



TRAINING AGENDA

Articulate Storyline & Articulate 360 Training



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Create beautiful eLearning every time

Articulate Storyline & Articulate 360 training

This four-day certified training course provides you with everything you need to create compelling, highly interactive eLearning courses within Articulate 360, that can be published and delivered to meet a variety of needs and play on a variety of devices.

The first three days of training focus on Articulate Storyline 360. From basic slides to conditional triggers and variables, we teach a practical approach 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.

Prerequisites

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.

All four days of training are interactive and hands-on. Therefore, participants are required to have Articulate 360 installed on their PC (or Mac with Windows), or the Articulate 360 free trial.

Prior to the training, please make sure you are able to access the applications. Please resolve any access issues with your IT department.

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, 2013 or 2016.
PowerPoint 2010, 2013 or 2016.

Day 1

Module 1: Introduction to Articulate 360

Module 2: User interface

- Story view and slide view
- Undocking/redocking tool panels
- Preview

Module 3: Building blocks of Storyline

Module 4: Slides

- Story size
- Inserting new slides
- Introduction to Content Library 360
- Slide notes
- Text content, animations, transitions, audio, timeline
- Syncing objects to audio
- Slide properties

Day 2

Module 1: Quizzing

- Questions: graded, survey, freeform
- Feedback
- Quiz features, importing questions, question banks, and result slides
- Remediation with lightboxes

Module 2: Simulations

- Simulation map & building a simulation

Module 3: Screen recording

- Recording, inserting, action fine tuning

Day 3

Module 1: Motion Paths

- Motion paths options
- Creating & triggering motion paths

Module 2: Introduction to variables

Module 3: Text variables

- Reference variables
- Variables and conditions

Module 5: States

- Adding and editing states

Module 6: Layers

- Creating a layer, layer properties, layer timeline

Module 7: Triggers

- Adding and editing a trigger

Module 8: Media content

- Pictures, screenshot, video, etc.

Module 9: Additional interactive elements

- Buttons, hotspot, markers

Module 4: Player design

- Features, menu, resources, glossary etc. Player features at the slide level

Module 5: Publish

- Output
- Properties
- Distributing your published courses

Module 6: Articulate Review 360

- Publishing to Articulate Review 360
- Distribute your published course
- Working with Articulate Review 360

Module 4: Number variables

- Performing calculations

Module 5: True False variables

- Creating a customised learning path

Module 6: Sliders and dials

Day 4

Module 1: Rise 360

- Adding content to Rise 360
- Prebuilt & Custom lessons
- Publishing a Rise course
- Responsive course vs responsive player

Module 2: Content Library 360

Module 3: Peek 360 for Mac or Windows

- Recording your screen
- Publishing to Articulate 360

Module 4: Replay 360

- Recording your screen
- Picture in picture mix
- Inserting and editing video and audio
- Inserting images
- Creating lower thirds
- Publish



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