

A Webinar on
**Interactive eLearning in Low Internet
Bandwidth Environments**

11th December 2013



Question and Answers

Q: How many versions of Harbingers' Offline Player are there?

There are five different version of Offline Player available as of now, which are follows:

- Desktop Offline Player
- Mobile (iOS) Offline Player
- Mobile (Android) Offline Player
- USB Offline Player
- CD Offline Player

Q: Please provide the list of LMS to which Offline Player can be integrated??

Offline Player offering can be integrated with any Learning Management System (LMS), provided LMS complies with any of the following standards: SCORM 1.2, SCORM 2.4 or AICC Level 1.

Apart from these, if there is need to support a LMS with any other compliance or non-compliance then a custom instance of Offline Player can be developed to serve that specific need.

Q: How easy is the offline player to integrate with an LMS?

It is quite easy to integrate Offline Player with your LMS assuming that LMS you would like to integrate Offline Player with follows one of the compliance standard mentioned in the previous question. Then you only need to create API for integration of Offline player with LMS.

Q: Which browsers does Offline Player support?

Offline Player currently supports Internet Explorer, Mozilla Firefox, Google Chrome and Safari. We regularly update Offline Player to support latest versions of all these browsers. Based on requirement, support for any other specific browser can be custom developed and extended in our Offline Player.

Q: Does Offline Player support multiple users?

Yes, all the versions of Offline Player has multi user functionality.

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Q. Do the courses used in Desktop Offline Player work in the Mobile Offline Player?

First of all, Offline Player is content format agnostic. It only acts as a media between Learning Management System (LMS) and the users' device to enable course content download and to play it from that device. Content format should be compatible to work on the device on which it is intended to be used.

Q. How are you encrypting the content data?

We provide adequate level of encryption for data on the users' device. For this purpose, we use encryption algorithm "Triple DES".

We support HTTPS / SSL so even the data transfer is secured as it happens over secure domain.

Q. Can it be set to automatically update user's progress when a internet connection becomes available, instead of them having to click sync?

Auto synchronization between user's device and the LMS is already there. Each version of Offline Player initiates synchronization based on certain trigger points. Details are mentioned below.

Desktop Offline Player has three trigger points for auto synchronization:

- a) When the user exits the course
- b) When the user exits Offline Player or the browser
- c) When the user logs in to Offline Player

Apart from these trigger points, synchronization is configurable to a specific time interval. Also manual synchronization is possible.

For Mobile Offline Player (both Android and iOS) data from mobile devices gets automatically synchronized with the LMS when user exits the course. Like Desktop Offline Player, there is option to manually trigger synchronization.

Q. Can the mobile player be set to automatically download and hold all the courses in a learners learning plan?

Yes, a learner can download any number of courses in their devices, which would only be restricted by the storage space available in the device memory. As per standard functionality, users have to select the courses that they want to download. Auto download feature, however, can be developed for specific instance of Offline Player version if required.

Q. How does this compare with Microsoft Offline player?

Our understanding is that Microsoft Offline Player works with Microsoft's eLearning Platform whereas Harbinger's Offline Player can be integrated with any eLearning Platform (provided the LMS adopts certain standards as mentioned earlier). Also Harbinger Offline Player is a customizable product offering that can address your specific custom needs.

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Q. Do Mobile Offline Player works on both horizontal and vertical orientations on mobile devices?

Yes, Offline Player works on both the orientations.

Q. Where do the courses download and get stored in users' mobile device?

When the course is downloaded to a mobile device based on iOS platform then the data will be stored to internal memory.

In case of a mobile device based on Android platform then it will be, by default, stored in internal memory. In case internal memory is exhausted then data will be stored in external memory, if external memory is available.

Q. What is the Offline Player licensing and integration cost?

Please do write to us at hsplinfo@harbingergroup.com with your requirements. Our sales representative will contact you with required information.

Integration of Offline Player with your LMS can be done by Harbinger Systems as well you can choose to do it on your own. In case you will undertake this work; we will share the documents to provide the required information and assistance, when you have any queries.

If Harbinger is supposed to do the integration then we can provide cost estimate after looking at some tech specifications of your LMS. The cost is entirely dependent on the development effort required for it.

Q. Will you post the recording or presentation slides of this webinar?

Yes, you can view the recording and presentation slides of the webinar by visiting this link: <http://www.harbinger-systems.com/landing-page/interactive-elearning-in-low-internet-bandwidth-environments>

If you have any further questions or would like more details about the webinar and our services or would like to get notified about our next webinar, please let us know at:

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We look forward to interacting with you!

Team Harbinger



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