

ELRR Statement Processing Rules

Rev. 07/25/2025 - Cliff

1. Learning Record Statements

Statements that update learning record state and represent learning resource interactions

1.1. Completed (no success value)

This rule covers the case of a completed statement with no success value.

Verb: <https://adlnet.gov/expapi/verbs/completed>

Conditions:

- \$.result.success = null
- \$.result.complete

Result(s):

- Create Actor if does not exist
- Create Learning Resource if does not exist
- Create Learning Record if does not exist
- LearningRecord.status = COMPLETED

1.2. Completed (success=true)

This rule covers the case of a completed statement with success = true.

Verb: <https://adlnet.gov/expapi/verbs/completed>

Conditions:

- \$.result.success = true

Result(s):

- Create Actor if does not exist
- Create Learning Resource if does not exist
- Create Learning Record if does not exist
- LearningRecord.status = PASSED

1.3. Completed (success=false)

This rule covers the case of a completed statement with success = false.

Verb: <https://adlnet.gov/expapi/verbs/completed>

Conditions:

- \$.result.success = false

Result(s):

- Create Actor if does not exist
- Create Learning Resource if does not exist
- Create Learning Record if does not exist
- LearningRecord.status = FAILED

1.4. Passed

This rule covers the case of a passed statement. Possibly combine with [1.2](#)

Verb: <https://adlnet.gov/expapi/verbs/passed>

Result(s):

- Create Actor if does not exist
- Create Learning Resource if does not exist
- Create Learning Record if does not exist
- LearningRecord.status = PASSED

1.5. Failed

This rule covers the case of a passed statement. Possibly combine with [1.3](#)

Verb: <https://adlnet.gov/expapi/verbs/failed>

Result(s):

- Create Actor if does not exist
- Create Learning Resource if does not exist
- Create Learning Record if does not exist
- LearningRecord.status = FAILED

1.6 Satisfied

This rule covers the case of a satisfied statement. The difference is usually in the LMS as a course might have many sub-components and automatically get marked satisfied by the completion of them. Functionally in ELRR they have the same effect as completed. Possibly combine with [1.1](#), [1.2](#), and [1.3](#).

Verb: <https://w3id.org/xapi/adl/verbs/satisfied>

Result(s):

- Create Actor if does not exist
- Create Learning Resource if does not exist
- Create Learning Record if does not exist
- LearningRecord.status = COMPLETED (or PASSED/FAILED depending on \$.result.success)

1.7 Attempted

This rule covers the launch/attempt of an activity. Launched verb is not used because it may not actually start the content.

Verb: <https://adlnet.gov/expapi/verbs/initialized>

Result(s):

- Create Actor if does not exist
- Create Learning Resource if does not exist
- Create Learning Record if does not exist
- LearningRecord.status = ATTEMPTED

1.8 Registered

This rule covers the registration of a learner for an activity.

Verb: <https://w3id.org/xapi/tla/verbs/registered>

Result(s):

- Create Actor if does not exist
- Create Learning Resource if does not exist
- Create Learning Record if does not exist
- LearningRecord.status = REGISTERED (*requires adding a new enum to schema/entities in code*)

1.9 Scheduled

This rule covers the scheduling of an activity for a learner. It has the same record outcome as registration.

Verb: <https://w3id.org/xapi/tla/verbs/scheduled>

Result(s):

- Create Actor if does not exist
- Create Learning Resource if does not exist
- Create Learning Record if does not exist

- LearningRecord.status = REGISTERED (*requires adding a new enum to schema/entities in code*)

2. Competency and Credential (Qualifications)

Statements that update qualification (comp & cred) state and represent data from assertion engines

2.1. Achieved (Competency)

This rule covers the case of an achieved statement for a competency. Optionally sets expiry.

Verb: <http://adlnet.gov/expapi/verbs/achieved>

Conditions:

- \$.object.definition.type != <https://w3id.org/xapi/cred/activities/credential>
- Competency ActivityType can be numerous things

Result(s):

- Create Actor if does not exist
- Create Competency if does not exist
- Create Personal Competency if does not exist
- Set PersonalCompetency.HasRecord to true
- If \$.context.extensions['<https://w3id.org/xapi/comp/contextextensions/expires>'] is not null
 - Set PersonalCompetency.expires to extension value (should be ISO8601 date field, requires addition of java LocalDate field to schema/entities)
 - Else do not set expires

2.2. Achieved (Credential)

This rule covers the case of an achieved statement for a credential. Optionally sets expiry.

