



TRAINING AGENDA

Articulate 360: eLearning accessibility



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Making the complex less complicated

Articulate 360: eLearning accessibility

Building in accessibility in your eLearning programmes is no longer an option, it is a necessity. Can your learners accomplish what they set out to do in your course without any barriers? How do you create accessible eLearning content? What can you do to put the most important accessibility principles into practice?

Our course will provide you with all the answers and necessary guidance to get you kickstarted in creating learning that is accessible. This course is aimed at people wanting to make their Storyline 360 and Rise 360 courses accessible and is ideal for those new to accessibility. Our course provides an overview of the WCAG 2.1 guidelines and breaks them down into easy-to-understand summaries.

Over the course of two days, we will guide you through the current legislation and help you understand what is expected and needed when designing accessible digital learning courses. We have created a mini sensory lab which will help you understand and experience alternative ways of interacting with technology and other environments through different tools and assistive technologies.

We will showcase examples and guide you through the accessibility features that both Storyline 360 and Rise 360 offer. The authoring tool of focus is Storyline 360, using a practical approach we will show you common mistakes and how to avoid these whilst giving you the confidence to design accessible courses. This course will also showcase how to increase accessibility considerations for those using Rise 360 in addition to Storyline 360.

Prerequisites

This course is a blend of theory and interactive sessions. Therefore, participants are required to use a PC (or Mac with Windows).

Agenda

Day 1

Module 1: Introduction to accessibility

- What is accessibility and why is it important?
- The 4 types of digital learning accessibility considerations
- Assistive technology that supports accessibility requirements

Module 2: Sensory lab

- Experience non-accessible learning from a learner's perspective
- Appreciate well designed accessible learning

Module 3: WCAG 2.1 (Web Content Accessibility Guidelines)

- Guidelines and UK legislation
- The 4 Key principles of accessibility and what that means for learning designers

Module 4: Making learning accessible

- Accessible visual design
- Keyboard interactions
- Images and multimedia
- Fonts and sizes
- Structuring content

Module 5: Articulate 360 settings for accessibility

- Conformance statements for Storyline 360/Rise 360
- Articulate 360 road map
- Recap of guidelines and accessibility principles

Module 6: Creating accessible content using Storyline 360

- System application of the guidelines and principles including alt text, focus order, player, captions, colour contrast etc.

Day 2

Module 6 (continued): Creating accessible content using Storyline 360

Module 7: Storyline 360 accessible slides

- Using variables
- Using assessment questions

Module 8: Creating Accessible content using Rise 360

- Putting into practice the accessibility guidelines and principles to create accessible blocks in Rise 360.

Module 9: Summary

- Best practice for accessibility testing
- Accessibility checklist
- Next steps



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