DATA ITEM DESCRIPTION

TITLE: INSTRUCTIONAL MEDIA DESIGN PACKAGE

Number:DI-ALSS-81520AApproval Date:30 July 1999AMSC Number:N7342Limitation:DTIC Applicable:NoGIDEP Applicable:NoOffice Of Primary Responsibility:N/AS/PMA205Applicable Forms:NoneUse/relationship:The Instructional Media Design Package provides the design documentation for the development and production of courseware.

a. This Data Item Description (DID) contains the preparation instructions for the content and format of the Instructional Media Design Package.

b. This DID contains the format, content, and intended use information for the data product resulting from the performance requirements described by 3.2.4 of MIL-PRF-29612A, and is applicable to the acquisition of training data products. Data product performance evaluation criteria are specified in 4.3.4 and 4.3.9 of MIL-PRF-29612A.

c. It is not intended that all the requirements contained herein should be applied to every program or program phase. Portions of this DID are subject to deletion tailoring depending upon the program phase in which it is applied in the contract. Any individual data requirement contained in this DID is subject to deletion tailoring.

d. This DID supersedes DI-ILSS-81520.

Requirements:

- 1. Format. The format of data contained within this DID is as follows:
 - a. For paper-based products contractor format is acceptable.
 - b. Standard digital data shall comply with the content and format requirements specified in the Defense Data Dictionary System (DDDS).
- 2. <u>Content</u>. The Instructional Media Design Package shall contain the following:

2.1 <u>Front matter</u>. The content of front matter shall be in accordance with Appendix A of MIL-PRF-29612A.

2.2 <u>Summary description of training</u>. The training summary shall provide a brief description of training materials being developed. The summary shall include:

- a. Training program title, identifier, and version identifier.
- b. A brief description of the major topics.
- c. Number of instructional hours training materials will be used.
- d. A listing of the methodologies employed in the design, development, implementation, and presentation of the training program.
- e. A listing of the equipment being simulated in the training program.

- f. Location of the training sites.
- g. Location of the administrative repository for the reports and evaluation materials to include necessary points of contact, addresses, and telephone number(s).
- h. Keyword listing.
- i. A description of the target audience to include occupational specialty and skill level.
- j. Operational equipment designator and nomenclature covered by the training program.
- k. Associated course(s) title and identification number.
- I. Developmental software product name(s), version, vendor name, and Government rights code.
- m. Operating system name, version, and additional software drivers required to operate the training program.
- n. Portability standards name and version identifier.
- o. Delivery system requirements description to include minimum free system memory, central processing unit type and speed, minimum hard drive storage space, number of disc drives and types, graphics adapter type, and input/output devices.
- p. Security requirements code.
- q. Security classification code and restrictions to distribution code.

2.3 <u>Courseware design strategy</u>. This data shall provide descriptions of elements required to design the courseware. The data shall also include over-teaching, integrated and isolated practices, front loading, prerequisite skills, combined task practices, media features, branching strategies, learning events, ratio of drill and practice, degree of simulation, and frequency of testing. The required elements shall include:

2.3.1 <u>Conventions</u>. This data shall identify the techniques, practices, principles, or procedures to be used throughout the design and presentation of the module or lesson. Conventions shall define the use of text (font size, type, color, background, placement), menus, warnings, cautions, procedures, tests, screen direction, placement of cues, touch areas, keys or other input devices, motion, stills, image source, audio configuration, and narration.

2.3.2 <u>Course title and description</u>. This data shall provide the title(s) and a brief description of the course(s).

2.3.3 <u>Course task data</u>. The data shall identify the specific tasks being supported and shall include the following:

2.3.3.1 <u>Specific tasks</u>. The data shall identify all tasks to be supported by the course and courseware. This information shall be provided as a narrative list and will provide the logical delivery sequence of the course and shall be consecutively numbered.

2.3.3.2 <u>Estimated time to complete</u>. The data shall provide an estimated time required for an average trainee to complete each course component.

2.3.3.3 <u>Recommendations</u>. This data shall include the identification of specific technical requirements and source material to enhance the design effort.

2.3.4 <u>References</u>. This data shall include the complete title and number of all reference materials used in course or courseware design.

2.3.5 <u>Safety, hazard, or environmental considerations</u>. This data shall include all safety, hazard, or environmental considerations.

2.3.6 <u>Interface design and controls</u>. This data shall describe interfaces and controls which support the input and pacing of trainee performance. The data to be provided shall include descriptions of the following:

- a. Practice, remediation or branching as controlled by the trainee or system instructor.
- b. Trainee practices (e.g., independent or practice including team interaction).
- c. How the system shall be able to vary presentation rate to individual trainee ability.
- d. How the system shall be able to vary the sequence and range of presentation based on trainee ability.
- e. How the system shall allow the instructor to provide input during training or effect the individual or group performance pace and path.
- f. How the portability commands and interface mechanisms supporting interface and controls shall be identified.

2.3.7 <u>Test design strategy</u>. This data shall provide a description of test scenarios, applying test items, presentation sequence, appropriate learning types and levels, frequency, student interface, remediation options, and performance tracking.

2.3.8 <u>Abnormal operating conditions to be simulated</u>. This data shall provide a description of abnormal operating condition(s) which may affect accomplishment of performance standards.

2.3.9 <u>Course overview</u>. This data shall identify each module or lesson of an instructional unit, and the recommended presentation sequence for all modules or lessons, and any interrelationships.

2.3.10 <u>Course schedule</u>. This data shall include a chart showing the course's daily and weekly schedule, learning objectives, enabling learning objectives, knowledge, skills, attitudes, instructional events, and media selected.

2.3.11 <u>Performance tracking control features for instructional media</u>. This data shall identify all course control and instructional media control features, their interrelationships, and their respective rationale. It shall include the following performance tracking and support features:

- a. Trainee data to be collected, (e.g., name, rank, social security number, job position, training requirement, address).
- b. Tracking of individual trainee progress through a course, (e.g., test scores).
- c. Listing of individual and aggregate test scores and times.
- d. Analysis of test items response branching.
- e. Courseware routing (allows for entry, re-entry and instructor intervention).
- f. Record of courseware and hardware usage by:
 - (1) Student.
 - (2) Instructor.
 - (3) Support personnel.
- g. Schedule of trainees, equipment, ranges, and other resources.
- h. Inventory of course materials (e.g., expendables, ordnance, fuels).

i. A description of all management reports to be generated for supervisors and trainees.

2.4 <u>Lesson strategy</u>. The lesson strategies shall contain the following:

2.4.1 <u>Organization and format</u>. This data shall describe the organization and format of the lesson and segment strategies. It shall list the headers or section designators that are used, explain the meaning of each designator, and describe the type of information that is found under each. A key shall be used to explain the symbology. This explanation shall be supported with one or more illustrative examples. The lesson strategy shall exhibit traceability to the courseware development process and shall include:

- a. A reference number, a unit number, and lesson number referenced from the syllabus.
- b. A short title description of the subject to be covered. The title shall be taken from the syllabus lesson title.
- c. A description of the media for each lesson.
- d. A list of Learning Objectives (LOs) covered by each medium.
- e. A brief overview of the content of the lesson shall be provided for lesson authors, Subject Matter Experts (SMEs), and students. The overview shall also include an explanation of why the lesson is required, how it is related to previous lessons, and how the lesson fits into the total program.

2.4.2 <u>Learning objectives</u>. The LOs shall describe the type and level of learning required for each LO. Each LO shall have two numbers assigned: (1) a sequence number to indicate its order of presentation and (2) an identification number to indicate its rank in the LO hierarchy.

2.4.3 <u>Unit and lesson maps</u>. The unit map shall contain a flow diagram showing the sequences and relationships among lessons in the instructional unit. The lesson map shall include a flow diagram showing the hierarchical relationships among lesson objectives.

2.4.4 Lesson design strategy. The lesson design strategies shall describe decision making processes and strategies to be used in designing and implementing the presentation of material and testing student mastery of subject matter. Specific strategies shall include an instructional strategy for each lesson learning phase, methods of interaction, procedures which assure testing at appropriate learning types and levels, and remediation. Segments to be tested shall be identified and the method of testing defined. (Specific emphasis should be placed on the design strategy for developing and implementing the instructional media into the training program and equipment.) Training, learning, and branching strategies shall also be included, when required. All strategies used shall be appropriately labeled and sequenced under the title description. The lesson design strategy shall identify the conventional techniques, practices, principles, or procedures to be used throughout the design and development of the instructional media module or lesson. The following information shall also be provided:

- a. A statement of what type behavior the student must exhibit in order to master the LO.
- b. The facts to be memorized, the critical attributes of a concept, the steps to follow in applying a rule or procedure, or the cause and effect relationship of a principle.

Aids shall be included in the instructional content to help the student recall. The strategies data shall list the most common errors made by the student when learning.

- c. A description of instance production and shall include each type of scenario that is to be included in the examples, practice, and test items. A table shall be provided listing the total number of examples, practice and test items that the lesson author must produce for each type of scenario.
- d. A description of the theoretical basis upon which each instructional strategy is employed.

2.4.5 <u>Test items</u>. The test items shall include the type of test and the approach for feedback and remediation based on the lesson design strategy. A list of the test items to be used in measuring the student's knowledge shall be provided and include a statement of the minimum acceptable passing criteria for the lesson or segment. A list of examples and practice exercises to be used in support of the instruction shall also be provided.

