

Articulate Storyline 360: The Essentials & Beyond

Course ART 3 Days Instructor-led, Hands-on

Course Description

Articulate Storyline is one of the best eLearning development tools in the world. This class will have you creating interactive eLearning projects in Storyline as little as three days.

You will create slides, scenes, interactions, quizzes, software simulations, and accessible learning experiences. You will also explore AI-powered features, the Accessibility Checker, variables, triggers, conditional logic, VR projects, and publishing for the web, Review 360, and SCORM-compliant learning management systems.

Whether you are brand new to Storyline or ready to expand your skills, this book gives you the structure, practice, and confidence to start building right away.

At Course Completion

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

- Build complete eLearning projects from the ground up
- Design slides, scenes, and polished layouts
- Add images, characters, animations, audio, and video
- Create interactivity with buttons, triggers, hotspots, and text entry fields
- Use variables and conditional logic to personalize the learner experience
- Leverage built-in AI features to accelerate development and generate ideas
- Record and edit software simulations and demonstrations
- Add quizzes to measure learner performance
- Develop immersive VR learning experiences
- Ensure accessibility using Section 508 best practices and the Accessibility Checker
- Publish content for the web, Review 360, Word handouts, and SCORM-compliant learning management systems

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.

Contact ISInc for more information at 916.920.1700 or by visiting our website at <http://www.isinc.com>

Course Outline

Module 1: Exploring Storyline

- The Storyline 360 Interface
 - Lab 1: Explore a Finished Storyline Project
 - Lab 2: Explore Slides and Windows
- Scenes Confidence Check
 - Lab 3: Zoom and Magnify
- Windows
 - Lab 4: Explore Windows
- Windows Confidence Check
- Indexing
 - Lab 5: Renumber Scenes
- Previewing
 - Lab 6: Preview the Entire Project
- Previewing and Storyline Options Confidence Check

Module 2: Creating Projects

- Scenes
 - Lab 7: Create a New Storyline Project
- Scenes Confidence Check
- Themes
 - Lab 8: Apply a Theme
- Master Slides
 - Lab 9: Apply a Content Master Slide
- Master Slides Confidence Check
- Content Master Slides
 - Lab 10: Insert Slides and Assign a Content Master
 - Lab 11: Create a New Content Master Slide
 - Lab 12: Apply a Content Slide Layout to a Slide
- Content Confidence Check

Module 3: Adding Content

- PowerPoint Integration
 - Lab 13: Import Content From PowerPoint
- PowerPoint Confidence Check
- Images
 - Lab 14: Insert and Format Images
- Images Confidence Check
- Text Boxes
 - Lab 15: Create and Format a Text Box
- Text Boxes Confidence Check

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- Lab 16: Format a Bulleted List
- Text Formatting Confidence Check
- The Content Library
 - Lab 17: Add an Image from the Content Library
- Cropping and Resizing Confidence Check
- AI Images
 - Lab 18: Use the AI Assistant to Generate an Image
- AI Image Editing Confidence Check
- Captions
 - Lab 19: Insert a Caption

Module 4: Buttons, Triggers, and Hotspots

- Buttons and Triggers
 - Lab 20: Add Button to a Slide
 - Lab 21: Add a Trigger to a Button
- Text Button Confidence Check
 - Lab 22: Use an Image as a Button
- Image Trigger Confidence Check
 - Lab 23: Edit a Trigger
- Editing Triggers Confidence Check
 - Lab 24: Remove Default Player Buttons
 - Lab 25: Enable Automatic Slide Advance
- Hotspots
 - Lab 26: Insert a Hotspot

Module 5: States, Layers, and Variables

- States
 - Lab 27: Change Button States
- States Confidence Check
- Layers
 - Lab 28: Create Layers
- Layers Confidence Check
 - Lab 29: Create a Trigger to Show a Layer
- Triggers and Layers Confidence Check
- Text Entry Fields
 - Lab 30: Insert a Text Entry Field
- Variables
 - Lab 31: Work with a Text Variable
 - Lab 32: Reference a Text Variable
- Conditional Triggers
 - Lab 33: Add a Condition to a Button
- Layers and Conditional Triggers Confidence Check

