

ARTICULATE® STORYLINE 360

BASIC TRAINING SYLLABUS

This 2-day in-classroom 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.

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

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 certain features within Storyline 360.



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Course Outline

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

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.



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Quizzing

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

Simulations

Simulation Map & Building a Simulation

Screen Recording

Recording, Inserting, Action Fine Tuning

Player Design

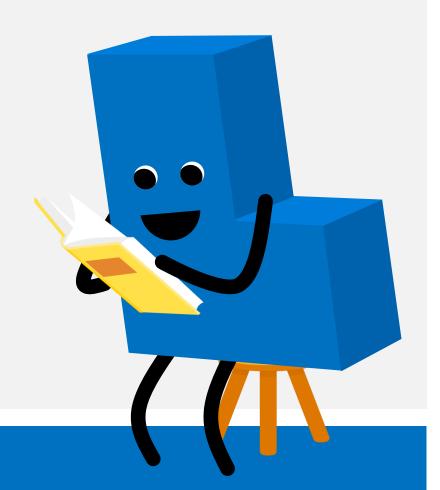
Features, Menu, Resources, Glossary Player Features at the Slide Level

Publish

Output and Properties Distributing Your Published Courses

Review 360

Working with Review 360



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!