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COURSE BROCHURE

E-Learning Course Development and SCORM Publishing Training

19 – 23 September 2027
Kuala Lumpur

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Registered in the United Kingdom and Saudi Arabia

E-Learning Course Development and SCORM Publishing Training

Ref: 1275_47918 **Date:** 19 – 23 September 2027 **Location:** Kuala Lumpur **Fees:** 4600 GBP

E-Learning Course Development and SCORM Publishing is a 1-week training course for instructional designers, e-learning developers and trainers moving their sessions online, who leave with a published, tested e-learning module packaged as SCORM and running on a learning platform. Organisations now expect self-paced modules for onboarding, product updates and mandatory topics within weeks, not quarters. Jupiter Prime Training runs this course on e-learning course development.

Why E-Learning Course Development Matters Now

Three pressures shape e-learning work today: dispersed workforces who need learning available at any hour, learning platforms that only report what a correctly packaged module sends them, and accessibility expectations that exclude no learner on screen readers or mobile devices. A team that storyboards, builds and packages modules properly gets reliable completion data and reusable assets; one that exports slide decks to video gets no tracking and disengaged learners. The course follows the ADDIE instructional design model Analyse, Design, Develop, Implement, Evaluate, packages modules to the Sharable Content Object Reference Model SCORM, and checks results with levels 1 and 2 of the Kirkpatrick model.

Who Gains Most from E-Learning Course Development

- Designers who turn learning objectives and subject expert input into storyboards
- Developers who build screens, interactions and quizzes in authoring tools
- Trainers converting classroom sessions into self-paced digital modules
- Platform administrators who upload packages and troubleshoot tracking
- Quality reviewers who test modules for accuracy, function and accessibility

A digital learning unit that sends a designer, a developer and a platform administrator together gains most, because most tracking failures appear at the hand-offs between authoring and publishing.

E-Learning Course Development Capabilities

Participants carry one module from storyboard to tracked launch, making each build decision with the learner and the platform in mind.

- Design storyboards that link every screen to an objective — subject experts and sign-off
- Build interactions such as scenarios, drag-and-drop and branching — learner engagement
- Specify quizzes with feedback and pass marks — completion rules on the platform
- Apply accessibility checks for captions, contrast and keyboard use — inclusive reach
- Test SCORM packages for completion, score and resume behaviour — platform administrators
- Assess launch results through Kirkpatrick level 1 and 2 data — module owners

Key E-Learning Course Development Terms

- Storyboard — a screen-by-screen plan showing text, media, interactions and navigation before building begins.
- Authoring tool — software used to build interactive e-learning screens, quizzes and media without writing code.
- SCORM — the Sharable Content Object Reference Model, a packaging specification letting e-learning modules report progress and scores to learning platforms.
- Branching scenario — an interaction where learner choices lead to different screens and consequences.
- Completion criteria — the rules, such as screens viewed or quiz passed, that mark a module as finished.
- Accessibility — designing content so people with visual, hearing, motor or cognitive impairments can use it fully.

E-Learning Course Development Day by Day

Day 1: From Need to Storyboard

- Self-Paced Suitability Check — Which Objectives Work Without a Trainer
- ADDIE Design Phase — Objectives, Audience and Module Length
- Subject Expert Interviews — Extracting Content Without Overload
- Storyboard Template — Screens, Media, Narration and Navigation
- Sign-Off Workflow — Review Rounds Before Development Starts

Day 2: Authoring Tool Workflows

- Authoring Tool Selection Criteria — Features, Output and Licence Terms
- Master Slides and Themes — Consistent Look Across Modules
- Media Production Basics — Images, Audio Narration and Short Video
- Navigation Design — Menus, Locking and Learner Control
- Asset Library Set-Up — Reusable Components for Future Modules

Day 3: Interactions and Assessment

- Interaction Types — Click-to-Reveal, Drag-and-Drop and Hotspots
- Branching Scenarios — Decisions and Consequences from Healthcare and Retail
- Quiz Design — Question Banks, Randomisation and Feedback
- Pass Marks and Attempts — Setting Fair Completion Rules
- Variables and Triggers — Personalising Paths Through a Module

Day 4: Accessibility, Packaging and Testing

- Accessibility Checklist — Captions, Alt Text, Contrast and Keyboard Access
- Mobile Responsiveness — Testing on Phones and Tablets
- SCORM Packaging Settings — Completion, Score and Resume Data
- Platform Test Environment — Upload, Launch and Tracking Checks
- Defect Log — Recording and Fixing Functional Errors

Day 5: Practising the Published E-Learning Module

- Kirkpatrick Level 1 and 2 Data — Reading Ratings and Quiz Results
- Applying Storyboard Methods — Finalising One Module Plan
- Applying Interaction Design — Building a Branching Segment
- Applying SCORM Testing — Peer Launch and Tracking Review
- Published E-Learning Module — Storyboard, Build, Package and Test Record

Applying E-Learning Course Development After the Course

- Convert one classroom session into a storyboard and build a short module with a branching scenario and quiz.
- Publish the module as SCORM in a test area of the learning platform and confirm completion and score tracking.

E-Learning Course Development Questions FAQ

What is e-learning course development and why does it matter now?

E-learning course development is the process of storyboarding, building, packaging and testing interactive self-paced modules. It matters now because dispersed teams need learning on demand, and only well-packaged modules give reliable tracking.

Which roles gain most from e-learning course development training?

Instructional designers, e-learning developers, trainers moving online and platform administrators gain most. Each handles a stage from storyboard to launch where errors reduce quality or break tracking.

How does e-learning course development differ from a blended learning design course?

E-learning course development focuses on building and publishing individual self-paced modules. A blended learning design course decides how classroom, virtual and digital elements combine across a whole learning journey.

What do you bring back from e-learning course development training?

You bring back a published e-learning module with its storyboard, interactions, quiz, accessibility checks, SCORM package and test record, ready to adapt for further topics.

E-Learning Course Development: The Way Forward

The published e-learning module first informs the decision on which other courses to convert to self-paced format. Designers, developers and platform administrators use it as a template for storyboards, assets and packaging settings. After launch, revisit quiz results and drop-off points to refine interactions and decide where branching adds real value.