2.4.6 <u>Lesson format guide</u>. The lesson format guide shall contain explanations of how each section of the lesson and segment specifications will be used during lesson authoring. Special instructions or additional information shall be provided to ensure accurate communication of the content for authors and artists. It shall contain a description of the following:

- a. Text and graphic layout conventions.
- b. Interpretation of lesson strategies.
- c. Data sources for expansion of lesson strategies.
- d. Learning strategy guidelines.
- e. Use of symbology.
- f. Titling.
- g. Figure numbering.
- h. Referencing conventions.
- i. Page numbering.

2.4.7 <u>Prototype lesson</u>. The prototype lesson shall consist of courseware, to include supporting design and developmental documentation. (This prototype will demonstrate how the format guide is to be used in conjunction with a lesson strategy to produce the required lessons.)

2.4.8 <u>Instructional media resource requirements</u>. The data shall contain a summary of required resources to include:

- a. An estimate of the visual and audio resources needed to support the course as follows:
 - (1) Existing and new resource footage (e.g., video, audio, film, slides, photographs, graphics, and artwork).
 - (2) Support requirements (e.g., props, equipment, SMEs, military and civilian personnel).
 - (3) Talent.
 - (4) Field environment, (e.g., ranges, ships).
 - (5) Studio requirement.

- (6) Special equipment.
- (7) Costumes and uniforms.
- (8) Lighting.
- (9) Animation rationale, source, and extent of usage.
- b. A list of the material to be presented during the course.
- c. A list of any adjunctive materials required to support the course.
- d. A description of the types of personnel and their respective roles and responsibilities for lesson development.

2.5 <u>Courseware logic flow diagrams</u>. Courseware logic flow diagrams shall include all defined lesson tasks with references, information frame or sequence, decision points, branching options, remediation, and other screen activities. All flow diagram symbols used shall be clearly defined. Flow diagrams shall include:

- a. All blocks of instruction and decision points.
- b. All program paths or branches.
- c. Video, graphics, and text frames with reference and sequence numbers.
- d. Audio, still frame, and other audio configurations with reference and sequence numbers.
- e. Performance decision notes.
- f. Processing and design decision information that supports the remediation, nonscored test items, motion sequences, computer processing, performance update, scored test items, scoring routine, and database search commands to be used.
- g. A legend identifying key symbols that connect elements of the flow diagram.

3. <u>Standard digital data</u>. Standard digital data shall be delivered for the Standard Data Elements (SDEs) marked with an [X] in the "Required" box in Table 1.

TABLE 1.	Standard digi	tal data	requirements
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DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
(2. <u>Content</u> . The Instructional Media Design Package shall contain the following:)	
DOCUMENT Name (SDE)	
DOCUMENT NAME Type Code	
DOCUMENT Purpose Code	
DOCUMENT TYPE Code (Dev)	
(2.1 <u>Front matter</u> . The content of front matter shall be in accordance with Appendix A of MIL-	
PRF-29612A.)	
DOCUMENT ASSOCIATION Reason Code (Dev)	
DOCUMENT Category Code	
DOCUMENT Date (Dev)	
DOCUMENT DATE Type Code	
DOCUMENT IDENTIFIER	
DOCUMENT Name (SDE)	
DOCUMENT NAME Type Code	
DOCUMENT Purpose Code	
DOCUMENT Purpose Text	
DOCUMENT STANDARD STATEMENT Text	
DOCUMENT STANDARD STATEMENT Text	
DOCUMENT TYPE Code (Dev)	
EDUCATIONAL-DISCIPLINE CODE	
EVALUATION EVENT Reason Code	
EVALUATION METHODOLOGY Identifier	
EVENT IDENTIFIER	
EVENT RESULT Identifier	
EVENT TYPE Code	
EXAMINATION IDENTIFIER	
GUIDANCE CATEGORY CODE	
GUIDANCE DOCUMENT Reason Code	
GUIDANCE IDENTIFIER	
GUIDANCE TYPE Code (Dev)	
INSTRUCTIONAL UNIT ASSOCIATION Reason Code (SDE)	
INSTRUCTIONAL UNIT DOCUMENT Reason Code	
INSTRUCTIONAL UNIT EDUCATIONAL DISCIPLINE Reason Code	
INSTRUCTIONAL UNIT TOPIC Code	
INSTRUCTIONAL-UNIT DESCRIPTION TEXT	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE	
INSTRUCTIONAL-UNIT-EXAMINATION REASON CODE	
INSTRUCTIONAL-UNIT-NAME TEXT	
MATERIEL GUIDANCE Reason Code	
MATERIEL ITEM TYPE CODE (SDE)	
MATERIEL-ITEM IDENTIFIER	
METHODOLOGY Identifier	
OCCUPATION NAME	
OCCUPATION-INSTRUCTIONAL-UNIT REASON CODE	
OCCUPATIONAL SPECIALTY CODE Identifier	
OCCUPATIONAL SPECIALTY CODE Type Code	
ORGANIZATION DOCUMENT Organization Role Code	
ORGANIZATION DOCUMENT Reason Code	
ORGANIZATION IDENTIFIER	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
ORGANIZATION TYPE CATEGORY CODE (SDE)	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
	REQUIRED
ORGANIZATION-DOCUMENT BEGIN DATE	
ORGANIZATION-DOCUMENT END DATE	
ORGANIZATION-GUIDANCE REASON CODE	
ORGANIZATION-INSTRUCTIONAL-UNIT-ROLE CODE	
ORGANIZATION-NAME TEXT	
ORGANIZATION-OCCUPATION REASON CODE	
POSITION Description Text	
POSITION IDENTIFIER	
POSITION-TASK-TYPE BEGIN DATE	
POSITION-TASK-TYPE END DATE	
POSITION-TASK-TYPE REASON CODE	
RISK GUIDANCE Identifier	
RISK Identifier	
RISK LEVEL Code	
RISK Type Code	
TASK DOCUMENT Reason Code	
TASK IDENTIFIER	
(2.2 <u>Summary description of training</u> . The training summary shall provide a brief description of	
training materials being developed. The summary shall include:)	
DOCUMENT ASSOCIATION Reason Code (Dev)	
DOCUMENT Category Code	
DOCUMENT IDENTIFIER	
DOCUMENT IDENTITIEN DOCUMENT NAME Type Code	
DOCUMENT NAME Type Code	
INSTRUCTIONAL UNIT DOCUMENT Reason Code	
(2.2 a. Training program title, identifier, and version identifier.)	
INSTRUCTIONAL UNIT Version Identifier	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE	
INSTRUCTIONAL-UNIT-NAME TEXT	
(2.2 b. A brief description of the major topics.)	
INSTRUCTIONAL UNIT ASSOCIATION Reason Code (SDE)	
INSTRUCTIONAL UNIT TOPIC Code	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT TYPE CODE	
INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE	
(2.2 c. Number of instructional hours training materials will be used.)	
INSTRUCTIONAL UNIT MATERIEL Duration Quantity	
INSTRUCTIONAL UNIT MATERIEL Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
MATERIEL Description Text	
MATERIEL IDENTIFIER	
(2.2 d. A listing of the methodologies employed in the design, development,	
implementation, and presentation of the training program.)	
INSTRUCTIONAL UNIT LEARNING STRATEGY Reason Code	
INSTRUCTIONAL UNIT METHODOLOGY Description Text	
INSTRUCTIONAL UNIT METHODOLOGY Reason Code	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
	1

