

Articulate Storyline 360 Introduction 2 Day Course

Overview

Articulate Storyline 360 is used to create rapid eLearning that is interactive and immersive. The course covers all the productivity features and will give you the skills needed to create engaging interactive eLearning content for the web and for mobile devices. Plenty of hands-on exercises ensure practical experience with the tools and options. Good work-flow practices are encouraged and there are plenty of tips get the most out of using Storyline.

Audience

eLearning content designers, instructional designers, trainers and marketing professionals.

Course Objectives

At the end of the course, you will have developed your own Articulate-based eLearning course and have learnt/be able to do:

- ✓ Learnt best practice guidelines
- ✓ Create a course in Articulate Storyline
- ✓ Understand how PowerPoint and Articulate interact
- ✓ Set Presentation Options
- ✓ Add Text, Audio and Media content to slides
- ✓ Create and use the correct Interaction
- ✓ Create and use Surveys/Quiz interactions
- ✓ Manage Slide Properties and add Slide Annotations
- ✓ Publish your course to a variety of media



Prerequisites

No knowledge is assumed, but it helps to have a working knowledge PowerPoint.

Course Contents (2 days)

Creating a Story

- Launching Storyline
- Creating a new story
- Storyline interface
- Preparing a story
- Creating a story based on a template
- Importing PowerPoint, Articulate Quiz-maker/Engage/Storyline content
- Saving a story

Adding Content into your Story

- Working with the Timeline
 - Controlling the appearance of objects
 - Reading the Timeline
- Inserting content into a slide
 - Grouping objects

- Working with text
 - ✓ Scrolling panels
 - ✓ Slide notes
- Working with pictures and screenshots
 - Inserting a screenshot
 - Adjusting the properties of pictures and screenshots
 - Visual help
- Working with slides
 - Organizing slides in Story View
- Customizing slide design
 - Slide Masters
 - Design themes and backgrounds
- Adding animations and transitions
- Previewing your work

Adding Interactivity

- Working with states
- Working with triggers
- Adding hyperlinks
- Adding buttons
 - Button icons
- Quick publishing

Adding Characters and Audio

- Examples of the human touch done well
- About Storyline characters
 - Character states
 - ✓ Adding a character
 - ✓ Adding a state to a character
- About character conversations
 - Speech bubbles
 - ✓ Adding a speech bubble
 - Audible conversation
 - ✓ Recording narration
 - ✓ Importing an audio clip
 - ✓ Editing an audio track
 - ✓ Accessing sound tools
 - Synchronizing objects and narration
 - ✓ Adding cue points
- Creating interactive conversations

Extending Slide Content

- About layers
 - Adding a layer
 - Adjusting layers
 - Ordering layers
 - Editing the properties of a layer
 - Formatting a layer
 - ✓ Adding visibility of base layer objects
 - ✓ Adding consistency with master layouts
 - Adding content to a layer
 - Showing and hiding a layer
 - ✓ Displaying a layer by mouse action
 - ✓ Hiding a layer
 - Features that extend a slide's content
 - Adding a hotspot
 - Adding a marker
 - Button sets
 - ✓ Turning a set of objects into a button set

- Follow along...
- Lightbox
 - ✓ Triggering the display of a lightbox

Using Variables to Customize the Learning Experience

- Storyline variables
- Types of variables
- Creating variables
 - Inserting a reference to a variable
- Data Entry
 - Inserting a Data Entry box
- Refining action based on conditions

Creating Learning Paths

- Principles of branching
- Controlling presentation order
- Understanding slide properties
 - Slide advances
 - When revisiting
 - Slide navigation controls
 - ✓ Player features

- Customizing slide navigation

Testing Learner Knowledge

- Question categories and types
- Creating, editing, and customizing questions
 - Creating graded or survey questions
 - Initial setup of graded or survey questions
 - Configuring graded or survey questions
 - Question feedback
- Scoring, results, and review
 - Inserting a result slide
 - Customizing feedback further
- Converting static content
 - Freeform question types
 - Pick One, Pick Many, and Text Entry
 - Text Entry and hotspot
 - Drag-and-drop
 - Shortcut key
- Customizing your quiz

Adding Visual Media to a Story

- Working with visual media
- Supported media
- Bringing media into a story: Video
 - Inserting video to a story
 - Editing video
 - Basic tasks
 - Inserting video from a website
- Bringing media into a story: Flash files
 - Adding Flash to a story
 - Web content
- Screen recordings and interactive simulations
 - Recording a screen
 - ✓ Steps to record a screen
- Creating emphasis with pans and zooms

Publishing your Story

- Previewing projects
- Customizing the Player
 - Player properties review
 - ✓ Features
 - ✓ Menu
 - ✓ Resources
 - ✓ Glossary

- ✓ Colours and effects
- ✓ Text labels
- ✓ Current Player

- Publishing
- Published output
- Publishing to the web
- Publishing with tracking
 - Considerations when tracking
- Other publishing options
- Considerations when working with HTML 5 output

Rapid Development

- Concept of reusability
- Leveraging existing assets
 - Importing external content
 - ✓ Considerations when importing
- Build once, and reuse many times
 - Question Banks
 - Interaction templates
 - Reusing glossaries and resources
 - Reusing characters and images
 - Creating images from video
- Best practices for organizing assets

Course Materials

Enliten IT will provide each delegate with a workbook and other useful reference materials where applicable. These may be either paper based or in Adobe pdf format or a combination thereof.

NOTE: We only offer Articulate Studio Pro courses on a private in-house basis. You will need to provide the necessary software installed and properly configured.

Enliten IT reserves the right to modify course content and materials as required in the interests of continuous course improvement, at any time, without notification.