maintained content structures and integrate these shortcuts in other content structures (without copying the original structures).

### Backgrounds, button sets, etc.

AuthoLearn's server resources library stores in common directories many graphics and media files, as well as several selected styles. Authors can also save their own reusable resources and styles and share them with other authors.

### Template types

One of the main purposes for having common examples is to use them as templates for creating structure items such as courses, chapters hierarchy, activities, and pages. A selected content structure can be copied from the common read-only area and then pasted in the author's structure for further editing of the content structure and/or the pages with their objects. In addition page styles -- including texts, graphics, backgrounds and buttons can be saved as shared resources in the server resources library -- these styles can be applied for any content item, for all pages at once.



An example of a simulation/emulation of a computerized system.

## Simulations, Games, and Other Interactions

### Built-in software simulation development tools

- Ability to add textual annotations and explanations to recorded software simulations
- Ability to add audio narrations and explanations to recorded software simulations
- Ability to create self-running "show me" software demonstrations
- Ability to create interactive "try me" software simulations
- Ability to provide customized feedback when a user clicks correctly/incorrectly during a software simulation session
- Tools to create hot spot (click) interactions
- Tools to simulate data entry fields, requiring the learner to type into data fields (and judging response)
- Tools to create and simulate objects (without screen capture) such as buttons, pull-down menus, list boxes, etc.
  - Ability to create interactive "guide me" software simulations
  - Ability to control and change dynamically objects' properties (size, text, xy, color, etc.)
  - Ability to control and change dynamically objects' methods (clear, draw, play, stop, etc.)
  - Tools to react on events (click, over, on page start, key press, input, etc).
  - Tools to react on timers (ability to set/start multiple timers)
  - Tools to set and manipulate variables and to set conditions (if...else) and react accordingly
  - Tools to create motion, animation, and dynamic resizing of objects

### Instructional games

The drag-and-drop, hot spots, and the simulation/scenario generation objects can be used for creating simple and advanced instructional games.

### Role-play creation tools (to create on-screen role-play scenarios)

The simulation/scenario generation objects can be used created role-play scenarios.

### Other engaging interaction types

The simulation/scenario generation objects can be used to create machine device operating scenarios.

The simulation/scenario generation objects can be used created mock-up scenarios of planned/designed software or device even if they don't exist yet and are still on the drawing table.

## Testing and Assessments

### Extent of built-in assessment capabilities

In AuthoLearn, any content structure at any level can get a relative weight for the score calculation. The default is that all siblings have equal weight.

In a page, each interactive object can get a relative weight. The default is that all interactive objects of a page have equal weight.

A score for an interactive object takes into account partial and mixed answers.

### Available question types

Multiple choice with a single correct answer

Multiple choice with multiple correct answers

True or False

Short answer (typed response)

In-line, fill-in-the-blank questions (type answers in mid sentence)

Freeform essay question (graded by an instructor or keyword analysis of multi-sentence response)

Matching question

Sequence (sequence the order of steps in a procedure)

Hot spot (invisible touch area on top of a graphic)

Drag and drop (position drag objects with targets, i.e. could be used to assemble a jigsaw puzzle - more than just a drag and drop matching question)

### Assessment and testing features

Questions can be randomized in a quiz or test

Answers to test questions (distractors) can be randomized for each question

Test results can be automatically shown to learners at the end of a quiz

Automatically stores performance data in flat file format

Automatically stores performance data in a database

Built-in learner performance reporting

Number of attempts for test questions can be easily set

Questions can have immediate feedback

Questions can have delayed feedback (at the end of the exam)

Feedback during tests can be turned on/off

Feedback can link back to content for review

Timed test questions

Timed tests

Can create dynamic pre-tests that will automatically select content based on learner performance

Built in utility for creating surveys ("happy sheets") for assessing Level I effectiveness ("Did you like the course?")

- Questions can be combined with other content objects in the same page/unit

- Built-in option to present the correct answer(s)

- Built-in option to indicate the learner's correct/incorrect answers

- Option to present to learner his answering attempts -- after presenting the correct answer

- Answer level feedback (e.g., "This answer is correct")

- Question level feedback (correct/incorrect/partial/mixed)

- Relative weight can be easily set for each question and for content/exam units.

### Use of third-party testing and assessment tools

If the third party produces a SCORM-conformant SCO/package, it can be packaged together with AuthoLearn content.

## Use of a Learning Object Model

### Authoring tool creates learning content as "learning objects"

Yes

- Any content level can be published as a SCO for reuse or import. LOM metadata can be edited for SCO, package, and package components.
- Any content level (page, activity, chapter, chapters hierarchy, course, faculty) can be reused.
- The page is built of multiple objects' instances of several types (such as text, graphics, media, questions types, simulations). Any page object can be reused in other pages.

### Levels at which content can be reused

Module  
Page  
Paragraph  
Sentence  
Word

## Conformance to Standards and Specifications

### TrainVision Ltd.'s commitment to standards and specifications

Current version is fully SCORM 1.2-conformant.

The internal navigation/sequencing adopts SCORM 1.3 (2004).