IABLE 1. Standard digital data requirements - Continued	
DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
INSTRUCTIONAL-CLASS-METHOD CODE	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT TYPE CODE	
METHODOLOGY Description Text	
METHODOLOGY Identifier	
METHODOLOGY Type Code	
(2.2 e. A listing of the equipment being simulated in the training program.)	
INSTRUCTIONAL UNIT MATERIEL Reason Code	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT TYPE CODE	
MATERIEL Description Text	
MATERIEL IDENTIFIER	
MATERIEL-ITEM IDENTIFIER	
MATERIEL-ITEM TYPE CODE	
(2.2 f. Location of the training sites.)	
FACILITY IDENTIFIER	
FACILITY-LOCATION ASSOCIATION CODE	
FACILITY-LOCATION IDENTIFIER	
FACILITY-LOCATION SEQUENCE IDENTIFIER	
INSTRUCTIONAL-UNIT IDENTIFIER	
LOCATION IDENTIFIER	
ORGANIZATION IDENTIFIER	
ORGANIZATION INSTRUCTIONAL UNIT ROLE CODE (SDE)	
ORGANIZATION-FACILITY IDENTIFIER	
ORGANIZATION-FACILITY-REASON CODE	
ORGANIZATION-INSTRUCTIONAL-UNIT-ROLE CODE	
(2.2 g. Location of the administrative repository for the reports and evaluation	
materials to include necessary points of contact, addresses, and telephone number(s).)	
DOCUMENT IDENTIFIER	
LOCATION IDENTIFIER	
ORGANIZATION DOCUMENT Organization Role Code	
ORGANIZATION DOCUMENT Reason Code	
ORGANIZATION-DOCUMENT BEGIN DATE	
ORGANIZATION-DOCUMENT END DATE	
ORGANIZATION-LOCATION ASSOCIATION CODE	
PERSON IDENTIFIER	
PERSON TELEPHONE NUMBER Text	
PERSON TELEPHONE NUMBER Type Code	
PERSON-NAME CATEGORY CODE	
PERSON-NAME TEXT	
PERSON-ORGANIZATION BEGIN DATE	
PERSON-ORGANIZATION END DATE	
PERSON-ORGANIZATION PERSON ROLE CODE	
(2.2 h. Keyword listing.)	
DOCUMENT ASSOCIATION Reason Code (Dev)	
DOCUMENT Category Code	
DOCUMENT IDENTIFIER	
DOCUMENT NAME Type Code	
DOCUMENT Purpose Code	
(2.2 i. A description of the target audience to include occupational specialty and skill	
level.)	
CERTIFICATION IDENTIFIER	
CERTIFICATION-TYPE IDENTIFIER	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
	REQUIRED
EXAMINATION EXAMINATION TYPE Identifier	
EXAMINATION IDENTIFIER	
EXAMINATION TYPE Code	
INSTRUCTIONAL UNIT ASSOCIATION Reason Code (SDE)	
INSTRUCTIONAL UNIT REQUIREMENT Reason Code	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT TYPE CODE	
INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE	
OCCUPATIONAL SPECIALTY CODE Identifier	
OCCUPATIONAL SPECIALTY CODE Type Code	
PERSON EXAMINATION Identifier	
PERSON EXAMINATION Performance Quantity.	
PERSON EXAMINATION Reason Code	
PERSON IDENTIFIER	
PERSON PERSON TYPE Identifier	
PERSON TYPE CERTIFICATION TYPE Role Code	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
PERSON-CERTIFICATION-ROLE CODE	
PERSON-TYPE IDENTIFIER	
PERSONNEL SKILL Identifier	
PERSONNEL SKILL OCCUPATIONAL GROUP CODE (SDE)	
PERSONNEL SKILL Proficiency Code	
PERSONNEL-SKILL OCCUPATIONAL GROUP CODE	
PSYCHOMOTOR SKILL CATEGORY Code	
PSYCHOMOTOR SKILL TYPE Identifier REQUIREMENT Identifier	
REQUIREMENT Type Code	
SKILL IDENTIFIER	
(2.2 j. Operational equipment designator and nomenclature covered by the training	
program.)	
INSTRUCTIONAL UNIT MATERIEL Reason Code	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT TYPE CODE	
MATERIEL ALTERNATE IDENTIFIER	
MATERIEL ALTERNATE IDENTIFIER Identifier	
MATERIEL ALTERNATE IDENTIFIER Type Code	
MATERIEL IDENTIFIER	
(2.2 k. Associated course(s) title and identification number.)	
INSTRUCTIONAL UNIT ASSOCIATION Reason Code (SDE)	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT TYPE CODE	
INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE	
INSTRUCTIONAL-UNIT-NAME TEXT	
(2.2 I. Developmental software product name(s), version, vendor name, and	
Government rights code.)	
GUIDANCE-CITATION SPECIAL ADMINISTRATION TYPE CODE	
INFORMATION ASSET GUIDANCE Identifier	
INFORMATION ASSET ORGANIZATION Reason Code	
INFORMATION ASSET TYPE CODE (SDE)	
INFORMATION-ASSET IDENTIFIER	
INFORMATION-ASSET NAME	

IABLE 1. Standard digital data requirements - Continued	
DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
INFORMATION-ASSET VERSION IDENTIFIER	
INFORMATION-ASSET-ORGANIZATION ROLE TYPE CODE	
INFORMATION-SYSTEM TYPE CODE	
INSTRUCTIONAL UNIT INFORMATION ASSET Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
ORGANIZATION IDENTIFIER	
ORGANIZATION-NAME TEXT	
(2.2 m. Operating system name, version, and additional software drivers required to	
operate the training program.)	
INFORMATION ASSET TYPE CODE (SDE)	
INFORMATION-ASSET IDENTIFIER	
INFORMATION-ASSET NAME	
INFORMATION-ASSET VERSION IDENTIFIER	
INSTRUCTIONAL UNIT INFORMATION ASSET Reason Code	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT TYPE CODE	
(2.2 n. Portability standards name and version identifier.)	
GUIDANCE CATEGORY CODE	
GUIDANCE IDENTIFIER	
GUIDANCE NAME	
GUIDANCE Purpose Code	
GUIDANCE TYPE Code (Dev)	
GUIDANCE-AMENDMENT IDENTIFIER	
GUIDANCE-ASSOCIATION RELATIONSHIP REASON CODE	
GUIDANCE-CITATION TYPE CODE	
INFORMATION ASSET GUIDANCE Identifier	
INFORMATION-ASSET IDENTIFIER	
(2.2 o. Delivery system requirements description to include minimum free system	
memory, central processing unit type and speed, minimum hard drive storage space, number of	
disc drives and types, graphics adapter type, and input/output devices.)	
HARDWARE-REQUIREMENT-TYPE NAME	
INFORMATION ASSET HARDWARE TYPE Code	
INFORMATION ASSET MATERIEL TYPE Reason Code	
INFORMATION ASSET TYPE CODE (SDE)	
INFORMATION SYSTEM HARDWARE CHARACTERISTIC Code	
INFORMATION STSTEM HARDWARE CHARACTERISTIC COde	
MATERIEL IDENTIFIER	
MATERIEL IDENTIFIER MATERIEL-ASSOCIATION IDENTIFIER	
(2.2 p. Security requirements code.)	
GUIDANCE CATEGORY CODE	
GUIDANCE Purpose Code	
GUIDANCE TYPE Code (Dev)	
INSTRUCTIONAL UNIT GUIDANCE Reason Code	
INSTRUCTIONAL UNIT IDENTIFIER	
REQUIREMENT Description Text	
REQUIREMENT Description Text REQUIREMENT GUIDANCE Reason Code	
REQUIREMENT GUIDANCE Reason Code REQUIREMENT Identifier	
(2.2 q. Security classification code and restrictions to distribution code.) DISTRIBUTION RESTRICTION Code	
GUIDANCE Purpose Code	

