

Installation and Administration Guide

For the SCORM 1.2 packages of Cause Unknown, The Authority Gap, Continuous Improvement and The Standard.

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The scenarios in these games are fictional composites built for training. The games are not legal advice.

1. WHAT YOU HAVE BOUGHT

Each LMS Edition is one game packaged as a SCORM 1.2 file. You upload it to your learning management system and it behaves like any other e-learning module: learners launch it from your course, and the LMS records who started, who finished, their score and how long they spent.

Your download has three files:

File	What it is
[game]-scorm12.zip	The package. Upload this file to your LMS exactly as it is. Don't unzip it.
LMS-Edition-Guide.pdf	This guide.
LMS-Edition-Licence.pdf	Your licence terms.

Game	What the learner does	Allow
Cause Unknown Ten editions: General, Mining, Psychosocial, Construction, Onshore, Offshore, Transport, Agriculture, Power, Rail	Investigates a serious incident against a time budget: gathers evidence, assesses the bowtie barriers, builds a five whys chain and signs a finding. The debrief scores the investigation and shows how much of the finding lands on individuals and how much on the system. Four cases in each edition.	20 to 30 minutes a case
The Authority Gap	Plays a safety advisor's career in five acts. The learner's choices set their position, and the dice decide what the organisation does around them. The game ends at the finding after an incident.	45 to 60 minutes
Continuous Improvement	Runs one training year inside a Registered Training Organisation as one of six roles. The aim is to get through the year without a formal complaint while competing for Training Organisation of the Year, with an ASQA performance assessment landing at some point.	30 to 45 minutes
The Standard	Makes fourteen decisions as a construction manager and chooses how much of the reasoning to write down. After a fatality, the learner can defend themselves only with the record they made at the time.	About 30 minutes

2. BEFORE YOU START

Requirement	Detail
An LMS that takes SCORM 1.2	Nearly every LMS does, including Moodle, Totara, Cornerstone, SAP SuccessFactors, Docebo, TalentLMS, LearnUpon, Absorb, iSpring Learn and Canvas (through its SCORM tool). If yours asks for SCORM 2004 or xAPI only, get in touch before you buy.
A current browser	Chrome, Edge, Safari or Firefox, desktop or mobile. Nothing to install. No Flash, no plugins.
Internet access	The game runs inside your LMS. It loads its typefaces from <code>fonts.googleapis.com</code> and <code>fonts.gstatic.com</code> . If your network blocks those, the game still works, just in plain system fonts.
Screen	Works on a phone. Plays best on a laptop or tablet, because the evidence and barrier screens have a lot to read.
Privacy	The package sends nothing outside your LMS. It reports completion status, score and time to your LMS through the standard SCORM interface, and that's all. No analytics, no cookies, no calls to <code>tombourne.website</code> . Links in the debrief open our site in a new tab only if the learner clicks them.

3. INSTALLING IN ANY LMS

Menu names differ between systems and versions, but the steps are the same everywhere:

- 1 **Open the course** the game will sit in, or create a new course for it.
- 2 **Add new content** and choose the type called *SCORM package*, *e-learning module*, *online course* or *content package*.
- 3 **Upload the** `-scorm12.zip` **file** from your download, still zipped. The LMS reads the `imsmanifest.xml` file inside it and sets the module up.
- 4 **Set completion to "completed"**, not "passed". See section 5 for why.
- 5 **Launch it yourself** as a test learner, play one case or run through to the end, and check that the LMS shows *Completed* with a score.
- 6 **Enrol your learners**.

The most common mistake: unzipping the file and uploading the pieces, or unzipping and re-zipping it on a Mac, which adds a hidden folder. Always upload the original zip.

4. MOODLE AND TOTARA, STEP BY STEP

- 1 In the course, turn editing on, then choose **Add an activity or resource** and select **SCORM package**.
- 2 Give it a name, for example *Cause Unknown: Mining*, and drag the zip into **Package file**.
- 3 Under **Appearance**, set **Display package** to *New window* for the best experience on small screens. *Current window* also works.
- 4 Under **Grade**, set **Grading method** to *Highest grade* and **Maximum grade** to 100.
- 5 Under **Attempts management**, leave **Number of attempts** at *Unlimited*. Replay is where most of the learning happens.
- 6 Under **Activity completion**, choose *Show activity as complete when conditions are met* and tick **Require status** with *Completed* only. Leave *Passed* unticked and don't set a minimum score.
- 7 Save and display, then test it with a student account.

Other systems: in Cornerstone, SuccessFactors, Docebo, TalentLMS, LearnUpon and Absorb, look for the option to upload an online course or SCORM package in the content or catalogue area. In Canvas, your administrator has to enable the SCORM tool first. If the upload screen asks for a SCORM version, choose 1.2.

5. RECOMMENDED SETTINGS

Setting	Use	Why
Completion rule	Completed	The package reports <i>completed</i> , never <i>passed</i> or <i>failed</i> . A low score in these games is the lesson, not a failure. If you require <i>passed</i> , nobody will ever complete it.
Mastery or pass score	None	If your organisation insists on one, set it in the LMS. The game doesn't set one. We'd advise against it, because learners start gaming the score and stop investigating.
Attempts	Unlimited	Cause Unknown has four cases per edition, and the better learners replay a case to see what they missed.
Grading	Highest	The package already keeps the learner's best score.
Window	New window	More room to read the evidence on laptops and phones.

