



Articulate Storyline 2,3, and 360 Level 1

Course ART-01C 2 Days Instructor-led, Hands-on

Course Description

Articulate Storyline is one of the best eLearning development tools in the world. This step-by-step, project-based workbook will have you creating interactive eLearning projects in Storyline as little as two days.

There are tons of hands-on, guided activities supported by a mountain of screen shots. As you learn Storyline through the activities, there are challenge exercises (Confidence Checks) that will put your new-found Storyline skills into practice.

You'll learn how to create Storyline projects from scratch, how to work with scenes and slides, how to add text, images, characters, shapes, and videos.

There are lessons that will teach you how to add interactivity to your project via buttons, triggers, text entry areas, layers, and hotspots.

And you'll learn how to engage your learners with quizzes, and how to publish your eLearning projects for the widest possible audience.

At Course Completion

Upon successful completion of this course, students will gain the following skills and knowledge:

- Create a project from scratch
- Add content to your slides
- Add buttons, triggers, and hotspots
- Change state, layers, and variables
- Add tables
- Add audio, animation, and video
- Create quizzes
- Publish your project

Prerequisites

Because of the amount of material we cover in class, we do require students to be comfortable using a mouse, opening and saving files, and the general operations of computers. While we will make every reasonable effort to help, students with insufficient skills may be required to observe the class lessons or do their best to keep up without slowing down the rest of the class. We highly recommend working with the application tutorial before coming to the course.

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Course Outline

Module 1: Exploring Storyline

During this module you'll begin to put Storyline through its paces. You'll open an existing project and explore the Storyline interface.

In This Module, You Will Learn To:

- Explore a Finished Storyline Project
- Explore Slides and Panels
- Zoom and Magnify
- Explore Panels (Windows)
- Preview the Entire Project

Module 2: Creating Projects

You'll begin the process of creating an eLearning project that, when finished, will allow learners to lower their credit score. You'll create a project from scratch, add slides, apply masters, and import content from Microsoft PowerPoint.

In This Module, You Will Learn To:

- Create a New Project
- Apply a Theme
- Apply a Content Master Slide
- Insert New Slides
- Create a New Content Master Slide
- Apply a Different Master Slide Layout to a Slide

Module 3: Add Content

Content is truly king. You'll add such common slide elements as text, images, characters, and captions. You'll also learn how to create and format shapes and work with a bulleted list.

In This Module, You Will Learn To:

- Import Content from Microsoft PowerPoint
- Insert Images
- Create and Format a Text Box
- Format a Bulleted List
- Edit an Image
- Insert a Caption

Module 4: Buttons, Triggers, and Hotspots

You'll learn how to engage your learner by not only adding buttons, but control what happens when the learner interacts with the button. You'll learn about Player controls, how to make slides advance, and how to add interactive hotspots.

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In This Module, You Will Learn To:

- Add Button to a Slide
- Add a Trigger to a Button
- Use an Image as a Button
- Edit a Trigger
- Remove Default Player Buttons
- Make a Slide Advance Automatically
- Insert a Hotspot

Module 5: States, Layers, and Variables

You can control how an interactive object looks before it's clicked, when it's clicked, and how it looks once clicked. During this module you'll learn about layers, variables, and how to set up conditional triggers allowing you to customize the eLearning experience for every user.

In This Module, You Will Learn To:

- Change Button States
- Create Layers
- Create a Trigger to Show a Layer
- Insert a Text Entry Field
- Manage a Variable
- Reference a Variable
- Add a Condition to a Button

Module 6: Tables and Number Variables

You'll learn how to insert a table, format it, and then add content that actually calculates data. (Yes, Storyline can do math for you.)

In This Module, You Will Learn To:

- Insert a Table
- Create Variables that Calculate
- Adjust a Variable with a Trigger

Module 7: Audio, Animation, and Video

Research has shown that adding voiceover audio to an eLearning project greatly enhances the learner experience. You'll learn how to import, record, and edit audio. You'll also learn how to animate Storyline slides, and how to insert videos.

In This Module, You Will Learn To:

- Insert Audio
- Use Text-to-Speech to Create Audio
- Edit Audio

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- Replace Audio
- Record Voiceover Audio
- Animate an Object
- Animate Text
- Animate an Image
- Create an Animation Completes Trigger
- Create a Simple Motion Path
- Insert a Video onto a Slide
- Embed an External Video

Module 8: Quizzes

Storyline includes a wonderful array of Quiz Slides including Multiple Choice, True/False, Matching, Fill-in-the-blank, Pick One or Many, and even Drag and Drop. During this module, you'll get a chance to add a quiz and a few questions.

In This Module, You Will Learn To:

- Insert a Multiple Choice Slide
- Insert a Matching Drag-and-Drop Slide
- Insert a Freeform Drag and Drop Quiz Slide
- Insert a Quiz Result Slide

Module 9: Publishing

You'll learn how to edit the Player properties, use the Media Library, and how publish your finished eLearning project for the widest possible audience.

In This Module, You Will Learn To:

- Edit Player Properties
- Customize Slide Player Features
- Enable the Seekbar for a Single Slide
- Use the Media Library to Replace an Image
- Publish Course Content