Module 6: Tables and Number Variables

- Tables
 - Lab 34: Insert a Table
- Tables Confidence Check
- Calculation Variables
 - Lab 35: Create Variables that Calculate
- Variables Confidence Check
 - Lab 36: Adjust a Variable with a Trigger
- Calculation Variables Confidence Check

Module 7: Audio, Animation, and Video

- Audio and eLearning
 - Lab 37: Insert Slide Audio
 - Lab 38: Use Text-to-Speech to Create Audio
 - Lab 39: Edit Audio
 - Lab 40: Replace Audio
- Inserting Audio Confidence Check
- Recording Audio
 - Lab 41: Record Voiceover Audio
- AI Audio
 - Lab 42: Replace Slide Audio with AI Audio
- Adding Animation
 - Lab 43: Animate an Object
 - Lab 44: Animate Text
- Timing Animations Confidence Check
 - Lab 45: Animate an Image
 - Lab 46: Create an Animation Completes Trigger
- Motion Paths
 - Lab 47: Create a Simple Motion Path
- Videos and eLearning
 - Lab 48: Insert a Video onto a Slide
 - Lab 49: Embed an External Video
- Embedding Videos Confidence Check

Module 8: Quizzing Basics

- Quizzes
- Question Slides
 - Lab 50: Insert a Multiple Choice Slide
 - Lab 51: Insert a Matching Drop-down Slide
- Quiz Confidence Check
 - Lab 52: Insert a Freeform Drag and Drop Quiz Slide
 - Lab 53: Insert a Quiz Result Slide

Module 9: Player Settings, the Media Library, and Publishing

- Player Settings
 - Lab 54: Add a Resources Link
 - Lab 55: Add a Glossary
 - Lab 56: Customize the Player
 - Lab 57: Control Slide Navigation
 - Lab 58: Enable the Player Seekbar for a Single Slide
- The Media Library
 - Lab 59: Replace an Image
- Publishing
 - Lab 60: Publish for the Web
- Publish Confidence Check
- Review 360
 - Lab 61: Publish to Review 360
- Review 360 Confidence Check

Module 10: Themes and Templates

- Themes
 - Lab 62: Create a Theme
 - Lab 63: Format a Master Slide
- Master Slide Confidence Check
 - Lab 64: Create Layouts
- Custom Layouts Confidence Check
 - Lab 65: Save a Theme
 - Lab 66: Load a Theme
- Templates
 - Lab 67: Add Slide Navigation to the Slide Master
- Navigation Confidence Check
- True/False and Number Variables
 - Lab 68: Create Variables
- Variables Confidence Check
- Progress Indicators
 - Lab 69: Add Triggers for a Progress Indicator
- Trigger Order
 - Lab 70: Reposition Triggers
- Reuse Triggers Confidence Check
 - Lab 71: Create and Use a Template

Module 11: More Motion Paths

- Complex Motion Paths
 - Lab 72: Preview Completed Motion Paths
 - Lab 73: Create a Motion Path
 - Lab 74: Modify a Motion Path

- Lab 75: Change the Duration of a Motion Path
 - Lab 76: Add a Second Motion Path to an Object
- Motion Path Triggers
 - Lab 77: Control “When” a Motion Path Occurs
- Editing Triggers Confidence Check
- Triggers and States
 - Lab 78: Add Triggers that Reset Motion Paths
- Motion Path Resetting Confidence Check
 - Lab 79: Add Triggers that Disable an Object
- Disable States Confidence Check
 - Lab 80: Add Triggers that Enable Interactivity
- Enable States Confidence Check
- Triggers and Layers
 - Lab 81: Create a “Show Layer” Trigger
- Show Layers Confidence Check

