

## ARTICULATE® STUDIO 360 TRAINING SYLLABUS

Articulate® Studio 360 Training is 3-day, hands-on training offering three sections of content:

### DAY 1 – BASIC STUDIO

This training day provides everything you need to use Studio 360 to quickly and easily design and develop effective e-learning presentations that can be published and delivered to meet a variety of needs and play on a variety of devices.

### DAY 2 – STUDIO 360 INTERACTIONS

This training day is designed for those who have already attended the Basic Articulate® Studio 360 training, or have mastered those skills. We will explore the interactive options in Studio 360 that will help take your courses to the next level.

### DAY 3 – ARTICULATE® 360

On this day, our 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). PowerPoint proficiency is beneficial.

All 3 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 3).

## 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:

- PowerPoint 2010, 2013, or 2016 (32-bit or 64-bit)
- 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 STUDIO 360 (DAY 1)

- INTRODUCTION TO ARTICULATE 360
- WHAT IS STUDIO 360
- USING POWERPOINT AS AN AUTHORING TOOL
  - Adding Content
  - Working with Presenter Notes/Narration
  - Adding Animations
- IMPORTING DESIGNS FROM CONTENT LIBRARY
- INSERTING AUDIO
  - Recording Audio
  - Importing Audio
  - Using the Timeline to Synchronize Animations
  - Adding Annotations
- INSERTING VIDEO
- DESIGNING A PLAYER
- EDITING SLIDE PROPERTIES
- PUBLISHING YOUR COURSE
- USING ARTICULATE REVIEW
- PROJECT MANAGEMENT TIPS

## STUDIO 360 INTERACTIONS (DAY 2)

- USING ENGAGE 360 TO BUILD INTERACTIONS
  - Slide Interactions
  - Tab Interactions
  - Adding Content and Media in Engage 360
  - Formatting your interaction
  - Publishing Options
- ENGAGE PRACTICE LAB
- QUIZMAKER 360
  - Adding a quiz to Presenter 360
  - Working with Quiz Properties
  - Creating Form-based Questions
  - Editing a Question in Slide View
  - Customizing a Feedback Layer
  - Designing Free-form Questions
  - Importing Questions from Excel
  - Working with Question Groups

- Editing a Result Slide
- Publishing Options
- Editing how your Quiz works in Presenter 360
- USING QUIZMAKER TO BUILD A BRANCHED SCENARIO
- DESIGNING A CLICK AND REVEAL INTERACTION IN PRESENTER 360
- APPLYING NEW TECHNIQUES TO OLD CONTENT (PRACTICE LAB)

## ARTICULATE 360 (1 DAY)

- 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.