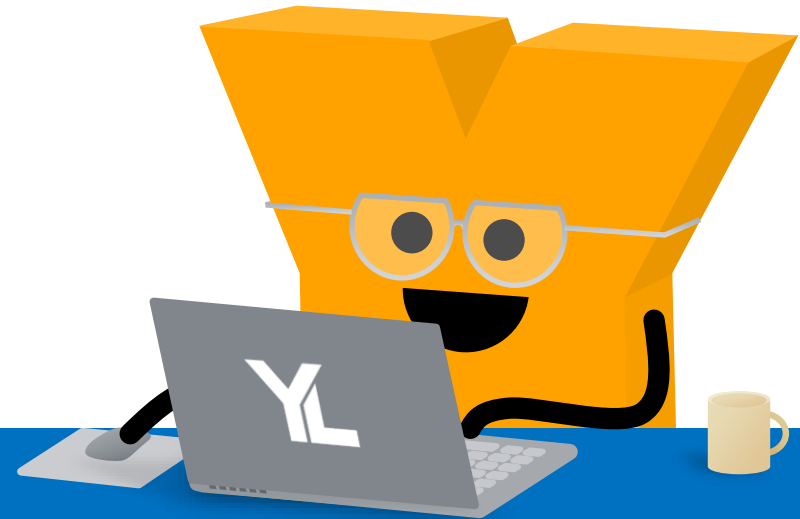




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ARTICULATE® STORYLINE 360 BASIC TRAINING SYLLABUS

This 4-session virtual training provides everything you need to begin building highly-interactive e-Learning courses in Articulate® Storyline 360 that can then be published and delivered to meet a variety of needs and play on a variety of devices.



Prerequisites

Training sessions are designed for a variety of skill levels. However, all participants should have basic computer skills and familiarity with some of the more common user interfaces (such as ribbon technology and browser windows). While no prior Storyline 360 knowledge is required, participants should open the software and take some time to become familiar with its layout prior to the first session.

Session Details

Training sessions are hosted on Zoom Webinar. **Please visit zoom.us/test in order to test your system compatibility prior to the session.**

Microphones are muted throughout the sessions; however, questions can be asked via the Q&A panel in Zoom Webinar which is moderated by experts on the Yukon Learning training team. All sessions end with a summary of homework assignment tasks for participants to apply the knowledge they learned following the session, as well as access to the session recording and email support mailbox.

System Requirements

A PC (or Mac with Windows) with an active Articulate® 360 subscription or trial installed.

For Windows users: articulate.com/support/article/Combined-Tech-Specs-for-All-Articulate-360-Apps

For Mac users: articulate.com/support/article/Articulate-360-FAQs-Working-on-a-Mac



Duration

8 hours of live instruction, divided into 4 sessions, 2 hours each session. Application exercises are assigned as homework at the end of each session and online solution sets are provided.

Course Outline

1

Introduction to Articulate 360

User Interface

Introduction to Building Blocks of Storyline

Slides, States, Layers, and Triggers

Slides

Introduction to content library 360

Content, Animations, etc.

Syncing Objects to Audio

States

Introduction to Built-In States

Wrap-up

Post-Session Explanation, Intro to Optional Exercises, Overview Next Session

2

Layers

Creating a Layer

Triggers

Adding & Editing a Trigger

Optional Trigger Condition

Media Content

Pictures, Screenshot, Video, 360° images, etc.

Additional Interactive Elements

Buttons, Hotspot, Marker, etc.

Wrap-up

Post-Session Explanation, Intro to Optional Exercises, Overview Next Session



3

Quizzing

Questions: Graded, Content Library 360 Quiz, Survey, Freeform
Feedback, Importing Questions, and Result Slides

Screen Recording

Recording, Inserting, Action Fine Tuning

Wrap-up

Post-Session Explanation, Intro to Optional Exercises, Overview Next Session

4

Simulations

Simulation Map & Building a Simulation

Player Design

Features, Menu, Resources, Glossary
Player Features at the Slide Level

Publish

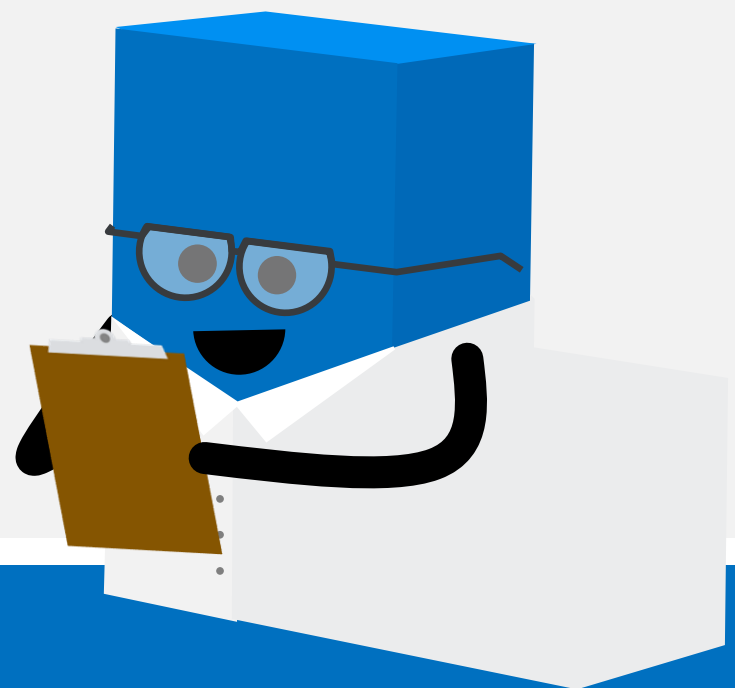
Output and Properties
Distributing Your Published Courses

Review 360

Working with Review 360

Wrap-up

Post-session Explanation, Intro to
Optional Exercises, Overview Next Session



Questions

Have any questions about the training experience or which course is right for you? **We're here to help!**

Email our Training Team at training@yukonlearning.com and we'll get right back to you. Otherwise, we look forward to having you join us in class!