TABLE 1. Standard digital data requirements - Continued	
DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
GUIDANCE TYPE Code (Dev)	
INSTRUCTIONAL UNIT DISTRIBUTION RESTRICTION Identifier	
INSTRUCTIONAL UNIT GUIDANCE Reason Code	
INSTRUCTIONAL UNIT SECURITY CLASSIFICATION Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
SECURITY CLASSIFICATION Code	
SECURITY CLASSIFICATION Identifier	
(2.3 <u>Courseware design strategy</u> . This data shall provide descriptions of elements required to	
design the courseware. The data shall also include over-teaching, integrated and isolated	
practices, front loading, prerequisite skills, combined task practices, media features, branching	
strategies, learning events, ratio of drill and practice, degree of simulation, and frequency of	
testing. The required elements shall include:)	
DOCUMENT TYPE Code (Dev)	
GUIDANCE CATEGORY CODE	
GUIDANCE IDENTIFIER	
INSTRUCTIONAL CLASS METHOD CODE (SDE)	
INSTRUCTIONAL UNIT MEDIA Reason Code (NDE)	
INSTRUCTIONAL UNIT METHODOLOGY Description Text	
INSTRUCTIONAL UNIT METHODOLOGY Description Text	
INSTRUCTIONAL UNIT METHODOLOGY Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
INSTRUCTIONAL-UNIT-PLANNED-COST AMOUNT	
LEARNING EVENT Type Code	
LEARNING OBJECTIVE LEARNING EVENT Reason Code	
LEARNING OBJECTIVE LEARNING STRATEGY Reason Code	
LEARNING OBJECTIVE MEDIA Reason Code	
MEDIA Identifier	
MEDIA METHODOLOGY Reason Code	
MEDIA Purpose Code	
MEDIA TYPE Category Code	
METHODOLOGY GUIDANCE Reason Code	
METHODOLOGY Identifier	
METHODOLOGY Type Code	
REMEDIATION Response Type Identifier	
STRATEGY GUIDANCE TYPE Code	
(2.3.1 <u>Conventions</u> . This data shall identify the techniques, practices, principles, or procedures	
to be used throughout the design and presentation of the module or lesson. Conventions shall	
define the use of text (font size, type, color, background, placement), menus, warnings,	
cautions, procedures, tests, screen direction, placement of cues, touch areas, keys or other	
input devices, motion, stills, image source, audio configuration, and narration.)	
DOCUMENT FORMAT ELEMENT Code	
DOCUMENT FORMAT ELEMENT Identifier	
DOCUMENT FORMAT TYPE Code	
DOCUMENT FORMAT TYPE FORMAT ELEMENT Reason Code	
DOCUMENT IDENTIFIER	
INSTRUCTIONAL UNIT DOCUMENT Reason Code	
INSTRUCTIONAL-UNIT DESCRIPTION TEXT	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-NAME TEXT	
(2.3.2 <u>Course title and description</u> . This data shall provide the title(s) and a brief description of	
the course(s).)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
LEARNING-OBJECTIVE IDENTIFIER	REQUIRED
TASK IDENTIFIER	
TASK LEARNING OBJECTIVE Reason Code	
(2.3.3 Course task data. The data shall identify the specific tasks being supported and shall	
include the following:)	
INSTRUCTIONAL-UNIT IDENTIFIER	
MATERIEL-ASSOCIATION IDENTIFIER	
PERSON PERSON TYPE Identifier	
PERSON TYPE INSTRUCTIONAL UNIT Estimated Begin Date	
PERSON TYPE INSTRUCTIONAL UNIT Estimated End Date	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
PERSON-MATERIEL-ITEM BEGIN TIME	
PERSON-MATERIEL-ITEM END TIME	
PERSON-MATERIEL-ITEM REASON CODE	
PERSON-TYPE IDENTIFIER	
(2.3.3.1 Specific tasks. The data shall identify all tasks to be supported by the course and	
courseware. This information shall be provided as a narrative list and will provide the logical	
delivery sequence of the course and shall be consecutively numbered.)	
DOCUMENT TYPE Code (Dev)	
INSTRUCTIONAL UNIT ASSOCIATION Reason Code (SDE)	
INSTRUCTIONAL UNIT MEDIA Identifier	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT TYPE CODE	
INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
INSTRUCTIONAL-UNIT-NAME TEXT	
LEARNING-OBJECTIVE IDENTIFIER	
MEDIA Identifier	
MEDIA Purpose Code	
MEDIA TYPE Category Code TASK IDENTIFIER	
TASK IDENTIFIER	
(2.3.3.2 <u>Estimated time to complete</u> . The data shall provide an estimated time required for an	
average trainee to complete each course component.)	
ANALYSIS SAMPLE Identifier	
ANALYSIS SAMPLE Requirement Quantity	
ANALYSIS SAMPLE Requirement Quantity Type Code	
ANALYSIS SAMPLE Requirement Type Code	
INSTRUCTIONAL-UNIT ESTIMATED DURATION QUANTITY	
INSTRUCTIONAL-UNIT IDENTIFIER	
PERSON TYPE ANALYSIS Reason Code	
PERSON TYPE INSTRUCTIONAL UNIT Estimated Begin Date	
PERSON TYPE INSTRUCTIONAL UNIT Estimated End Date	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
PERSON-TYPE IDENTIFIER	
(2.3.3.3 <u>Recommendations</u> . This data shall include the identification of specific technical	
requirements and source material to enhance the design effort.)	
ANALYSIS ALTERNATIVE Identifier	
ANALYSIS Identifier (Dev)	
DOCUMENT Date (Dev)	
DOCUMENT DATE Type Code	
DOCUMENT Name (SDE)	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S) DOCUMENT NAME Type Code	NEWUINED
DOCUMENT Purpose Code	
DOCUMENT TYPE Code (Dev) INSTRUCTIONAL UNIT ANALYSIS Reason Code	
INSTRUCTIONAL UNIT DOCUMENT Reason Code	
INSTRUCTIONAL UNIT MEDIA Reason Code (NDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-PLANNED-COST AMOUNT	
MEDIA Identifier MEDIA Purpose Code	
MEDIA Fulpose Code MEDIA TYPE Category Code	
ORGANIZATION DOCUMENT Organization Role Code	
ORGANIZATION DOCUMENT Organization Role Code	
ORGANIZATION IDENTIFIER	
ORGANIZATION IDENTITIEN ORGANIZATION-DOCUMENT BEGIN DATE	
ORGANIZATION-DOCUMENT BEGIN DATE	
PERSON DOCUMENT Person Role Code	
PERSON IDENTIFIER	
PERSON-NAME CATEGORY CODE	
PERSON-NAME TEXT	
(2.3.4 <u>References</u> . This data shall include the complete title and number of all reference	
materials used in course or courseware design.)	
DOCUMENT IDENTIFIER	
DOCUMENT Name (SDE)	
DOCUMENT NAME Type Code	
INSTRUCTIONAL UNIT DOCUMENT Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
(2.3.5 Safety, hazard, or environmental considerations. This data shall include all safety,	
hazard, or environmental considerations.)	
GUIDANCE CATEGORY CODE	
GUIDANCE Purpose Code	
GUIDANCE TYPE Code (Dev)	
INSTRUCTIONAL UNIT GUIDANCE Reason Code	
INSTRUCTIONAL UNIT RISK Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
RISK ASSESSMENT Quantity	
RISK Identifier	
RISK Type Code	
(2.3.6 Interface design and controls. This data shall describe interfaces and controls which	
support the input and pacing of trainee performance. The data to be provided shall include	
descriptions of the following:)	
INSTRUCTIONAL UNIT MEDIA Identifier	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
KNOWLEDGE TYPE Category Code	
KNOWLEDGE TYPE Identifier	
LEARNING OBJECTIVE LEARNING TYPE Reason Code	
LEARNING TYPE Category Code	
LEARNING-OBJECTIVE IDENTIFIER	
MEDIA Identifier	
MEDIA Purpose Code	

IABLE 1. Standard digital data requirements - Continued DD DADACDADU AND DELATED STANDADD DATA ELEMENT(S)	
DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
MEDIA TYPE Category Code	
PSYCHOMOTOR SKILL TYPE Identifier	
PSYCHOMOTOR SKILL TYPE Subcategory Code	
(2.3.6 a. Practice, remediation or branching as controlled by the trainee or system	
instructor.)	
DOCUMENT TYPE Code (Dev)	
INSTRUCTIONAL UNIT LEARNING STRATEGY Reason Code	
INSTRUCTIONAL UNIT MEDIA Reason Code (NDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-PLANNED-COST AMOUNT	
LEARNING STRATEGY Identifier	
MEDIA CONTROL Type Code	
MEDIA Identifier	
MEDIA METHODOLOGY Reason Code	
MEDIA PRACTICE CONTROL Level Code	
MEDIA Purpose Code	
MEDIA REMEDIATION CONTROL Level	
MEDIA TYPE Category Code	
METHODOLOGY Identifier	
METHODOLOGY Type Code	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
PERSON-TYPE IDENTIFIER	
(2.3.6 b. Trainee practices (e.g., independent or practice including team interaction).)	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT TYPE CODE	
INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE	
PERSON TYPE INSTRUCTIONAL UNIT Person Type Number Code	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
(2.3.6 c. How the system shall be able to vary presentation rate to individual trainee	
ability.)	
INSTRUCTIONAL MODE MEDIA Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-MATERIEL-ITEM REASON CODE	
MATERIEL ITEM MEDIA Reason Code	
MATERIEL-ASSOCIATION IDENTIFIER	
MEDIA Identifier	
MEDIA Purpose Code	
MODE TIME DIMENSION Code	
MODE Type Code	
(2.3.6 d. How the system shall be able to vary the sequence and range of presentation	
based on trainee ability.)	
INSTRUCTIONAL CLASS METHOD CODE (SDE)	
INSTRUCTIONAL MODE MEDIA Reason Code	
INSTRUCTIONAL MODE METHODOLOGY Reason Code	
INSTRUCTIONAL UNIT LEARNING STRATEGY Reason Code	
INSTRUCTIONAL UNIT METHODOLOGY Description Text	
INSTRUCTIONAL UNIT METHODOLOGY Reason Code	
INSTRUCTIONAL-CLASS-METHOD CODE	
INSTRUCTIONAL-UNIT-MATERIEL-ITEM REASON CODE	
LEARNING STRATEGY Identifier	
MATERIEL ITEM MEDIA Reason Code	
MATERIEL-ASSOCIATION IDENTIFIER	
MEDIA Identifier	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
MEDIA Purpose Code	REGORED
MODE Identifier	
MODE TIME DIMENSION Code	
MODE Type Code	
(2.3.6 e. How the system shall allow the instructor to provide input during training or	
effect the individual or group performance pace and path.)	
CAPABILITY IDENTIFIER	
CAPABILITY TYPE Code (Dev)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-MATERIEL-ITEM REASON CODE	
MATERIEL CAPABILITY Identifier	
MATERIEL-ASSOCIATION IDENTIFIER	
PERSON PERSON TYPE Identifier	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
PERSON-MATERIEL-ITEM REASON CODE	
PERSON-TYPE IDENTIFIER	
(2.3.6 f. How the portability commands and interface mechanisms supporting interface	
and controls shall be identified.)	
GUIDANCE CATEGORY CODE	
GUIDANCE IDENTIFIER	
GUIDANCE NAME	
GUIDANCE Purpose Code	
GUIDANCE SUBJECT TEXT	
GUIDANCE SYNOPSIS TEXT	
GUIDANCE TYPE Code (Dev)	
GUIDANCE-CITATION TYPE CODE	
MATERIEL ITEM GUIDANCE Identifier	
MATERIEL-ASSOCIATION IDENTIFIER	
(2.3.7 <u>Test design strategy</u> . This data shall provide a description of test scenarios, applying	
test items, presentation sequence, appropriate learning types and levels, frequency, student	
interface, remediation options, and performance tracking.)	
EVALUATION GUIDANCE Reason Code	
EVALUATION METHODOLOGY Identifier	
GUIDANCE Purpose Code	
GUIDANCE TYPE Code (Dev) INSTRUCTIONAL UNIT EVALUATION Reason Code	
INSTRUCTIONAL UNIT EVALUATION REASON CODE	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
LEARNING LEVEL Identifier	
LEARNING DEVEL Identifier LEARNING OBJECTIVE LEARNING LEVEL Reason Code	
LEARNING OBJECTIVE LEARNING LEVEL Reason Code	
LEARNING TYPE Category Code	
LEARNING-OBJECTIVE IDENTIFIER	
METHODOLOGY Description Text	
METHODOLOGY Identifier	
METHODOLOGY MATERIEL Reason Code	
(2.3.8 <u>Abnormal operating conditions to be simulated</u> . This data shall provide a description of	
abnormal operating condition(s) which may affect accomplishment of performance standards.)	
CAPABILITY IDENTIFIER	
CAPABILITY TYPE Code (Dev)	
INSTRUCTIONAL UNIT CAPABILITY Identifier	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
	REQUIRED
INSTRUCTIONAL UNIT CAPABILITY Reason Code	
INSTRUCTIONAL UNIT MEDIA Reason Code (NDE)	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
INSTRUCTIONAL-UNIT-PLANNED-COST AMOUNT	
LEARNING OBJECTIVE PERFORMANCE CONDITION Reason Code	
LEARNING-OBJECTIVE IDENTIFIER	
MEDIA Identifier	
MEDIA Purpose Code	
MODE Identifier	
MODE NORMALCY Dimension Code	
MODE PERFORMANCE QUALITY Dimension Code	
PERFORMANCE CONDITION Identifier	
PERFORMANCE CONDITION MODE Reason Code	
PERFORMANCE CONDITION TYPE Code	
TASK IDENTIFIER	
TASK LEARNING OBJECTIVE Reason Code	
(2.3.9 Course overview. This data shall identify each module or lesson of an instructional unit,	
and the recommended presentation sequence for all modules or lessons, and any	
interrelationships.)	
INSTRUCTIONAL UNIT ASSOCIATION Reason Code (SDE)	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT TYPE CODE	
INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE	
INSTRUCTIONAL-UNIT-NAME TEXT	
(2.3.10 Course schedule. This data shall include a chart showing the course's daily and weekly	
schedule, learning objectives, enabling learning objectives, knowledge, skills, attitudes,	
instructional events, and media selected.)	
INSTRUCTIONAL UNIT METHODOLOGY Description Text	
INSTRUCTIONAL UNIT METHODOLOGY Reason Code	
INSTRUCTIONAL-CLASS-METHOD CODE	
INSTRUCTIONAL-UNIT ESTIMATED DURATION QUANTITY	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
LEARNING ACTIVITY Identifier	
LEARNING EVENT LEARNING ACTIVITY Reason Code	
LEARNING LEVEL Identifier	
LEARNING OBJECTIVE LEARNING ACTIVITY Reason Code	
LEARNING OBJECTIVE LEARNING LEVEL Reason Code	
LEARNING OBJECTIVE LEARNING TYPE Reason Code	
LEARNING OBJECTIVE SENSORY STIMULUS Reason Code	
LEARNING TYPE Category Code	
LEARNING-OBJECTIVE IDENTIFIER	
LEARNING-OBJECTIVE-ASSOCIATION REASON CODE	
MEDIA SENSORY STIMULUS Cue Indicator Code	
MEDIA TYPE Identifier	
SENSORY STIMULUS Cue Indicator Code	
SENSORY STIMULUS Identifier	
(2.3.11 Performance tracking control features for instructional media. This data shall identify	
all course control and instructional media control features, their interrelationships, and their	
respective rationale. It shall include the following performance tracking and support features:)	
CAPABILITY ASSOCIATION Reason Code	
CAPABILITY TYPE CODE	

