# About Video 2 Scorm

Video 2 Scorm is a quick tool for adding completions to video through the SCORM 1.2 or SCORM 2004 packaging format, compatible with most LMSs. By watching some or all of a video, your learners will get a "completion" event after the specified position on the video. All you need to provide is the input video and the location of that completion in the video.
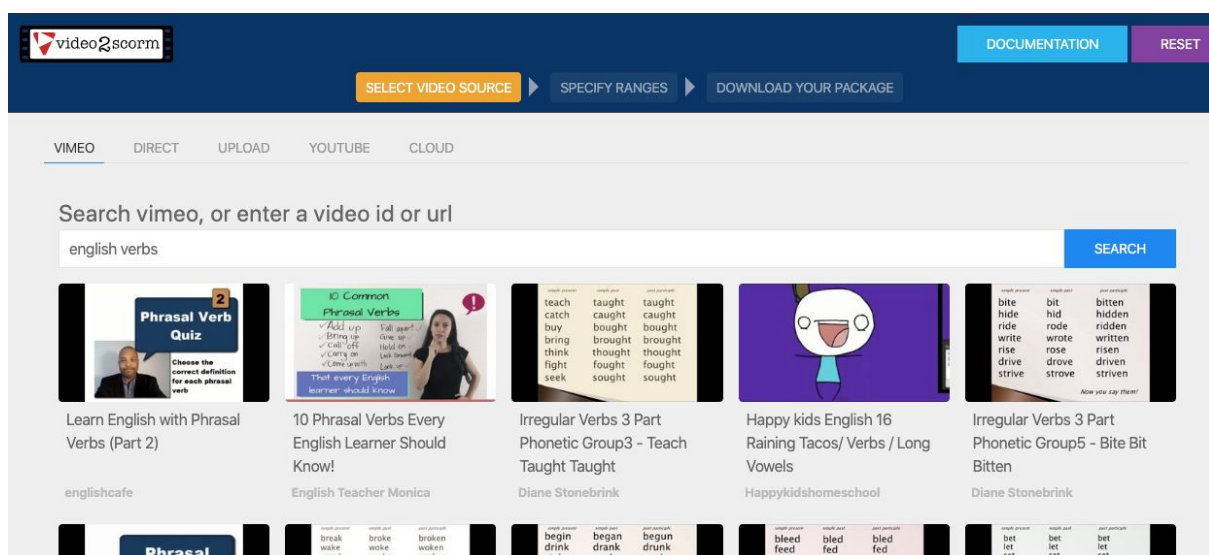


You are able to specify the time you want the video to start and end as well as point at which the video is seen as completed.

*Tip: It also works with browser-compatible audio files such as mp3.*
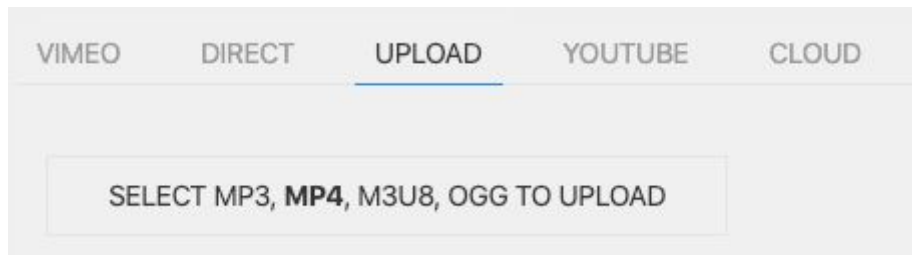
# Selecting YouTube or Vimeo content

For **Vimeo** and **YouTube** based content, you can use the built-in search to find your video, or past in its URL to load a specific video, as seen here:



*Be aware: As of September 2018, it's no longer possible to remove any advertising, end cards or subscription features from YouTube videos.*

# Uploading your own video

If you already have the video on your computer use the **Upload** tab and select your video:



*Note: your video should already be in a browser compatible format such as Ogg Video or MP4 video (most common). If you need to convert from another format a [quick google search](#) can list many online video converters.*