Conformance to SCORM 2004 is planned for 2005.

### SCORM conformance

Conformant - version 1.2

### How AuthoLearn conforms to the SCORM specification

Supports SCORM metadata tagging schema  
Can package SCORM courses (create SCORM manifest)  
Can import SCORM packages from other systems

The internal navigation/sequencing adopts SCORM 1.3 (2004) and fully supports all SCORM run-time interactions with an LMS.

### Participation in ADL PlugFests

This company has not participated in ADL Plugfests.

### AICC compliance/certification

Not AICC compliant

## Section 508 compliance

No

### Proof of compliance with Section 508 standards for software and Web-based applications

This tool is not Section 508 conformant

The company says this is in process.

### Other standards supported

The company follows what comes out as a result of SCORM conformance, such as LRN, IMS, and IEEE-LTSC.

## Integration and Interoperability

### Integration with third-party content development tools

Any SCORM-conformant SCO can be packaged with AuthoLearn SCO, using the packaging module. In addition, a page in AuthoLearn can contain objects which are an output of other tools in Flash, HTML, Java applets and EXE formats. Some of these outputs provide external controls which AuthoLearn can utilize. Examples can be output of RoboDemo (Macromedia Captive), Dreamweaver/CourseBuilder and others.

### Interoperability with third-party learning management systems

IBM Lotus Workplace Collaborative Learning (IBM)  
Oracle iLearning (Oracle Corp.)  
SAP Learning Solution (SAP America)  
Microsoft LRN  
ADL SCORM 1.2 Test Suite

### Data shared with LMS products

Bookmarks  
Test Scores  
Test Item Analysis Data  
Course Structure (i.e. SCORM manifest)  
Times (start, end)

## Tracking and Reporting

### Built-in performance tracking

Learning environment and reporting module is in place as an installation option. In addition, the simulation/scenario generator can be used in order to present scores and performance data in a course page. Scores are also kept per learner/content in cookies on the client side. These scores can be presented when log-in in a special mode.

### Information that is automatically tracked

Test scores  
Completion status (passed, failed, not completed, etc.)  
Bookmarks  
Test Item analysis data (answers given for each test question)  
Times (start, end)

## Performance reports available (without having to turn to an external LMS)

Performance by learner, organization, department, job title, start time, end time, completion status, score. The report can be filtered and sorted and exported to Excel.

## Extensibility

### Overview of extensibility

The simulation/scenario generator enables extensibility. The author can start with the wizard interface and then add more using the states/conditions table. Power users will be able to add, using mainly JavaScript, objects and functions.

### Extensibility features

- Ability to build complex interactions beyond the capability of built-in templates
- Includes a scripting language beyond the built-in tools
- Ability to add plugins or extensions to the authoring tool
- Ability to store content in a database
- Ability to store content as XML
- Ability to link to content in a database
- Ability to link to a third-party digital asset repository
- ODBC/JDBC connectivity
- Ability to import XML-based content
- Ability to link propriety formats (such as Interwise's VCM) and to EXE files.

## Language and Localization Capabilities

### Multilingual localization capabilities

Any language supported by Windows/IE is supported by AuthoLearn for content creation, including full text editing. AuthoLearn provides extended support for right to left direction languages (such as Arabic and Hebrew).

### Multi-byte character support

Yes

### Languages in which AuthoLearn is available

English (US)

## Requirements

### Plug-in requirement

No

### Browser compatibility

Internet Explorer 6.x  
Internet Explorer 5.x

### Minimum system requirements for learners to access content created with AuthoLearn

Internet Explorer 5.0+

### System requirements for content developers

- Internet Explorer 5.5+
- 1024x768 resolution
- Connection (Internet/intranet) to the server

### System requirements for Web server (whether locally installed or hosted)

- Windows 2000 or 2003
- IIS 5.0 or 6.0
- SQL Server 2000/2005 or Oracle 9.0+

## Technical Support

### Available product support

Free e-mail support  
Fee-based telephone support during local business hours

### Duration or restrictions of support per license

There are no restrictions at this time.

## Pricing

### Pricing policy

AuthoLearn has two pricing models:

- Licensed installation: licensing fee + annual per author seat fee + annual fee for upgrade and support
- Hosted authoring services: per author annual fee

### Specific pricing scenarios

*If pricing structure is based on a price per AUTHOR:*

Single author license (list price) = **\$500**  
5 author price (total price) = **\$2,000**  
10 author price (total price) = **\$3,000**  
25 author price (total price) = **\$5,000**  
Enterprise license = **\$45,000** based on **over 200** authors

*If pricing structure is based on a price per LEARNER:*

500 learners = **\$ Not provided**  
10,000 learners = **\$ Not provided**  
25,000 learners = **\$ Not provided**

The fees listed above are **One-time fees**

Site unlimited authors license: \$15,000

If installed in site, also one time fee for server installation license and annual maintenance fees will be applied.

The prices listed are only for the licensed model. When using the hosted services solution, the annual price per authors starts at \$60 per single author.

## Contact Information

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