6. WHAT THE LMS RECORDS

Game	Completed when the learner	Score out of 100
Cause Unknown	Signs a finding and reaches the debrief for any case	The debrief total: evidence coverage 30, barrier analysis 20, five whys depth 20, causal accuracy 30. The best case counts.
The Authority Gap	Reaches the Act Five finding	The decision score on the final screen, based on the decisions that were the learner's to make, not on how the dice fell.
Continuous Improvement	Reaches the end-of-year result	The decision score on the final screen.
The Standard	Reaches the hearing finding	The share of core decisions that were defensible, meaning the right call with the reasoning recorded at the time.

It also records:

- **Status:** *incomplete* from the first launch, *completed* from the first finished run.
- **Time** for each session.
- **A history of every finished run**, kept in the SCORM suspend data field as a list like CU-M01:48|CU-M03:71. That's the case code and score for Cause Unknown, or run: or hearing: for the other games. In Moodle you'll find it under the attempt's *Track details*.

What isn't saved: progress partway through a case. If a learner closes the window during a Cause Unknown case or a career, that run starts again next time. A completion already recorded stays recorded. Tell learners to set aside the time shown in section 1.

7. READING THE RESULTS

The score measures the quality of the method, not whether the learner got the "right answer". Use it this way:

- **Below 40** in Cause Unknown usually means the learner stopped at the first explanation that fitted, or put the finding on the injured worker. That's the most common real-world pattern, and it's worth a conversation, not a reprimand.
 - **Scores across a team** tell you more than any individual score. If most of a supervisors' group scores low on barrier analysis, that's a training need you can name.
 - **Compare first and best attempts.** A big jump on a replay shows the learner can see what they missed, which is the skill you actually want.
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8. TEXT FOR YOUR COURSE PAGE

Copy and adapt these as the description learners see before they launch.

CAUSE UNKNOWN

You are the investigator. A worker has been seriously hurt, and you have limited hours to find out why. Choose which evidence to examine, test each control that should have stopped it, trace the causes back, and sign a finding. The debrief shows what you missed and how much of your finding lands on the individual instead of the system. Allow 20 to 30 minutes for each case, and finish a case in one sitting.

THE AUTHORITY GAP

A career as a safety advisor, in five acts. Your choices decide where you stand; the dice decide what the organisation does around you. Keep your own record, because it pays nothing until the end. Allow 45 to 60 minutes in one sitting.

CONTINUOUS IMPROVEMENT

One year inside a training organisation. Get through it without a formal complaint and try to win Training Organisation of the Year, knowing the moves that win one usually cost you the other. An ASQA performance assessment is coming, and you won't know when. Allow 30 to 45 minutes in one sitting.

THE STANDARD

You run a road job for five months and decide, for every decision, how much of your reasoning goes on the record. Then someone is killed, and you can defend yourself only with what you wrote down at the time. Allow about 30 minutes in one sitting.

9. GETTING VALUE FROM IT

Self-paced play works. It works better with a conversation afterwards. Three low-effort options:

- **Assign one case before a toolbox or team meeting**, then spend fifteen minutes on one question: what did you sign, and what did you miss?
- **Put the same case to a whole leadership group** and compare how much of each person's finding landed on individuals. The spread is the discussion.
- **Pair it with the Facilitator Kit** for a half-day or full-day session. The kit carries the answer keys, worked examples and debrief script, which the LMS Edition deliberately leaves out.

10. TROUBLESHOOTING

Symptom	Fix
The LMS rejects the upload, or says no manifest was found	You've uploaded an unzipped or re-zipped copy. Upload the original -scorm12.zip from your download.
A blank white screen when the game launches	Check the browser isn't blocking the pop-up (if the display is "new window"), then refresh. If it's still blank, try another browser and send us the LMS name and version.
Status stays "incomplete"	The learner closed it before the end screen, or the completion rule requires "passed". Set it to "completed" (section 5).
No score shows	The score is written at the end screen only. Check the grade settings allow a maximum of 100.
The game looks plain, in the wrong fonts	Your network is blocking Google Fonts. Ask IT to allow fonts.googleapis.com and fonts.gstatic.com, or accept the fallback fonts. Nothing else changes.
Links in the debrief don't open	They open in a new tab. Some locked-down LMS players block that. It doesn't affect completion or scoring.

11. UPDATES AND SUPPORT

Your download stays available in *My account* > *Downloads* on tombourne.website for twelve months. If we improve a game, the file behind that link is replaced, and you can upload the new version over the old one in your LMS.

For setup questions, use the contact form at tombourne.website/contact/. Include your LMS name and version, and what you see on screen.

12. YOUR LICENCE IN BRIEF

The full terms are in [LMS-Edition-Licence.pdf](#). In short, each LMS Edition licence covers:

- **One organisation** (the purchaser named on the order).
- **Unlimited learners** who are that organisation's workers (employees, contractors, labour hire and volunteers).
- **Hosting on LMSs the organisation controls**, including more than one LMS, for as long as it likes.
- **Not** hosting on a client's or customer's LMS, reselling, putting it on a public website, or running paid sessions for other organisations. Those need the Commercial Delivery Licence.

Cause Unknown In-house Site Licence holders already have LMS rights for their edition, and the package is included in their download.