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
- o User interface and Tools panels
- o Preparing a story
- o Creating a story based on a template
- o Importing from PowerPoint
- o The content library

Adding Slide Content
- o Slides
  - • Slide Masters and notes
  - • Design themes and backgrounds
  - • Organizing slides in Story View
- o Inserting content into a slide
  - • Text content and boxes
  - • Captions
  - • Shapes
  - • Grouping objects

- o Storyline characters
  - • Character states
    - ✓ Add a character
    - ✓ Add a state to a character
- o Adding animations and transitions

Audio
- o Speech bubbles
- o Audible conversation
  - • Recording narration
  - • Importing an audio clip
  - • Edit audio tracks
  - • Accessing sound tools
- o Synchronizing objects and narration
  - • Adding cue points
- o Creating interactive conversations

Layers
- Create/Adjust/Order layers
- Layer properties
- Formatting a layer
  - Add visibility of base layer objects
- Add content to a layer
- Show/Hide a layer
- States v Layers
- Layers v Slides
- Triggers
  - Trigger a layer
  - Add/Edit a trigger
  - Trigger conditions

Media Content
- Inserting a image/screenshot
- Adjusting picture properties
- Zoom regions
- Inserting video to a story
  - Editing video
  - Basic tasks
- Inserting video from a website

Screen recordings and interactive simulations
- Recording a screen
  - Steps to record a screen
- Creating emphasis with pans and zooms
- Inserting
- Video and View Mode
- Try and Test Mode
- Action Fine Tuning

Further Interactivity
- Adding buttons, Button icons
- Button sets
  - Turning a set of objects into a button set
- Sliders and Dials
- Hotspots and markers
- Hyperlinks
- Scrolling panels
- Mouse

Quick publishing

Quizzes - Testing Learner Knowledge
- Content Library Quiz Questions
- Form and Slide view
- Question categories and types
- Create, edit, and customise questions
  - Graded/survey questions
  - Initial setup and Configuring of graded/survey questions
  - Question feedback
  - Anchor choices
  - Question banks
- Scoring, results, and review
  - Inserting a result slide
  - Negative scoring
  - Customizing feedback further
- Converting static content
  - Freeform question types
  - Pick One, Pick Many
  - Text Entry and hotspot
  - Drag-and-drop
  - Shortcut key
- Customizing your quiz
  - Trigger a lightbox display
- Using Quiz Branching to create a Learning Scenario
- Importing questions

Using Variables
- Types of variables
- Create, use variables
  - Inserting a reference to a variable
- Insert 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

Publishing
- o Previewing projects
- o Customizing the Player
  - Player properties review
    - ✓ Features
    - ✓ Menu
    - ✓ Resources
    - ✓ Glossary
    - ✓ Colours and effects
    - ✓ Text labels
    - ✓ Current Player
- o Quality settings
- o LMS output settings

- o Publishing to the web
- o Mobile output
- o Publishing with tracking
  - Considerations when tracking

Rapid Development
- o Build once, reuse many times
  - Question Banks
  - Interaction templates
  - Reusing glossaries and resources
  - Reusing characters and images
  - Creating images from video
  - Best practices for organizing assets