

# ARTICULATE® STORYLINE 360 TRAINING SYLLABUS

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

## BASIC STORYLINE 360, DAYS 1 AND 2

This 2-day in-classroom 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.

## ADVANCED STORYLINE 360, DAY 3

This full-day in-classroom training is designed for those who have already attended the 2-day 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.

## 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 360, as well as supplement these modules with additional content using the Articulate® 360 tools – Content Library 360, Peek 360, and Replay 360.

For more information please see the syllabus at the following link: [Articulate 360 Training](#)

## 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 360, Review 360, and to access Rise 360 (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 2010-2019, or Office 365 (32-bit or 64-bit)

#### 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 360

#### 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
- BUILDING BLOCKS OF STORYLINE
- SLIDES
  - Introduction to Content Library 360
  - Content, Animations, etc.
  - Syncing Objects to Audio
- STATES
- LAYERS
  - Creating a Layer
- TRIGGERS
  - Adding & Editing a Trigger
  - Trigger Condition
- MEDIA CONTENT
  - Pictures, Screenshot, Video, etc.
- ADDITIONAL INTERACTIVE ELEMENTS
  - Buttons, Hotspot, Marker, etc.

### DAY 2

- QUIZZING
  - Questions: Graded, Content Library 360 Quiz, Survey, Freeform
  - Feedback, 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
  - Player Features at the Slide Level
- PUBLISH
  - Output and Properties
  - Distributing Your Published Courses
- REVIEW 360
  - Working with Review 360

## ADVANCED STORYLINE 360 (1 DAY)

### DAY 3

- MOTION PATHS
  - Motion Path Options
  - Basic Motion & Triggering Motion
- INTRODUCTION TO VARIABLES
- TEXT VARIABLES
  - Reference Variables
  - Variables and Conditions
- NUMBER VARIABLES
  - Performing Calculations with Number Variables
- TRUE/FALSE VARIABLES
- SLIDERS AND DIALS