

Articulate 360: eLearning Accessibility Training

Making the complex less complicated.

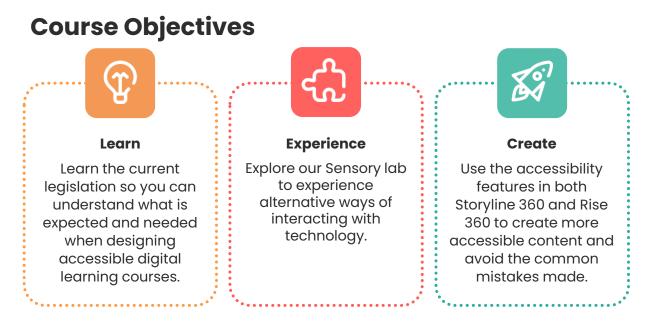


Overview

Building 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 more 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.

This 2-day course, will guide you through the accessibility features that Articulate 360 offers. The authoring tool of focus is Storyline 360, using a practical approach. This course will also showcase how to increase accessibility considerations for those using Rise 360 in addition to Storyline 360.



Included in the course



A personalised course completion certificate from Omniplex Learning.



Access to the Omniplex Learning Support Team for any questions post-training.



A specially crafted online library of resources including a training guide, best practice tips, and eLearning examples.



Exclusive access to networking and learning events with the Omniplex Learning Training Team and fellow training delegates.



Course Outline

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- 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 learner's perspective.
- Explore well designed web accessibility

(C) Module 6: 3rd Key Principle – Understandable

 Exploring the guidelines further to ensure content is presented in a clear and simple manner

Module 7: 4th Key Principle -Robust

 Making the content work with all browsers and assistive technology

Module 8: Creative Workshop

 Demonstrate your new learning during a practical, creative session

Module 3: WCAG 2.1 Guidelines

- Guidelines and UK Legislation
- The 4 Key Principles of Accessibility and what that means for learning designers

Module 4: 1st Key Principle – Perceivable

 Using Storyline to ensure the content is seen and heard through adding alt texts, time- based media and more

兴 Module 5: 2nd Key Principle – Operable

 Ensuring content can be used with multiple forms of input, exploring the player and navigation considerations

Module 9: Accessible Content in Rise 360

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

Module 10: Summary

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



Prerequisites

This course is part theory/part system training and focusses on Storyline 360 meaning attendees need a good working knowledge of the software. This course should be taken after the Articulate 360 and Storyline course or all delegates should have a good working knowledge of the Building Blocks of Storyline – Slides / States / Layers / Triggers and basic understanding of variables.

All attendees will need:

A version of Storyline installed and ready to use.

Course format and delivery

2-Day Instructor led, Virtual Session.

Please note: The training won't be on consecutive days as this is to allow the learners to put into practice what they learnt in between sessions.

Course dates

Click on the link below to view the course running dates:

Articulate 360: eLearning Accessibility Training Dates

A Storyline course they

have created that they

can use in the course.

Your Trainer

Saffy O'Brien is a highly experienced Lead Trainer with over 19 years in the L&D Field. Certified Trainer for Articulate 360 and Vyond, Saffy is passionate about accessibility, helping others succeed, and problem-solving. She volunteers for AbilityNet charity in her spare time helping people with disabilities in the community connect to the digital world.