# Streaming Video / Direct URL

If you want to stream video from a source such as a Amazon S3 bucket, or a known location on the internet, you can enter its URL using the **Direct** tab. When published, the file will be referenced by the SCORM zip package rather than downloaded into it.
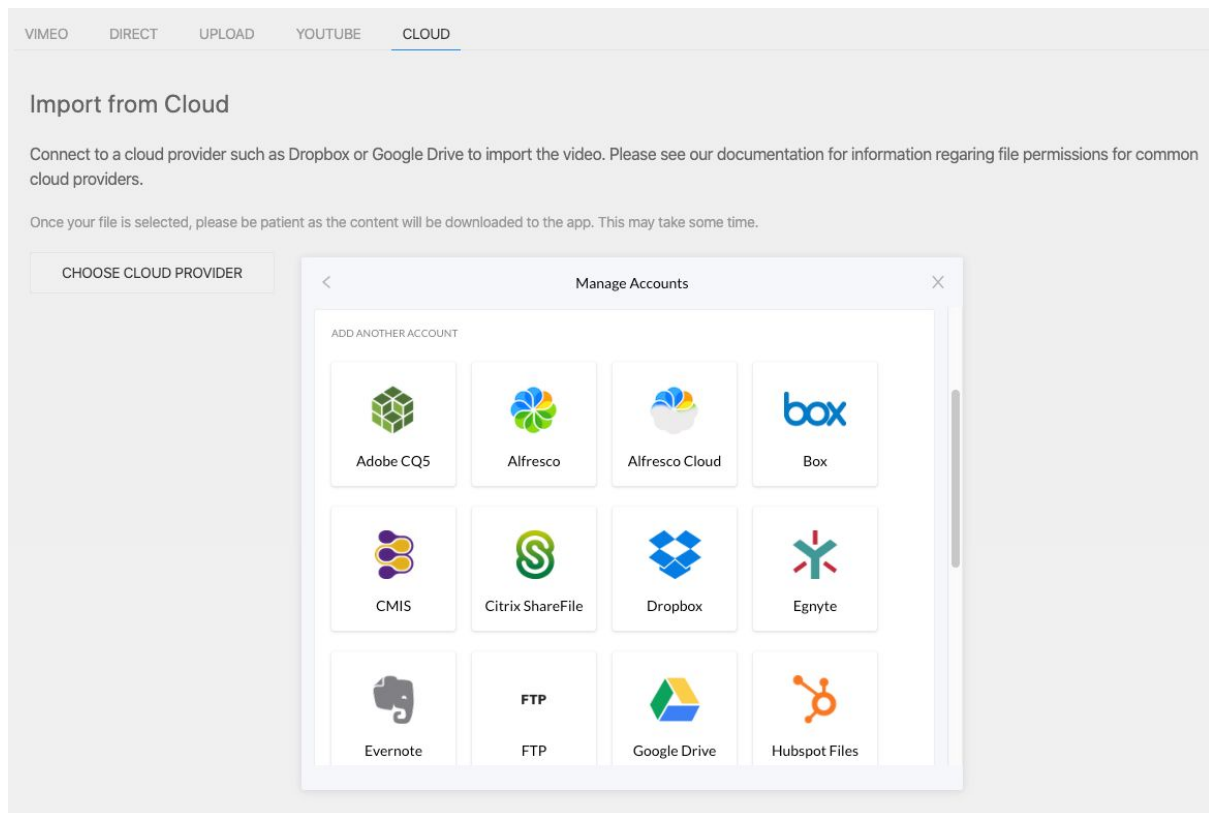