Verb: <http://adlnet.gov/expapi/verbs/achieved>

Conditions:

- \$.object.definition.type == <https://w3id.org/xapi/cred/activities/credential>

Result(s):

- Create Actor if does not exist
- Create Credential if does not exist
- Create Personal Credential if does not exist
- Set PersonalCredential.HasRecord to true

- If \$.context.extensions['<https://w3id.org/xapi/comp/contextextensions/expires>'] is not null
 - Set PersonalCredential.expires to extension value (should be ISO8601 date field, requires addition of java LocalDate field to schema/entities)
 - Else do not set expires

3. Goal Statements

Statements which update learner goals, either by assignment, recommendation, or self-assignment.

3.1. Assigned (Not by learner)

This rule covers the case of an assigned statement for a goal, coming from an assigner.

Verb: <https://w3id.org/xapi/tla/verbs/assigned>
 \$.object.definition.type == <https://w3id.org/xapi/activities/goal>
 \$.object.definition.extensions['<http://xapi.edlm/goals/activity-extensions/goal-type>'] == ASSIGNED, RECOMMENDED

Result(s):

- Actor is 'assigner' (you may need to change Goals entity and DDL to accommodate this)
- Extract learner from context extension:
<https://yetanalytics.com/profiles/prepositions/concepts/context-extensions/to>
- Take Goal Type from goal-type extension above. Default is assigned.
- Set expiry from context extension <http://xapi.edlm/goals/activity-extensions/expires>
- Set achieved by from context extension <http://xapi.edlm/goals/activity-extensions/achieved-by>
- Set Start from timestamp
- Populate goals as new (or linked) Learner Resources, Competencies, and Credentials sourced from \$.context.contextActivities.other. They are already xAPI Objects, no need to marshal

3.2. Was-Assigned (By learner or assigner)

This rule covers the case of an inverted assigned statement for a goal.

Verb: <https://w3id.org/xapi/tla/verbs/was-assigned>
 \$.object.definition.type == <https://w3id.org/xapi/activities/goal>
 \$.object.definition.extensions['<http://xapi.edlm/goals/activity-extensions/goal-type>'] == ASSIGNED, RECOMMENDED, SELF-ASSIGNED

Result(s):

- Actor is learner
- Extract assigner (if present) from context extension:
<https://vetanalytics.com/profiles/prepositions/concepts/context-extensions/by>
 - If not present it's default self-assigned
 - If present its default assigned
- Take Goal Type from goal-type extension above
- Set expiry from context extension <http://xapi.edlm/goals/activity-extensions/expires> if present
- Set achieved by from context extension <http://xapi.edlm/goals/activity-extensions/achieved-by> if present
- Set Start from timestamp
- Populate goals as new (or linked) Learner Resources, Competencies, and Credentials sourced from \$.context.contextActivities.other. They are already xAPI Objects, no need to marshall

3.3. Removed (By learner)

This rule covers the case of a learner removing a self-signed goal

Verb: <http://activitystrea.ms/removed>

`$.object.definition.type == https://w3id.org/xapi/activities/goal`

`$.object.definition.extensions['http://xapi.edlm/goals/activity-extensions/goal-type'] == SELF-ASSIGNED`

Result(s):

- Actor is learner
- Delete goal from learner if exists

3.4. Removed (By assigner)

This rule covers the case of an assigner removing a goal from a learner

Verb: <http://activitystrea.ms/removed>

`$.object.definition.type == https://w3id.org/xapi/activities/goal`

`$.object.definition.extensions['http://xapi.edlm/goals/activity-extensions/goal-type'] == SELF-ASSIGNED`

Result(s):

- Assigner is actor
- Learner can be found at
<https://vetanalytics.com/profiles/prepositions/concepts/context-extensions/from>
- Delete goal from learner if exists