



Articulate Storyline & Articulate 360 Training

Discover the full potential of the Articulate 360 suite.



Overview

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 high quality 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.

Course Objectives



Discover

Use conditional branching to create customised assessments and scenarios.



Learn

Utilise variables to create dynamic and personalised learning experiences that adapt to a learner's activity.



Build

Create slides with media including audio, video and graphics and add conditional triggers and variables.

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, videos and eLearning examples.



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

Course Outline – Day 1



Module 1: Introduction to Articulate 360

- Articulate 360 App tray
- Desktop applications
- Web applications



Module 2: User interface

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



Module 3: Building blocks of Storyline

- Description of the building blocks
- When to use Slides, states, layers and triggers



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



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

Course Outline – 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.



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

Course Outline – Day 3



Module 1: Motion Paths

- Motion paths options
- Creating & triggering motion paths



Module 2: Introduction to variables

- What are variables
- When could you use variables



Module 3: Text Variables

- Reference variables
- Variables and conditions



Module 4: Number variables

- Performing calculations



Module 5: True False variables

- Creating a customised learning path



Module 6: Sliders and dials

- Linking sliders to layers using triggers
- Linking a dial with state changes

Course Outline – Day 4



Module 1: Rise 360

- Introduction to Rise 360 and Content Library
- Create themes to brand and professionalise your course
- Create text and media content blocks
- Add interactivity through tabs, accordions, labelled graphics and more
- Create branching scenarios using Rise 360
- Utilise Storyline blocks to create further engagement
- Create knowledge checks and quizzing
- Publishing your Rise content to LMS, Web, PDF and Review 360



Module 2: Peek 360

- Create screen recordings for systems training and publish to MP4 or Review 360



Module 3: Replay 360

- Edit, cut, splice and silence media files including MP4 and Audio to create learning videos.
- Brand your Replay 360 videos
- Add fading effects to professionalise video sequences.
- Publish your Replay videos to MP4 or Review 360

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 three 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.

All attendees will need:



A version of A360 is fully installed and ready to use.



Check your system requirements on the link below:

[System Requirements](#)

Course format and delivery

4-Day Instructor led, Virtual or On-site Sessions.

For On-site delivery, please get in touch to find out more.

Course dates

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

[Articulate Storyline and Articulate 360 Training Dates](#)

Your Trainers

The UK's only certified Articulate Trainers, with a combined experience of 20+ years of using Articulate Storyline.

The Trainers have worked closely with the Omniplex Studio who are a team of digital learning creators and designers who have a combined Storyline experience of 100+ years.

The Trainers have absorbed best practices and ideas demonstrated by the Studio Team and have designed this course to share that knowledge, skill and experience with our customers.