TABLE 1. Standard digital data requirements - Continued	
DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
CAPABILITY TYPE Code (Dev)	
INSTRUCTIONAL UNIT MEDIA Reason Code (NDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-PLANNED-COST AMOUNT	
MEDIA CAPABILITY Reason Code	
MEDIA Identifier	
MEDIA Purpose Code	
(2.3.11 a. Trainee data to be collected, (e.g., name, rank, social security number, job	
position, training requirement, address).)	
INSTRUCTIONAL CLASS INSTRUCTIONAL UNIT Reason Code	
INSTRUCTIONAL-CLASS IDENTIFIER	
INSTRUCTIONAL-UNIT IDENTIFIER	
ORGANIZATION IDENTIFIER	
ORGANIZATION-POSTAL-ADDRESS-USAGE CODE	
ORGANIZATION-USPS-POSTAL-ADDRESS DELIVERY LINE TEXT	
ORGANIZATION-USPS-POSTAL-ADDRESS LAST LINE TEXT	
ORGANIZATION-USPS-POSTAL-ADDRESS PRIMARY TEXT	
ORGANIZATION-USPS-POSTAL-ADDRESS SECONDARY TEXT	
PERSON IDENTIFIER	
PERSON PAY PLAN GRADE Code	
PERSON REQUIREMENT Identifier	
PERSON NEGONALINE IN Identified	
PERSON-INSTRUCTIONAL-CLASS ROLE CODE	
PERSON-NAME TEXT	
PERSON-ORGANIZATION BEGIN DATE	
PERSON-ORGANIZATION END DATE	
PERSON-ORGANIZATION PERSON ROLE CODE	
PERSON-POSITION REASON CODE	
PERSON-POSITION-CATEGORY REASON CODE	
POSITION IDENTIFIER	
POSITION REQUIREMENT Reason Code	
REQUIREMENT Identifier	
REQUIREMENT Type Code	
(2.3.11 b. Tracking of individual trainee progress through a course, (e.g., test scores).)	
INSTRUCTIONAL CLASS INSTRUCTIONAL UNIT Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
LEARNING-OBJECTIVE IDENTIFIER	
PERFORMANCE INDICATOR MEASUREMENT Type Code	
PERFORMANCE LEVEL Code	
PERFORMANCE LEVEL PERFORMANCE MEASUREMENT Reason Code	
PERFORMANCE-INDICATOR DESCRIPTION TEXT	
PERFORMANCE-INDICATOR DESCRIPTION TEXT	
PERSON IDENTIFIER	
PERSON INSTRUCTIONAL CLASS ROLE CODE (SDE)	
PERSON PERFORMANCE Reason Code	
PERSON-INSTRUCTIONAL-CLASS BEGIN DATE	
PERSON-INSTRUCTIONAL-CLASS END DATE	
PERSON-INSTRUCTIONAL-CLASS ROLE CODE	
TASK IDENTIFIER	
TASK LEARNING OBJECTIVE Reason Code	
TASK PERFORMANCE LEVEL Reason Code	
(2.3.11 c. Listing of individual and aggregate test scores and times.)	
EXAMINATION IDENTIFIER	

