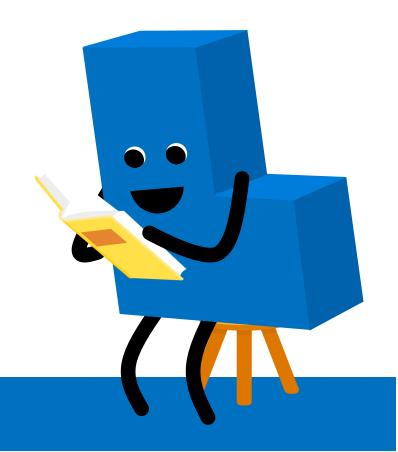# ARTICULATE® STORYLINE 360
BASIC TRAINING SYLLABUS

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 Review and Support

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!