

DEPLOYING SCORM IN BLACKBOARD LEARN

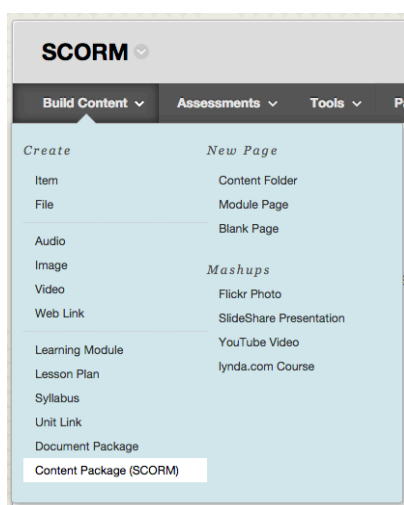
This guide shows you how to deploy a Unity3D application created with the Unity-SCORM Integration Kit inside of Blackboard Learn 9+.

Preparation

In order to follow along with this guide, you can use the example Blood Pressure Simulator SCORM package available at: <https://github.com/rstals/Unity-SCORM-Integration-Kit/raw/master/SCORM-Package/Blood%20Pressure%20Simulator.zip>

Deploy the SCORM Package

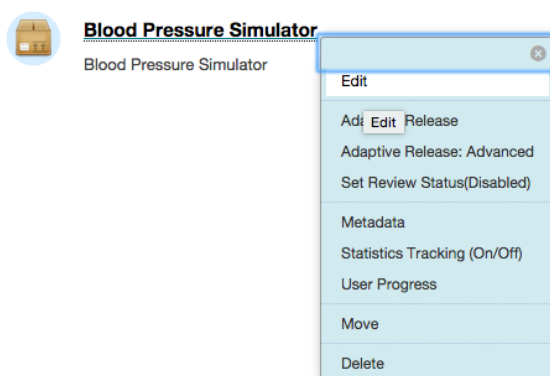
1. Log in to your Blackboard Learn installation and access a Course that you want to add in the SCORM package.
2. Access or create a new Content Area on the menu.
3. Select *Build Content > Content Package (SCORM)*.



4. In the *Add Content Package (SCORM)* screen, click the **Browse My Computer** button and select the SCORM zip package. Then click the **Submit** button.

5. In the Settings screen, keep the default values and change the following options:
 - a. Make SCORM Available: Yes
 - b. Number of Attempts: Allow unlimited (*This is optional*)

6. Click the **Submit** button. The package has now been added to your Course.
7. Click on the *Options* icon (the down arrow) beside the title of the new SCORM Package and select **Edit**.



8. Scroll down to the *Advanced Options* section and change *Edit SCORM Player Behaviour* to **Yes**.

9. Click on *Launch Behavior* and change the *Specify New Window Dimensions* to **1100 pixels width, 930 pixels height**. This allows the window to open without scrollbars (The simulation resolution is 1024x768).

ADVANCED OPTIONS

Edit SCORM Player Behavior ☒ Yes ☐ No

Navigational Controls
Launch Behavior
 Compatibility Settings
 Communication Settings
 Debugger Options
 History Options

Launch Behavior [info](#)

SCO Launch Type | New Window

Player Launch Type | Frameset

New Window Options:

☐ User Value Defaults

☐ Full Screen

☒ Specify New Window Dimensions

Width for content: 1100 pixels

Height for content: 930 pixels

☐ REQUIRED: Above dimensions are required for the course to function properly.

☐ Prevent Window Resize

Time Limit: 0

10. Click on *Compatibility Settings* and change the *Reset RunTime Data Timing* to **Never**. This is required for your application to be able to access student interaction data from previous attempts, useful if the student wants to review previous attempts.

ADVANCED OPTIONS

Edit SCORM Player Behavior ☒ Yes ☐ No

Navigational Controls
 Launch Behavior
Compatibility Settings
 Communication Settings
 Debugger Options
 History Options

Compatibility Settings

☒ Finish Causes Immediate Commit

☒ Logout Causes Player Exit

☐ Wrap SCO Window with API

☒ Always Flow to First SCO

☒ Enable Validation of SCORM Interaction Results

☐ Raw Score Can Act as Scaled Score

☐ Rollup Empty Set to Unknown

Lookahead Sequencer Mode: Enabled

☒ Use Quick Lookahead Sequencer

Reset RunTime Data Timing: Never

Return To LMS Action: Selectable

Maximum Suspend Data Size: 64000

SCORM 2004 Edition: SCORM 2004 4th Edition

☐ Disable Root Activity

☐ Rollup At SCO Unload

☐ Override Objective and Completion Set By Content to True

☐ Invoke Rollup at Suspend All

☐ Satisfaction causes completion

☐ Make Student Preferences Global to Course

11. The SCORM Package can now be successfully run.