TABLE 1. Standard digital data requirements - Continued	
DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
EXAMINATION PERFORMANCE INDICATOR MEASUREMENT Identifier	
INSTRUCTIONAL CLASS EXAMINATION Begin Time	
INSTRUCTIONAL CLASS EXAMINATION End Time	
INSTRUCTIONAL CLASS INSTRUCTIONAL UNIT Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
PERFORMANCE INDICATOR MEASUREMENT Type Code	
PERFORMANCE-INDICATOR DESCRIPTION TEXT	
PERFORMANCE-INDICATOR IDENTIFIER	
PERSON EXAMINATION Identifier	
PERSON IDENTIFIER	
PERSON INSTRUCTIONAL CLASS ROLE CODE (SDE)	
PERSON PERFORMANCE Reason Code	
PERSON INSTRUCTIONAL-CLASS BEGIN DATE	
PERSON-INSTRUCTIONAL-CLASS END DATE	
PERSON-INSTRUCTIONAL-CLASS END DATE	
(2.3.11 d. Analysis of test items response branching.)	
EXAMINATION INQUIRY ITEM Identifier	
INQUIRY ITEM Identifier (Can)	
INQUIRY ITEM OUTCOME Result Recommendation Code	
INQUIRY ITEM OUTCOME Type Code	
INQUIRY ITEM PREDEFINED ANSWER Identifier	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-EXAMINATION REASON CODE	
QUALITATIVE OUTCOME EXAMINATION INQUIRY ITEM Outcome Text	
QUANTITATIVE OUTCOME EXAMINATION INQUIRY ITEM Outcome Quantity	
(2.3.11 e. Courseware routing (allows for entry, re-entry and instructor intervention).)	
CAPABILITY IDENTIFIER	
CAPABILITY TYPE Code (Dev)	
DOCUMENT TYPE Code (Dev)	
INSTRUCTIONAL UNIT CAPABILITY Identifier	
INSTRUCTIONAL UNIT CAPABILITY Reason Code	
INSTRUCTIONAL UNIT MEDIA Reason Code (NDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-PLANNED-COST AMOUNT	
MEDIA Identifier	
MEDIA Purpose Code	
MEDIA TYPE Category Code	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
PERSON-TYPE IDENTIFIER	
(2.3.11 f. Record of courseware and hardware usage by:)	
INSTRUCTIONAL-UNIT IDENTIFIER	
MATERIEL-ASSOCIATION IDENTIFIER	
PERSON PERSON TYPE Identifier	
PERSON TYPE INSTRUCTIONAL UNIT Estimated Begin Date	
PERSON TYPE INSTRUCTIONAL UNIT Estimated End Date	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
PERSON-MATERIEL-ITEM BEGIN TIME	
PERSON-MATERIEL-ITEM END TIME	
PERSON-MATERIEL-ITEM END TIME PERSON-MATERIEL-ITEM REASON CODE	
PERSON-TYPE IDENTIFIER	
(2.3.11 f(1) Student.)	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
(2.3.11 f(2) Instructor.)	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
(2.3.11 f(3) Support personnel.)	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
(2.3.11 g. Schedule of trainees, equipment, ranges, and other resources.)	
FACILITY IDENTIFIER	
INSTRUCTIONAL CLASS Duration Quantity	
INSTRUCTIONAL CLASS INSTRUCTIONAL UNIT Reason Code	
INSTRUCTIONAL UNIT FACILITY Begin Time	
INSTRUCTIONAL UNIT FACILITY End Time	
INSTRUCTIONAL UNIT FACILITY Estimated Duration Quantity	
INSTRUCTIONAL UNIT FACILITY Reason Code	
INSTRUCTIONAL UNIT MATERIEL Duration Quantity	
INSTRUCTIONAL UNIT MATERIEL Expected Begin Date	
INSTRUCTIONAL UNIT MATERIEL Expected End Date	
INSTRUCTIONAL-CLASS IDENTIFIER	
INSTRUCTIONAL-CLASS-MEETING BEGIN TIME	
INSTRUCTIONAL-CLASS-MEETING END TIME	
INSTRUCTIONAL-CLASS-MEETING-MATERIEL BEGIN DATE	
INSTRUCTIONAL-CLASS-MEETING-MATERIEL BEGIN TIME	
INSTRUCTIONAL-CLASS-MEETING-MATERIEL END DATE	
INSTRUCTIONAL-CLASS-MEETING-MATERIEL END TIME	
INSTRUCTIONAL-UNIT ESTIMATED DURATION QUANTITY	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-MATERIEL-ITEM REASON CODE	
MATERIEL-ASSOCIATION IDENTIFIER	
MATERIEL-ITEM IDENTIFIER	
PERSON TYPE INSTRUCTIONAL UNIT Estimated Begin Date	
PERSON TYPE INSTRUCTIONAL UNIT Estimated End Date	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
PERSON-TYPE IDENTIFIER	
(2.3.11 h. Inventory of course materials (e.g., expendables, ordnance, fuels).)	
INSTRUCTIONAL UNIT MATERIEL Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
MATERIEL IDENTIFIER	
MATERIEL ITEM MANAGEMENT CATEGORY FEDERAL SUPPLY GROUP CODE (SDE)	
MATERIEL-ITEM-MANAGEMENT-CATEGORY FEDERAL SUPPLY GROUP CODE	
MATERIEL-ITEM-SUPPLY HAZARDOUS MATERIAL CODE	
(2.3.11 i. A description of all management reports to be generated for supervisors and	
trainees.)	
DOCUMENT IDENTIFIER	
DOCUMENT MEDIA Identifier	
DOCUMENT Purpose Code	
DOCUMENT TYPE Code (Dev)	
INSTRUCTIONAL UNIT DOCUMENT Reason Code	
INSTRUCTIONAL UNIT MEDIA Identifier	
INSTRUCTIONAL UNIT MEDIA Reason Code (NDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-PLANNED-COST AMOUNT	
MEDIA Identifier	
MEDIA Purpose Code	
MEDIA TYPE Category Code	
(2.4 Lesson strategy. The lesson strategies shall contain the following:)	
INSTRUCTIONAL UNIT LEARNING STRATEGY Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
	REQUIRED
LEARNING STRATEGY Identifier	
(2.4.1 Organization and format. This data shall describe the organization and format of the	
lesson and segment strategies. It shall list the headers or section designators that are used,	
explain the meaning of each designator, and describe the type of information that is found under	
each. A key shall be used to explain the symbology. This explanation shall be supported with	
one or more illustrative examples. The lesson strategy shall exhibit traceability to the	
courseware development process and shall include:)	
DOCUMENT FORMAT ELEMENT Code	
DOCUMENT FORMAT TYPE Identifier	
DOCUMENT MEDIA Identifier	
DOCUMENT TYPE Code (Dev)	
INSTRUCTIONAL UNIT LEARNING STRATEGY Reason Code	
INSTRUCTIONAL UNIT MEDIA Identifier	
INSTRUCTIONAL UNIT MEDIA Reason Code (NDE)	
INSTRUCTIONAL UNIT TYPE CODE (SDE) INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT TYPE CODE	
INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
INSTRUCTIONAL-UNIT-PLANNED-COST AMOUNT	
LEARNING ACTIVITY Identifier	
LEARNING OBJECTIVE LEARNING ACTIVITY Reason Code	
LEARNING OBJECTIVE LEARNING TYPE Reason Code	
LEARNING STRATEGY Type Code	
LEARNING TYPE Category Code	
LEARNING-OBJECTIVE IDENTIFIER	
MEDIA FORMAT Identifier	
MEDIA Identifier	
MEDIA Purpose Code	
MEDIA TYPE Category Code	
STRATEGY GUIDĂNĆE TYPE Code	
(2.4.1 a. A reference number, a unit number, and lesson number referenced from the	
syllabus.)	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT TYPE CODE	
(2.4.1 b. A short title description of the subject to be covered. The title shall be taken	
from the syllabus lesson title.)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-NAME TEXT	
(2.4.1 c. A description of the media for each lesson.)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
LEARNING OBJECTIVE LEARNING ACTIVITY Reason Code	
LEARNING OBJECTIVE SENSORY STIMULUS Reason Code	
LEARNING-OBJECTIVE IDENTIFIER	
MEDIA FEATURE Identifier	
MEDIA FEATURE SENSORY STIMULUS Reason Code	
MEDIA Identifier	
MEDIA MEDIA FEATURE Reason Code	
SENSORY STIMULUS Identifier	
(2.4.1 d. A list of Learning Objectives (LOs) covered by each medium.)	
LEARNING OBJECTIVE SENSORY STIMULUS Reason Code	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
MEDIA FEATURE SENSORY STIMULUS Reason Code	REQUIRED
MEDIA FEATURE SENSORT STIMOLOS Reason Code	
(2.4.1 e. A brief overview of the content of the lesson shall be provided for lesson	
authors, Subject Matter Experts (SMEs), and students. The overview shall also include an	
explanation of why the lesson is required, how it is related to previous lessons, and how the	
lesson fits into the total program.)	
INSTRUCTIONAL-UNIT DESCRIPTION TEXT	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
LEARNING-OBJECTIVE IDENTIFIER	
MISSION Identifier	
MISSION TASK Reason Code	
TASK IDENTIFIER	
TASK LEARNING OBJECTIVE Reason Code	
(2.4.2 Learning objectives. The LOs shall describe the type and level of learning required for	
each LO. Each LO shall have two numbers assigned: (1) a sequence number to indicate its	
order of presentation and (2) an identification number to indicate its rank in the LO hierarchy.)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT IDENTIFIER INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE PRIORITY CODE	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE PRIORITY CODE	
LEARNING OBJECTIVE ASSOCIATION REASON CODE (SDE)	
LEARNING OBJECTIVE ASSOCIATION REASON CODE (SDE)	
LEARNING-OBJECTIVE-ASSOCIATION REASON CODE	
(2.4.3 <u>Unit and lesson maps</u> . The unit map shall contain a flow diagram showing the	
sequences and relationships among lessons in the instructional unit. The lesson map shall	
include a flow diagram showing the hierarchical relationships among lesson objectives.)	
INSTRUCTIONAL UNIT ASSOCIATION Reason Code (SDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
LEARNING OBJECTIVE ASSOCIATION REASON CODE (SDE)	
LEARNING OBJECTIVE IDENTIFIER	
LEARNING-OBJECTIVE-ASSOCIATION REASON CODE	
(2.4.4 Lesson design strategy. The lesson design strategies shall describe decision making	
processes and strategies to be used in designing and implementing the presentation of material and testing student mastery of subject matter. Specific strategies shall include an instructional	
strategy for each lesson learning phase, methods of interaction, procedures which assure testing at appropriate learning types and levels, and remediation. Segments to be tested shall be	
identified and the method of testing defined. (Specific emphasis should be placed on the design	
strategy for developing and implementing the instructional media into the training program and	
equipment.) Training, learning, and branching strategies shall also be included, when required.	
All strategies used shall be appropriately labeled and sequenced under the title description. The	
lesson design strategy shall identify the conventional techniques, practices, principles, or	
procedures to be used throughout the design and development of the instructional media	
module or lesson. The following information shall also be provided:)	
EXAMINATION IDENTIFIER EXAMINATION METHODOLOGY Identifier	
EXAMINATION METHODOLOGY Type Code	
INSTRUCTIONAL CLASS METHOD CODE (SDE) INSTRUCTIONAL UNIT LEARNING STRATEGY Reason Code	
INSTRUCTIONAL UNIT METHODOLOGY Description Text	

