



Professional Development

AST provides additional training to meet your organizational needs. The iKe Professional Development Team is available for on-call teleconferences. Contact Dale Wheelis at 850.475.4008 or email him at info@astpcola.com

Upcoming Events

• 2008 Army Training Support Center Distributed Learning Conference

Held this year from 10-13 March at Williamsburg, Virginia. AST plans to attend and exhibit at the conference.

• The Learning Guild 2008 Annual Gathering

Held this year from 14-17 April at Orlando, Florida. AST will attend and exhibit.

• Training with Industry

We welcome opportunities to exchange ideas and discuss interoperability with industry. In the past we have shown interoperability working with iKe partners at Fort Sill, Cameron University, IDSI, Akima, nGrain, and others.

• Training for Your Organization or Team

iKe Training can be made available in one of three formats:

- A guest iKe account (usually 90 days no cost trial) with Portal access.
- A Webinar.
- Professional on-site training for two to three days
- Your team trained at our office in Pensacola, Florida.

ISSUE

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iKe Tech Times



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Adaptable and Affordable Solutions for e-Learning

The Advanced Distributed Learning (ADL) Initiative Sharable Content Object Reference Model (SCORM) promotes adaptable and affordable e-Learning. iKe users have found savings in short- and long-term requirements, whether developing courseware or managing multiple courses.

ENTERPRISE SOLUTION

If you are a DoD agency or DLETP contractor, iKe has several advantages. First, costs for licenses are below that of commercial users. Second, an additional subject matter expert (SME) license is added for each developer license purchased. Third, cost stays the same for five (5) years, and upgrades and other improvements are included at no additional cost. (Reduced costs are also applied for team or on-site training.)

Exploring SCORM 2004 Opportunities

SCORM is becoming increasingly important to standardizing the interface between Web-based content and Web-based learning technology and delivery systems. SCORM allows interoperability across multiple Learning Management Systems (LMSs). ATSC has adapted the ADL initiative and provided mandates in the DoD community for SCORM 2004. SCORM is now a significant part of the Army Distributed Learning Education and Training Products (DLETP) contract and the Army Learning Management System (ALMS).

What does this all have to do with iKe? In early 2007, iKe passed the ADL SCORM 2004, 3rd Edition test. Today, Advanced Systems Technology, Inc. is developing additional SCORM 2004 capabilities within iKe. SCORM 2004 requirements such as Simple Sequencing and Navigation (SS&N) is anything but simple. There are several ways to approach this requirement using iKe's packaging capabilities. We continue to work with the ADL Initiative and ATSC to improve the processes.

"Eventually, with our R&D efforts, we will have these additional SCORM capabilities built within the iKe application," said Michael Eichinger, Product Manager for iKe. "We envision a SCORM 2004 Run Time Environment to be able to run content previews, much as has been done in the SCORM version 1.2 environment of iKe, and to permit early review of the sequence and navigation. We owe much to input from early SCORM 2004 users of iKe at IDSI, Smith-Richardson, and LSI." We are excited about capabilities in the prototype demonstration built for ATSC that will benefit government organizations and contractors:

- o Passing all ATSC SCORM 2004 test suite requirements
- o Capable of Level III interactivity
- o Meeting 15 custom design specs found on most DLETP contracts (e.g., checks on learning which are courseware and Performance Work Statement mandates of the Army Training Support Center.
- o Working toward ALMS / Content Validation System compatibility

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Principles for Project Management Success

iKe supports SCORM by:

- o Repeatable, durable processes.
- o A reliable means for managers to create Milestones and Tasks.
- o A simple method of assigning resources and monitoring task progress.
- o An environment that meets organizational needs for content management, graphics /object builds, and use of TRADOC Graphical User Interfaces (GUIs) that can be customized for each organization.
- o Packaging that can be done in a Zip File or on a CD ROM.
- o Auto-generating an IMI manifest file.

Schools and ATSC organizations are encouraged to contact Eddie Henderson, the Fort Sill CIO regarding his experience with iKe. He can be reached at: eddie.c.henderson@us.army.mil, tel: 580.442.2318 Alternate POC is Fred Couture, 580.442.8319

Newsletter readers and iKe Users are encouraged to provide feedback and questions regarding iKe to Mark Tibbert, mtibbert@astpcola.com or Jonathan Moseley, jmoseley@astpcola.com.



How do you measure success?

iKe continues to seek the best means to accomplish the dL mission. The DoD continues to demand even more of the product.