Module 12: Advanced Quiz Concepts

- Question Feedback Timing
 - Lab 82: Control Drag and Drop Feedback Timing
- Image Feedback
 - Lab 83: Add an Image as Question Feedback
- Branching
 - Lab 84: Set Remediation
- Importing Quiz Data
 - Lab 85: Import Questions From a File
- Question Banks
 - Lab 86: Create a Random Quiz
- Random Quiz Confidence Check
- Quiz Result Redirection
 - Lab 87: Redirect a Quiz
- Redirection Confidence Check

Module 13: Engaging eLearning

- Games and Learner Engagement
 - Lab 88: Preview a Completed Project
 - Lab 89: Delete Existing Triggers
- Hotspots
 - Lab 90: Insert a Hotspot
 - Lab 91: Change States
 - Lab 92: Make a Trigger Conditional
 - Lab 93: Reuse Hotspots and Triggers
- Reuse Hotspots Confidence Check
- Resetting Variables and Slides
 - Lab 94: Create a Game Reset Hyperlink

- Lab 95: Reset Slide Properties
- Leveraging Variable Values
 - Lab 96: Assign a Variable to Another Variable
 - Lab 97: Adjust Variable Values
 - Lab 98: Reference a Variable
- Forced Navigation
 - Lab 99: Use a Conditional Trigger to Show a Player Button

Module 14: Advanced Video Controls, Sliders, and Dials

- Embedding iFrame Video
 - Lab 100: Insert a Website Video
- Web Objects
 - Lab 101: Insert a Web Object
 - Lab 102: Edit Video Parameters
- Parameters Confidence Check
- Cue Points
 - Lab 103: Add Cue Points to the Timeline
- Cue Points Confidence Check
 - Lab 104: Add Triggers Based on Cue Points
- Triggers and Cue Points Confidence Check
- Lab 105: Set a Character's State Based on Time
- Sliders
 - Lab 106: Insert and Format a Slider
 - Lab 107: Set Slider Values
 - Lab 108: Add Triggers to a Slider
- Sliders Confidence Check
- Dials
 - Lab 109: Insert a Dial
 - Lab 110: Set Dial Values
 - Lab 111: Add Triggers to a Dial
- Dials Confidence Check
 - Lab 112: Connect a Dial to a Slider
- Dials and Sliders Confidence Check

Module 15: Virtual Reality

- Virtual Reality
 - Lab 113: Add 360-Degree Images
 - Lab 114: Add Static Text to a Virtual Reality Slide
 - Lab 115: Add a Static Image to a Virtual Reality Slide
- Adding VR Images Confidence Check
 - Lab 116: Set the Initial View for a 360-Degree Image
 - Lab 117: Add a 360-Degree Image Marker and Trigger
- Initial View and Markers Confidence Check
 - Lab 118: Add a 360° Hotspot and Trigger

Module 16: Accessibility and Reporting

- Accessibility
- The Accessibility Checker
 - Lab 119: Review the Accessibility Checker
 - Lab 120: Make an Image Accessible
- Image Accessibility Confidence Check
 - Lab 121: Label an Image as Decorative
- Focus Order
 - Lab 122: Modify Focus Order
- Keyboard Shortcuts
 - Lab 123: Add a Keyboard Shortcut to a Button
- Closed Captioning
 - Lab 124: Import Captions from an SRT File
 - Lab 125: Display Closed Captions Automatically
 - Lab 126: Add Captions Manually
- Manual Closed Captions Confidence Check
- Reporting
 - Lab 127: Publish a SCORM-Compliant Package

Module 17: Screen Recording for Software Training

- Recording Fundamentals
 - Lab 128: Rehearse a Recording Script
 - Lab 129: Record a Software Simulation
- Recording Modes
 - Lab 130: Insert an Unused Screen Recording
- Adding Modes Confidence Check
- Branching Scenarios
 - Lab 131: Create Jumps Between Scenes
- Branching Confidence Check
- Action Fine Tuning
 - Lab 132: Fine Tune a Recording
- Action Fine Tuning Confidence Check
- Microsoft Word Integration
 - Lab 133: Use the Translation Feature