Abstract
Contemporary training processes have been identified in TIC and virtualization, key strategies to strengthen training. This process is mediated through the production of digital content for learning purposes, which is a development that requires standards to take advantage factors such as reusability, scalability, and accessibility, among others. This article presents a review of the main specifications and standards that circumscribe the technological production of learning objects, such as the discussion about the selection and use of the standardization strategy defined as one of the results proposed in the research process. Review within which it is identified that, according to key features of the virtual object learning, and taking into account aspects such as communication interface, metadata and packaging, different standardization strategies are identified such as LOM, DCMI, SCORM; also, IMS is analyzed. To this purpose, we will study the classification and taxonomy of learning objects; there will be a general characterization of the major initiatives to standardize the technological production of learning objects and an analysis of their contributions.

Keywords
Learning objects, standards for learning objects, e-learning, Production of Learning Objects.