

# ARTICULATE® STORYLINE 360 TRAINING SYLLABUS

Held in our virtual classroom, this interactive, comprehensive eight-session course provides everything you need to create compelling e-learning with Articulate® Storyline 360.

## SECTION 1 – BASIC STORYLINE, SESSION 1 THRU 4

This 4-session virtual training provides everything you need to begin building highly-interactive e-learning modules with Storyline 360 that can be published and delivered to meet a variety of needs and play on a variety of devices.

## SECTION 2 – ADVANCED STORYLINE, SESSION 5 AND 6

This 2-session virtual training is designed for those who have already attended the Basic Articulate® Storyline 360 training, or have mastered those skills. In the Advanced training, we'll explore even more options to help take your courses to the next level. We teach a practical approach for using Conditional Triggers and Variables 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.

## SECTION 3 – ARTICULATE® 360, SESSION 7 AND 8

Our 2-session virtual instruction is dedicated to all things Articulate® 360. You'll learn and build complete modules using Rise, as well as supplement these modules with additional content using the Articulate® 360 tools - Peek and Replay. You'll learn which tool to use when, and walk away with a deeper understanding of the award-winning Articulate® suite of tools.

## PARTICIPANTS

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 (such as ribbon technology and browser windows).

Participants will be joining the session with GoToTraining. Please visit <https://support.logmeininc.com/gototraining/help/join-a-test-session-g2t060001> in order to test your system compatibility prior to the session. Microphones will be muted throughout the session, but questions can be asked via the chat feature in GoToTraining.

## DURATION

16 hours of live instruction, divided into eight sessions, 2 hours each session. Application exercises are assigned as homework at the end of each session and online solution sets are provided.

## BASIC STORYLINE 360 (4 SESSIONS)

### SESSION 1

- INTRODUCTION TO ARTICULATE 360
- USER INTERFACE
- INTRODUCTION TO BUILDING BLOCKS OF STORYLINE
- SLIDES
  - Introduction to Content Library
  - Importing from PowerPoint
  - Content
  - Syncing Objects to Audio
- STATES
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION

### SESSION 2

- LAYERS
  - Creating a Layer
- TRIGGERS
  - Adding & Editing a Trigger
  - Trigger Condition
- MEDIA CONTENT
  - Pictures, Screenshot, Video, etc.
- ADDITIONAL INTERACTIVE ELEMENTS
  - Buttons, Hotspot, Marker, etc.
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION

### SESSION 3

- QUIZZING
  - Questions: Graded, Content Library Quiz, Survey, Freeform
  - Feedback
  - Importing Questions, Question Banks, and Result Slides
  - Remediation with Lightboxes
- SCREEN RECORDING
  - Recording, Inserting, Action Fine Tuning
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION

## SESSION 4

- SIMULATIONS
  - Simulation Map & Building a Simulation
- PLAYER DESIGN
  - Features, Menu, Resources, Glossary
  - Player Features at the Slide Level
- PUBLISH
  - Output & Properties
  - Distributing Your Published Courses
- ARTICULATE REVIEW
  - Working with Articulate Review
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION

## ADVANCED STORYLINE 360 (2 SESSIONS)

### SESSION 5

- MOTION PATHS
  - Motion Path Options
  - Basic Motion & Triggering Motion
  - Relative Start Point
  - Orient Shape to Path
  - Shape Intersect Triggers
- INTRODUCTION TO VARIABLES
- TEXT VARIABLES
  - Reference Variables
  - Variables and Conditions
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION

### SESSION 6

- NUMBER VARIABLES
  - Performing Calculations with Number Variables
- TRUE/FALSE VARIABLES
  - Creating a Customized Learning Path
- SLIDERS AND DIALS
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION

## ARTICULATE 360 (2 SESSIONS)

### SESSION 7

- RISE
  - Customizing Settings in Rise
  - Block Lessons
  - Publishing a Rise Course
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION

### SESSION 8

- CONTENT LIBRARY
- PEEK FOR MAC OR WINDOWS
  - Recording Your Screen
  - Publishing to Articulate 360
- REPLAY 360
  - Recording Your Screen
  - Picture-in-Picture Mix
  - Publish
- ARTICULATE REVIEW
  - Publishing to Articulate Review
  - Managing the Content
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION