



Articulate Storyline Virtual training agenda

This virtual training course gives you everything you need to create compelling, highly interactive eLearning modules in Articulate Storyline 360 or Storyline 3.

Split into six sessions across three days, this course teaches you everything from basic slides to conditional triggers and variables. 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 should have Articulate 360 installed, or the Articulate 360 free trial downloaded on their PCs.

Application exercises are assigned as homework at the end of each session and online solution sets are provided.

You will also need to make sure that you have access to a stable wireless internet network to access the 360 applications. Please test this prior to attending the training session.

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.

Day 1

Session 1

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

Session 2

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, screenshots, videos, web object, zoom region

Module 9: Additional interactive elements

- Buttons, button sets, hotspots, markers, scrolling panel, mouse

Day 2

Session 3

Module 1: Quizzing

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

Session 4

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
- Distributing your published course

Day 3

Session 5

Module 1: Motion paths

- Motion path 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

Session 6

Module 4: Number variables

- Performing calculations with number variables

Module 5: True/false variables

Module 6: Sliders and dials

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