



Articulate Storyline Training Syllabus

Course Synopsis

This 3-day certified training course provides you with everything you need to create compelling, highly interactive eLearning modules within Articulate Storyline 360 or Storyline 2 that can be published and delivered to meet a variety of needs and play on a variety of devices.



From basic slides to conditional triggers and variables, we teach a practical approach to help design complex learning modules. You'll also get to experiment with creative interactions using dials and sliders, and explore the use of motion and shape intersection triggers, that make motion paths the perfect tool for unique presentations and gaming.

Prerequisites:

Training sessions are designed for a variety of skill levels. All participants should have basic computer skills and familiarity with some of the more common user interfaces.

All three days of training are interactive and hands-on. Therefore, participants are required to bring a PC (or Mac with Windows) with Articulate 360 installed, or the Articulate 360 free trial. You will also need to connect to our wireless internet network to access the 360 applications. Please confirm this with your own IT department prior to attending the course.

System requirements

Hardware:

- 2.0 GHz processor or higher (32-bit or 64-bit)
- 2 GB minimum memory. 1 GB minimum available disk space.
- 1,280 x 800 screen resolution or higher display
- Sound card, microphone, and webcam for recording narration and video

Software:

Operating system: Windows 10 (32-bit or 64-bit), Windows 8 (32-bit or 64-bit), Windows 7 SP1 or later (32-bit or 64-bit), Mac OS X 10.6.8 or later with Parallels Desktop 7+ or VMware Fusion 4+

Microsoft: Word 2010, 2013, or 2016. PowerPoint, 2010, 2013 or 2016. (32-bit or 64-bit).

Adobe Flash Player 10.3 or later. Articulate 360 subscription or trial.

Day One

Module 1: Introduction to Articulate 360

Module 2: User interface

- Story view and slide view
- Undocking/redocking tool panels
- Preview

Module 3: Building blocks of storyline

Module 4: Slides

- Story size
- Inserting new slides
- Introduction to content library
- Importing from PowerPoint
- Slide design & slide notes
- Text content, animations, transitions, audio, timeline
- Syncing objects to audio
- Slide properties

Module 5: States

- Built-in states & character states

Module 6: Layers

- States vs layers
- Layers vs slides
- Creating a layer, layer properties, layer timeline

Module 7: Triggers

- Adding & editing a trigger
- Trigger conditions

Module 8: Media content

- Pictures, screenshot, video, web object, zoom region

Module 9: Additional interactive elements

- Buttons, button sets, hotspot, marker, scrolling panel, mouse

Day Two

Module 1: Quizzing

- Questions: graded, content library quiz, survey, freeform
- Feedback
- Quiz features, importing questions, question banks, and result slides
- Remediation with lightboxes

Module 2: Simulations

- Simulation map & building a simulation

Module 3: Screen recording

- Recording, inserting, action fine tuning

Module 4: Player design

- Features, menu, resources, glossary
- Colours & effects
- Text labels
- Player features at the slide level

Module 5: Publish

- Output
- Properties
- Distributing your published courses

Module 6: Articulate Review

- Publishing to Articulate Review
- Distribute your published course
- Working with Articulate Review

Day Three

Module 1: Motion Paths

- Motion paths options
- Basic motion & triggering motion
- Relative start point
- Orient shape to path
- Shape intersect triggers

Module 2: Introduction to variables

- User-defined variables
- Initializing variables

Module 3: Text Variables

- Reference variables
- Variables and conditions

Module 4: Number variables

- Performing calculations with number variables

Module 5: True/false variables

Module 6: Sliders and dials