*Note: some cloud providers allow you to "hotlink" to video on their platform. Just be sure to modify the file permissions so that everybody can read the file without being signed in, then use the sharing link provided by your cloud host as the direct link url.*
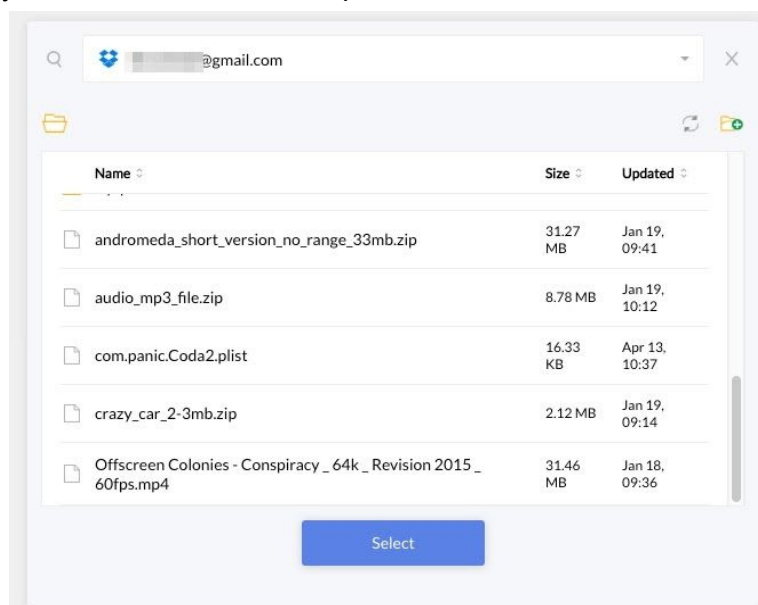
# Downloading from a cloud source

If your content is stored on Dropbox, Google Drive, Box, OneDrive or other cloud providers, use the **Cloud** tab. The content will need to be downloaded into the browser by our

integrated file manager before it can be used. When published, the file will be included inside the SCORM zip package.
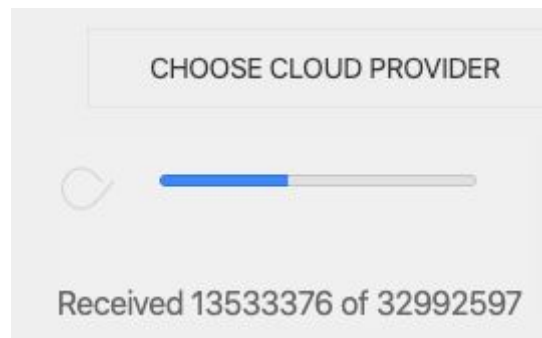
The file manager can connect to one or more of your cloud accounts. You'll need to sign in and authorize Kloudless to access your files.



Once signed in, you can choose the cloud provider and see a list of the files in that system.

Once you've located your video, select it and you'll then wait as the file is downloaded into your browser. A progress graph will appear giving you an indication of how long this might take:
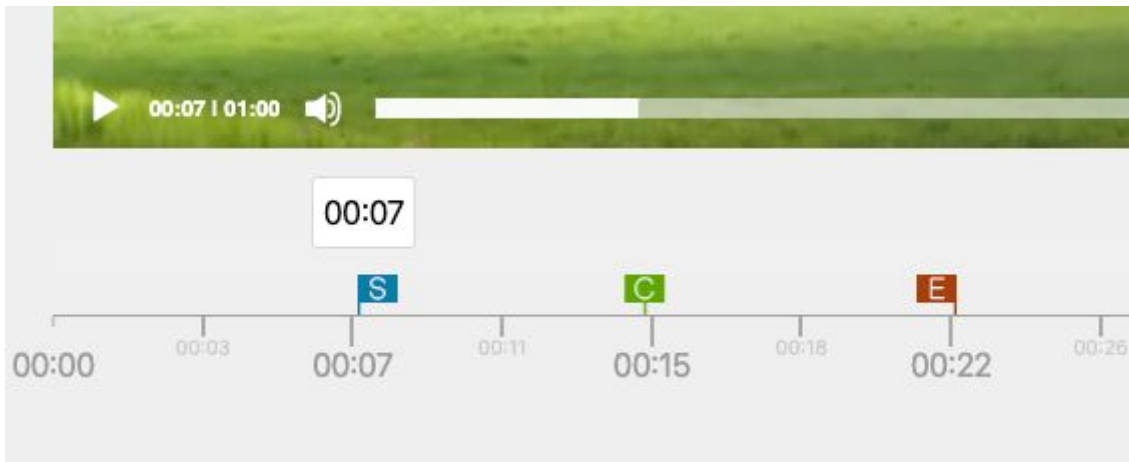


# Other video providers

We are working on connecting with other sources such as Facebook, DaCast, Microsoft Stream, Wistia, etc. Please get in touch [via our helpdesk](#) if you need more information or want to request integration with another platform.

