

ARTICULATE® STORYLINE 360 TRAINING SYLLABUS

Articulate® Storyline 360 Training is 4-day, hands-on training offering three sections of content:

SECTION 1 – BASIC STORYLINE, DAYS 1 AND 2

This 2-day in-classroom training provides everything you need to begin building highly-interactive e-learning modules with Storyline that can be published and delivered to meet a variety of needs and play on a variety of devices.

SECTION 2 – ADVANCED STORYLINE, DAY 3

This full-day in-classroom training is designed for those who have already attended the 2-day Basic Articulate® Storyline 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, DAY 4

Our 4th day of in-class 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).

All 4 days of training are interactive and hands-on. Therefore, **participants are required to bring a PC (or Mac with Windows®) with Articulate® 360 installed and active.**

Please verify that you have the appropriate software installed and working properly on your computer before attendance. There is not adequate time to download and install software the day of training.

NOTE: Your computer will need to be able to wirelessly connect to the internet to access Content Library, Articulate Review, Publish to Articulate 360, and to access Rise (Day 4).

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 (32-bit or 64-bit)

Adobe Flash Player 10.3 or later

Browser (Day 4 participants):

- Microsoft Edge (latest version)
- Google Chrome (latest version)
- Firefox (latest version)
- Safari (latest version)
- Internet Explorer 11 is **not** supported for authoring in Rise

Articulate 360 subscription or trial*

Details can be found on the Articulate website: <https://articulate.com/support/article/Combined-Tech-Specs-for-All-Articulate-360-Apps>

BASIC STORYLINE 360 (2 DAYS)

DAY 1

- INTRODUCTION TO ARTICULATE 360
- USER INTERFACE
 - Story View and Slide View
 - Undocking/Redocking Tool Panels
 - Preview
- BUILDING BLOCKS OF STORYLINE
- 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
- STATES
 - Built-In States & Character States
- LAYERS
 - States vs Layers
 - Layers vs Slides
 - Creating a Layer, Layer Properties, Layer Timeline
- TRIGGERS
 - Adding & Editing a Trigger
 - Trigger Condition
- MEDIA CONTENT
 - Pictures, Screenshot, Video, Web Object, Zoom Region
- ADDITIONAL INTERACTIVE ELEMENTS
 - Buttons, Button Sets, Hotspot, Marker, Scrolling Panel, Mouse

DAY 2

- QUIZZING
 - Questions: Graded, Content Library Quiz, Survey, Freeform
 - Feedback
 - Quiz Features, Importing Questions, Question Banks, and Result Slides
 - Remediation with Lightboxes
- SIMULATIONS
 - Simulation Map & Building a Simulation
- SCREEN RECORDING
 - Recording, Inserting, Action Fine Tuning
- PLAYER DESIGN
 - Features, Menu, Resources, Glossary
 - Colors & Effects
 - Text Labels

- Player Features at the Slide Level
- PUBLISH
 - Output
 - Properties
 - Distributing Your Published Courses
- ARTICULATE REVIEW
 - Publishing to Articulate Review
 - Distribute Your Published Course
 - Working with Articulate Review

ADVANCED STORYLINE 360 (1 DAY)

DAY 3

- MOTION PATHS
 - Motion Path Options
 - Basic Motion & Triggering Motion
 - Relative Start Point
 - Orient Shape to Path
 - Shape Intersect Triggers
- INTRODUCTION TO VARIABLES
 - User-Defined Variables
 - Initializing Variables
- TEXT VARIABLES
 - Reference Variables
 - Variables and Conditions
- NUMBER VARIABLES
 - Performing Calculations with Number Variables
- TRUE/FALSE VARIABLES
- SLIDERS AND DIALS

ARTICULATE 360 (1 DAY)

DAY 4

- RISE
 - Adding Content to Rise
 - Prebuilt Lessons
 - Custom Lessons
 - Publishing a Rise Course
 - Responsive Course vs Responsive Player
- CONTENT LIBRARY
 - Templates & Characters
- PEEK FOR MAC OR WINDOWS
 - Recording Your Screen
 - Publishing to Articulate 360
- REPLAY 360
 - Recording Your Screen
 - Picture-in-Picture Mix
 - Inserting and Editing Video and Audio
 - Inserting Images
 - Creating Lower Thirds
 - Publish
- ARTICULATE REVIEW
 - Publishing to Articulate Review
 - Library
 - Managing the Content
- EXERCISE LAB
 - Use Case Experiments
 - Students are presented with sample course content, along with needs analysis information. During this exercise, we'll explore which tools would be best to meet the desired outcomes.
 - Working with Your Content
 - Students are invited to use the same process with their own content.