Ike received a lot of attention in 2007 when, at Fort Sill, the Fires Center of Excellence (CoE) mandated the use of iKe for all content management projects. Eddie Henderson, the Chief Information Officer for Fort Sill, working with leaders, program managers, and other courseware developers realized a vision of providing "reachback" for Soldiers in the field to provide training that cannot be completed in a resident environment.

Henderson envisions programs for long term maintenance, and a library or repository of reusable content in which, ideally, a considerable savings can be made in IMI products. AST's R&D effort in a SCORM Runtime Environment combined with other collaborative tools will provide significant return on investment in training Soldiers and saving lives.

"The Fires CoE adopted iKe because we believe it is a viable solution that will help us build, manage, and sustain a highly relevant multimedia library in a cost-effective environment", Henderson said.

Henderson believes iKe is an important tool. "We owe it to our soldiers to provide high-quality interactive multimedia instruction that is relevant to today's fight."

In late November and early December 2007, ATSC and Fort Sill asked if an iKe demo could be made. The proposed demo needed to meet several requirements: Pass all ATSC SCORM 2004 tests, show Level III interactivity, and show 15 custom design requirements.

iKe has met these objectives, but there are still improvements to be made in overall ATSC collaboration requirements. Our goal is to reduce support costs associated with:

- o Courseware development from anywhere on the Internet
- o Managing and collaborating on rapid development projects
- o Project and Courseware updates from anywhere
- o Content object reuse
- o Reduce courseware maintenance costs by 75%

AST is not a member of the DLETP contract team. AST is pursuing a neutral position in the bid process so that DLETP members can become more competitive.

"We owe it to our soldiers to provide high-quality interactive multimedia instruction that is relevant to today's fight."

**Eddie Henderson,
Ft Sill CIO**

"We believe this will be a winning strategy, not only in doubling efficiencies but doubling profit margins," Eichinger said. "We hope to see more government oversight and more contractor engagement. We are demonstrating that iKe works and that the SCORM 2004 challenge will be met," he added.

AST and iKe are committed to all organizations supporting the DoD. Long-time users of iKe are the Army National Guard at Fort Chaffee, Army Reserve at Fort McCoy, and the Air National Guard at Knoxville. Defense companies recently adding iKe are IDSI, TMI, Akima, GDIT, and Eagle Systems and Services.



Technology Solutions for Academia

Cameron University's Don Aguilar, along with his students, have been instrumental in the development of a level III interactive practical exercise as part of a prototype demonstration being delivered to the Army Training Support Center.

Aguilar, Chair of the university's Multimedia Department, has been using iKe for about three years in an Instruction Systems Design-related degree program, and about two years as a medium for student instructional development projects.

"iKe provided me with a way for students to develop high-quality, SCORM-conformant, 508c-compliant e-Learning materials with the

potential for level III interactivity. iKe allows students to exercise their problem-solving skills in creating e-Learning products by allowing them to solve instructional as well as technical problems," Aguilar said.

Aguilar said there are specific reasons he and the university chose iKe. "iKe allows students to integrate two or three other development tools such as Captivate, Flash and other SWF-producing tools. This is not something that is usually taught in undergraduate training development courses, but that kind of synthesis is an important key to solving technical presentation problems. I'm not teaching Flash or Captivate.

However, I am letting students maximize the use of e-learning principles and solve technical problems by encouraging them to find solutions with other readily available software. Another reason for choosing iKe is that it gives me control of student projects in that I can watch them develop from a distance. Because it is a browser-based tool, students can access and use it anywhere and at anytime. Similarly, I can observe student progress from anywhere and at anytime and comment on their progress using internal iKe tools."

This Month's Q&A Technology Tips

Q: How can I best implement checks on learning?

A: The DLETP paradigm for a Check on Learning (COL) – two attempts at answering the question correctly with immediate feedback, followed by remediation and then a third attempt at answering the question before the correct answer is revealed – is



best implemented using a custom Flash-based template developed by AST.

The custom template requires minimal editing and relies on the use of iKe question objects to produce the desired logic flow. Both FLA and SWF versions of the custom template along with documentation are now available in your iKe portal Toolbox under Courseware Templates.

SOFTWARE Monthly Picks

Not every workstation requires

a full-blown HTML- and image-editing



suite to tweak a little HTML, JavaScript, or XML. From Reload, Notepad, and XML Notepad to Browser add-ons; there are probably hundreds of freely available tools that help content developers daily. Tell us about your favorite tool and we'll share with others through this column. All we ask is that the shameless commercial plugs be kept to a minimum.