IABLE 1. Standard digital data requirements - Continued	
DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
INSTRUCTIONAL UNIT METHODOLOGY Reason Code	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL-CLASS-METHOD CODE	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT TYPE CODE	
INSTRUCTIONAL-UNIT-EXAMINATION REASON CODE	
LEARNING STRATEGY Type Code	
METHODOLOGY Identifier	
METHODOLOGY Purpose Code	
METHODOLOGY Type Code	
STRATEGY GUIDANCE TYPE Code	
(2.4.4 a. A statement of what type behavior the student must exhibit in order to master	
the LO.)	
AFFECTIVE ATTITUDE Level Code	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
KNOWLEDGE Level Code	
LEARNING LEVEL Identifier	
LEARNING OBJECTIVE LEARNING LEVEL Reason Code	
LEARNING OBJECTIVE LEARNING TYPE Reason Code	
LEARNING OBJECTIVE OBSERVABLE ACTION BEHAVIOR Identifier	
LEARNING TYPE Category Code	
LEARNING TYPE Identifier	
LEARNING-OBJECTIVE IDENTIFIER	
OBSERVABLE ACTION BEHAVIOR Identifier	
OBSERVABLE ACTION BEHAVIOR Type Code	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
PERSON-TYPE IDENTIFIER	
SKILL Level Code	
(2.4.4 b. The facts to be memorized, the critical attributes of a concept, the steps to	
follow in applying a rule or procedure, or the cause and effect relationship of a principle. Aids	
shall be included in the instructional content to help the student recall. The strategies data shall	
list the most common errors made by the student when learning.)	
EXAMINATION IDENTIFIER	
EXAMINATION INQUIRY ITEM Identifier	
GUIDANCE TYPE Code (Dev)	
INQUIRY ITEM Identifier (Can) INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-EXAMINATION REASON CODE	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
LEARNING OBJECTIVE LEARNING TYPE Reason Code	
LEARNING TYPE Category Code	
LEARNING TYPE GUIDANCE Reason Code	
LEARNING TYPE Identifier	
LEARNING-OBJECTIVE IDENTIFIER	
QUALITATIVE OUTCOME EXAMINATION INQUIRY ITEM Outcome Text	
QUANTITATIVE OUTCOME EXAMINATION INQUIRY ITEM Outcome Quantity	
TRAINING CONCEPT GUIDANCE TYPE Code	
(2.4.4 c. A description of instance production and shall include each type of scenario that	
is to be included in the examples, practice, and test items. A table shall be provided listing the	
total number of examples, practice and test items that the lesson author must produce for each	
type of scenario.)	
EXAMINATION IDENTIFIER	
EXAMINATION SITUATION Identifier	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
INQUIRY ITEM Category Code	REQUIRED
INQUIRY ITEM Identifier (Can)	
INSTRUCTIONAL UNIT SITUATION Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
SITUATION IDENTIFIER	
SITUATION TYPE CODE (SDE)	
(2.4.4 d. A description of the theoretical basis upon which each instructional strategy is	
employed.)	
GUIDANCE ASSOCIATION RELATIONSHIP REASON CODE (SDE)	
GUIDANCE CATEGORY CODE	
GUIDANCE IDENTIFIER	
GUIDANCE Purpose Code	
GUIDANCE SUBJECT TEXT	
GUIDANCE SYNOPSIS TEXT	
GUIDANCE TYPE Code (Dev)	
GUIDANCE-ASSOCIATION RELATIONSHIP REASON CODE	
INSTRUCTIONAL THEORY Identifier	
INSTRUCTIONAL THEORY Type Code	
LEARNING STRATEGY GUIDANCE Reason Code	
STRATEGY GUIDANCE TYPE Code	
(2.4.5 <u>Test items</u> . The test items shall include the type of test and the approach for feedback	
and remediation based on the lesson design strategy. A list of the test items to be used in	
measuring the student's knowledge shall be provided and include a statement of the minimum	
acceptable passing criteria for the lesson or segment. A list of examples and practice exercises	
to be used in support of the instruction shall also be provided.)	
EXAMINATION Category Code (Can)	
EXAMINATION IDENTIFIER	
EXAMINATION INQUIRY ITEM Identifier	
GUIDANCE CATEGORY CODE	
GUIDANCE IDENTIFIER	
GUIDANCE Purpose Code	
GUIDANCE TYPE Code (Dev)	
INQUIRY ITEM Identifier (Can)	
INQUIRY ITEM PERFORMANCE Description Text	
INQUIRY ITEM PERFORMANCE Measurement Quantity	
INSTRUCTIONAL UNIT LEARNING STRATEGY Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-EXAMINATION REASON CODE	
LEARNING STRATEGY GUIDANCE Reason Code	
LEARNING STRATEGY Identifier	
PERFORMANCE INDICATOR MEASUREMENT Quantity	
PERFORMANCE INDICATOR MEASUREMENT Type Code	
PERFORMANCE-INDICATOR IDENTIFIER	
STRATEGY GUIDANCE TYPE Code	
(2.4.6 Lesson format guide. The lesson format guide shall contain explanations of how each	
section of the lesson and segment specifications will be used during lesson authoring. Special instructions or additional information shall be provided to ensure accurate communication of the	
content for authors and artists. It shall contain a description of the following:)	
GUIDANCE CATEGORY CODE	
GUIDANCE IDENTIFIER	
GUIDANCE TYPE Code (Dev)	
INSTRUCTIONAL UNIT LEARNING STRATEGY Reason Code	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL-UNIT DESCRIPTION TEXT	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
INSTRUCTIONAL-UNIT IDENTIFIER	REQUIRED
INSTRUCTIONAL-UNIT TYPE CODE	
LEARNING STRATEGY GUIDANCE Reason Code	
LEARNING STRATEGY Identifier	
LEARNING STRATEGY Type Code	
STRATEGY GUIDANCE TYPE Code	
(2.4.6 a. Text and graphic layout conventions.)	
DOCUMENT FORMAT ELEMENT Code	
DOCUMENT FORMAT TYPE Code	
DOCUMENT FORMAT TYPE Identifier	
DOCUMENT IDENTIFIER	
DOCUMENT MEDIA Identifier	
GUIDANCE CATEGORY CODE	
GUIDANCE DOCUMENT Reason Code	
GUIDANCE IDENTIFIER	
GUIDANCE TYPE Code (Dev)	
MEDIA Identifier	
MEDIA TYPE Category Code	
(2.4.6 b. Interpretation of lesson strategies.)	
DOCUMENT TYPE Code (Dev)	
LEARNING OBJECTIVE LEARNING STRATEGY Reason Code	
LEARNING OBJECTIVE MEDIA Reason Code	
LEARNING STRATEGY Identifier	
LEARNING STRATEGY Type Code	
MEDIA Identifier	
MEDIA Purpose Code	
MEDIA TYPE Category Code	
(2.4.6 c. Data sources for expansion of lesson strategies.)	
DOCUMENT DATE Type Code	
DOCUMENT IDENTIFIER	
INFORMATION ASSET DOCUMENT Reason Code	
INFORMATION ASSET TYPE CODE (SDE)	
INFORMATION-ASSET IDENTIFIER	
INSTRUCTIONAL UNIT INFORMATION ASSET Reason Code	
INSTRUCTIONAL UNIT LEARNING STRATEGY Reason Code	
LEARNING STRATEGY Identifier	
ORGANIZATION DOCUMENT Organization Role Code	
ORGANIZATION DOCUMENT Reason Code	
ORGANIZATION IDENTIFIER	
ORGANIZATION-DOCUMENT BEGIN DATE	
ORGANIZATION-DOCUMENT END DATE	
PERSON DOCUMENT Person Role Code	
PERSON IDENTIFIER	
PERSON-NAME CATEGORY CODE	
PERSON-NAME TEXT	
(2.4.6 d. Learning strategy guidelines.)	1
GUIDANCE IDENTIFIER	
GUIDANCE Purpose Code	
GUIDANCE SUBJECT TEXT	
GUIDANCE SYNOPSIS TEXT	
GUIDANCE TYPE Code (Dev)	
LEARNING STRATEGY GUIDANCE Reason Code	
LEARNING STRATEGY Identifier	
LEARNING STRATEGY Type Code	