# Setting Markers

Once you have uploaded or entered your video, the system will show a screen allowing you to specify the ranges and set the completion marker. Your selected video will appear as a preview which you can play.
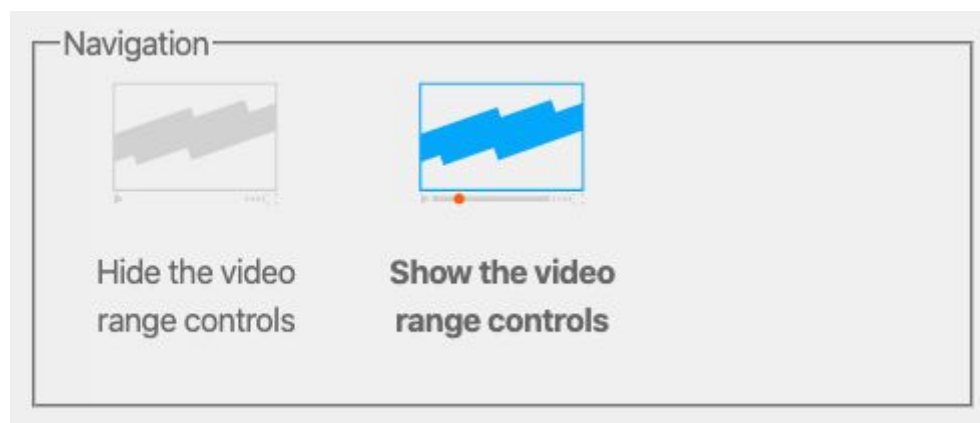
Moving one of the *Start*, *Completion* or *End* markers will also preview the video from that point. In the example below the start marker is set to 7 seconds, the completion marker is set to 15 seconds and the end marker is set to 22 seconds. This means the user will be shown only 15 seconds of the 1 minute video uploaded.

# Downloading your package

Once you have set the ranges for your video, you can download the SCORM package. Just specify a name (other details are copied into metadata fields inside the package and are optional).

You can choose whether the video range controls are shown or visible (to prevent people skipping ahead in a video rather than watching it). Just click between the settings at the bottom. The selected setting turns blue.



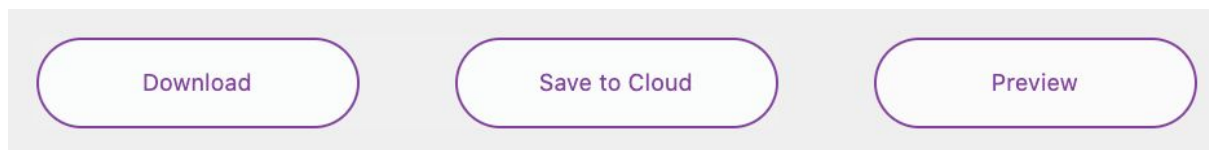Here is how a video player looks without range controls:



Here is the same video player with range controls enabled:

Finally, choose a compatibility level. For most people SCORM 1.2 will work fine, but check with your Learning provider for details. Toggle different options by clicking the setting you want.



You can download the package to your computer using the controls at the bottom, or save the file back to a cloud provider (see details above for connecting your account via the Kloudless file explorer). Press the appropriate button and wait while the zip file is prepared for you (usually only a few seconds).



Note: some users will also have another button "Publish to LMS" which posts the course back to your LMS and may create a new course for it (depending on the platform and integration plugin used). For more information about the CourseSuite API and platform integration, please check our website at https://www.coursesuite.com/