**ARTICULATE® STORYLINE 360 TRAINING SYLLABUS**

Articulate® Storyline 360 Virtual Training is a hands-on 6 2-hour session course with an optional 2 2-hour sessions for Rise 360+:

**BASIC STORYLINE 360, SESSIONS 1 THROUGH 4**

This 4-session virtual 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, SESSIONS 5 AND 6**

This 2-session virtual training is designed for those who have already attended the 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.

**RISE 360+, SESSION 7 AND 8**

Our 2-session virtual instruction is dedicated to Rise 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: [RISE 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).

Participants will be joining the session with Zoom Webinar. Please visit [https://zoom.us/test](https://zoom.us/test) in order to test your system compatibility prior to the session. Microphones will be muted throughout the session, but questions can be asked via the question and answer panel in Zoom Webinar. All sessions will have tasks for participants to try following the session. Therefore, **participants should have a PC (or Mac with Windows) with an active Articulate® 360 subscription or trial installed.**
SYSTEM REQUIREMENTS

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

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

Browser (Rise 360+ 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 installed

DURATION

16 hours of live instruction, divided into eight sessions, 2 hours each session. Application exercises are assigned as homework at the end of each session and online solution sets are provided.
BASIC STORYLINE 360 (4 SESSIONS)

SESSION 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

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

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
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

ADVANCED STORYLINE 360 (2 SESSIONS)

SESSION 5
- 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
- WRAP-UP
  - Post-session Explanation, Intro to Optional Exercises, Overview Next Session

SESSION 6
- TRUE/FALSE VARIABLES
  - Creating a Customized Learning Path
- BUILT-IN SLIDE VARIABLES
  - Tracking Learner Progress
- SLIDERS AND DIALS
  - Additional Interactivity
- WRAP-UP
  - Post-session Explanation, Intro to Optional Exercises, Overview Next Session