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DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
	REQUIRED
GUIDANCE TYPE Code (Dev)	
INSTRUCTIONAL UNIT GUIDANCE Reason Code	
INSTRUCTIONAL UNIT LEARNING STRATEGY Reason Code	
INSTRUCTIONAL UNIT MEDIA Reason Code (NDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-EXAMINATION REASON CODE	
INSTRUCTIONAL-UNIT-PLANNED-COST AMOUNT	
LEARNING STRATEGY GUIDANCE Reason Code	
LEARNING STRATEGY Identifier	
LEARNING STRATEGY Type Code	
(2.4.8 Instructional media resource requirements. The data shall contain a summary of	
required resources to include:)	
INSTRUCTIONAL UNIT MEDIA Reason Code (NDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
MEDIA Identifier	
MEDIA TYPE Category Code	
2.4.8 a. An estimate of the visual and audio resources needed to support the course as	
follows:)	
INSTRUCTIONAL UNIT MEDIA Reason Code (NDE)	
INSTRUCTIONAL UNIT IDENTIFIER	
MEDIA Identifier	
MEDIA TYPE Category Code	
MEDIA TYPE Description Text	
(2.4.8 a(1) Existing and new resource footage (e.g., video, audio, film, slides, photographs,	
graphics, and artwork).)	
DOCUMENT MEDIA Identifier	
EVENT DOCUMENT Identifier	
EVENT END DATE	
EVENT START DATE	
EVENT TYPE Code	
INSTRUCTIONAL UNIT MEDIA Reason Code (NDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
MEDIA ALTERNATE IDENTIFIER Identifier	
MEDIA ALTERNATE IDENTIFIER Type Code	
MEDIA Identifier	
MEDIA TYPE Category Code	
(2.4.8 a(2) Support requirements (e.g., props, equipment, SMEs, military and civilian	
personnel).)	
INFORMATION ASSET TYPE CODE (SDE)	
INFORMATION-ASSET DEFINITION TEXT	
INFORMATION-ASSET IDENTIFIER	
INSTRUCTIONAL UNIT INFORMATION ASSET Reason Code	
INSTRUCTIONAL UNIT MATERIEL Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
MATERIEL Description Text	
MATERIEL DESCHDION TEXT	
PAY-PLAN-GRADE ORDINAL IDENTIFIER	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
PERSON TYPE PAY PLAN GRADE Code	
PERSONNEL RESOURCE TYPE CODE (SDE)	
PERSONNEL-RESOURCE TYPE CODE	
(2.4.8 a(3) Talent.)	
INSTRUCTIONAL-UNIT IDENTIFIER	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
	REQUIRED
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
PERSON-TYPE IDENTIFIER	
PERSONNEL SKILL Identifier	
PSYCHOMOTOR SKILL TYPE Code	
PSYCHOMOTOR SKILL TYPE Identifier	
SKILL IDENTIFIER	
(2.4.8 a(4) Field environment, (e.g., ranges, ships).)	
DOD-UNIQUE-COMMODITY-CLASSIFICATION CODE	
FACILITY TYPE Identifier (Dev)	
FACILITY-CATEGORY CODE	
FACILITY-CLASS CODE	
FUEL-TYPE CODE	
INSTRUCTIONAL UNIT MATERIEL Reason Code	
INSTRUCTIONAL UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-FACILITY-TYPE REASON CODE	
MATERIEL-ITEM TYPE CODE	
MATERIEL-ITEM-SUPPLY HAZARDOUS MATERIAL CODE	
RANGE FACILITY CHARACTERISTIC Code	
(2.4.8 a(5) Studio requirement.)	
FACILITY TYPE Code (SDE)	
FACILITY TYPE Identifier (Dev)	
FACILITY TYPE MATERIEL Reason Code	
FACILITY-TYPE CODE	
INSTRUCTIONAL UNIT FACILITY TYPE Facility Type Role Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
MATERIEL Description Text	
MATERIEL IDENTIFIER	
(2.4.8 a(6) Special equipment.)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE	
LEARNING OBJECTIVE SENSORY STIMULUS Reason Code	
MATERIEL Description Text	
MATERIEL IDENTIFIER	
MATERIEL-DOCUMENT-MEDIA-TYPE CODE	
MEDIA FEATURE Identifier	
MEDIA FEATURE SENSORY STIMULUS Reason Code	
MEDIA MEDIA FEATURE Reason Code	
SENSORY STIMULUS Description Text	
SENSORY STIMULUS Identifier	
(2.4.8 a(7) Costumes and uniforms.)	
INSTRUCTIONAL-UNIT IDENTIFIER	
PERSON TYPE INSTRUCTIONAL UNIT Role Code	
PERSON-ATTIRE-STYLE CODE	
PERSON-TYPE IDENTIFIER	
	+
(2.4.8 a(8) Lighting.)	
CAPABILITY TYPE Code (Dev)	
FACILITY TYPE CAPABILITY Reason Code	
FACILITY TYPE Identifier (Dev)	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
	REQUIRED
FACILITY-CAPABILITY-ESTIMATE IDENTIFIER	
INSTRUCTIONAL-UNIT-FACILITY-TYPE REASON CODE	
(2.4.8 a(9) Animation rationale, source, and extent of usage.)	
DOCUMENT MEDIA Code	
INSTRUCTIONAL UNIT DOCUMENT Rationale Text	
INSTRUCTIONAL UNIT DOCUMENT Reason Code	
ORGANIZATION DOCUMENT Organization Role Code ORGANIZATION DOCUMENT Reason Code	
ORGANIZATION DOCUMENT Reason Code	
ORGANIZATION IDENTIFIER	
ORGANIZATION-DOCUMENT BEGIN DATE	
ORGANIZATION-DOCOMENT END DATE	
(2.4.8 b. A list of the material to be presented during the course.)	
DOCUMENT TYPE Description Text	
DOCUMENT TYPE Identifier (Dev) INSTRUCTIONAL UNIT DOCUMENT Reason Code	
INSTRUCTIONAL UNIT MATERIEL Reason Code	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL UNIT ITTPE CODE (SDE)	
INSTRUCTIONAL-UNIT TYPE CODE	
MATERIEL Description Text	
MATERIEL IDENTIFIER	
(2.4.8 c. A list of any adjunctive materials required to support the course.)	
DOCUMENT Name (SDE)	
DOCUMENT TYPE Description Text	
DOCUMENT TYPE Identifier (Dev)	
INSTRUCTIONAL UNIT DOCUMENT Reason Code	
INSTRUCTIONAL UNIT MATERIEL Reason Code	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL-UNIT IDENTIFIER	
INSTRUCTIONAL-UNIT TYPE CODE	
MATERIEL Description Text	
MATERIEL IDENTIFIER	
(2.4.8 d. A description of the types of personnel and their respective roles and	
responsibilities for lesson development.)	
INSTRUCTIONAL UNIT LEARNING STRATEGY Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
LEARNING STRATEGY Identifier	
PERSON TYPE GUIDANCE Person Type Role Code	
PERSON TYPE GUIDANCE Reason Code	
PERSON-TYPE IDENTIFIER	
PERSONNEL SKILL Identifier	
PSYCHOMOTOR SKILL CATEGORY Code	
PSYCHOMOTOR SKILL TYPE Identifier	
SKILL IDENTIFIER	
(2.5 <u>Courseware logic flow diagrams</u> . Courseware logic flow diagrams shall include all defined	
lesson tasks with references, information frame or sequence, decision points, branching options,	
remediation, and other screen activities. All flow diagram symbols used shall be clearly defined.	
Flow diagrams shall include:)	
DOCUMENT ASSOCIATION Reason Code (Dev)	
DOCUMENT Description Text (Dev)	
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DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
DOCUMENT FORMAT TYPE Code	REQUIRED
DOCUMENT IDENTIFIER	
DOCUMENT MEDIA Identifier	
DOCUMENT TYPE Code (Dev)	
INSTRUCTIONAL UNIT DOCUMENT Reason Code	
INSTRUCTIONAL UNIT MEDIA Identifier	
INSTRUCTIONAL-UNIT IDENTIFIER	
MEDIA Identifier	
MEDIA Purpose Code	
MEDIA TYPE Category Code	
PLAN TYPE CODE (SDE)	
PLAN-ASSOCIATION IDÉNTIFIER	
PLAN-ASSOCIATION REASON CODE	
(2.5 a. All blocks of instruction and decision points.)	
ANALYSIS INFORMATION ASSET Reason Code	
EVALUATION IDENTIFIER	
EVALUATION INFORMATION ASSET Reason Code	
EXAMINATION EVALUATION Reason Code (Can)	
EXAMINATION IDENTIFIER	
EXAMINATION INQUIRY ITEM Identifier	
INFORMATION ASSET FEATURE Code	
INFORMATION ASSET TYPE CODE (SDE)	
INQUIRY ITEM EVALUATION Determination Text	
INQUIRY ITEM Identifier (Can)	
INSTRUCTIONAL UNIT ASSOCIATION Reason Code (SDE)	
INSTRUCTIONAL UNIT INFORMATION ASSET Reason Code	
INSTRUCTIONAL UNIT TYPE CODE (SDE)	
INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE	
(2.5 b. All program paths or branches.) INFORMATION ASSET ASSOCIATION Reason Code	
INFORMATION ASSET ASSOCIATION Reason code	
INFORMATION ASSET FEATORE CODE INFORMATION ASSET TYPE CODE (SDE)	
INSTRUCTIONAL UNIT INFORMATION ASSET Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
(2.5 c. Video, graphics, and text frames with reference and sequence numbers.)	
DOCUMENT ASSOCIATION Reason Code (Dev)	
DOCUMENT IDENTIFIER	
DOCUMENT MEDIA Code	
INSTRUCTIONAL UNIT DOCUMENT Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
ORGANIZATION DOCUMENT Reason Code	
ORGANIZATION IDENTIFIER	
ORGANIZATION-DOCUMENT BEGIN DATE	
ORGANIZATION-DOCUMENT END DATE	
ORGANIZATION-NAME TEXT	
(2.5 d. Audio, still frame, and other audio configurations with reference and sequence	
numbers.)	
DOCUMENT ASSOCIATION Reason Code (Dev)	
DOCUMENT IDENTIFIER	
INSTRUCTIONAL UNIT DOCUMENT Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
ORGANIZATION DOCUMENT Reason Code	
ORGANIZATION IDENTIFIER	
ORGANIZATION-DOCUMENT BEGIN DATE	
ORGANIZATION-DOCUMENT END DATE	
PLAN TYPE CODE (SDE)	
PLAN-ASSOCIATION IDENTIFIER	
PLAN-ASSOCIATION REASON CODE	
(2.5 e. Performance decision notes.)	
INFORMATION ASSET ASSOCIATION Reason Code	
INFORMATION ASSET FEATURE Code	
INFORMATION ASSET TYPE CODE (SDE)	
INFORMATION ASSET USAGE Reason Code	
INSTRUCTIONAL UNIT INFORMATION ASSET Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
(2.5 f. Processing and design decision information that supports the remediation, non-	
scored test items, motion sequences, computer processing, performance update, scored test	
items, scoring routine, and database search commands to be used.)	
INFORMATION ASSET ASSOCIATION Reason Code INFORMATION ASSET FEATURE Code	
INFORMATION ASSET FEATURE Identifier	
INFORMATION ASSET FEATORE Identified	
INFORMATION ASSET TIPE CODE (SDE)	
INSTRUCTIONAL UNIT INFORMATION ASSET Reason Code	
INSTRUCTIONAL-UNIT IDENTIFIER	
(2.5 g. A legend identifying key symbols that connect elements of the flow diagram.)	
DOCUMENT FORMAT ELEMENT Code	
DOCUMENT FORMAT TYPE Code	
DOCUMENT IDENTIFIER	
SYMBOLOGY TYPE CHARACTER Code	
SYMBOLOGY TYPE CHARACTER Identifier	
SYMBOLOGY TYPE Code	

4. End of DI-ALSS-81520A.