



Stratbeans Learning

Syllabus: Creating Accessible E-Learning in Articulate 360

Know Before You Go

This one day training provides everything you need to begin building accessible e-learning courses in Storyline 360 and Rise 360.

In this training, we'll explore how to build courses that work for all learners and meet compliance standards. We'll focus on the practical aspects of creating accessible e-learning by building interactions in Storyline 360 and Rise 360 that contain text, images, multimedia, and interactivity.

Participant Information

All participants should have basic computer skills and familiarity with Articulate 360. This one-day classroom training build on the knowledge presented in the Basic Articulate® Storyline 360 training, Advanced Articulate® Storyline 360 training, and Articulate® Rise 360+ training.

Participants should have a PC (or Mac with Windows) with an active Articulate® 360 subscription or trial installed.

System Requirements

Windows: <https://articulate.com/support/article/Combined-Tech-Specs-for-All-Articulate-360-Apps>

Mac: <https://articulate.com/support/article/Articulate-360-FAQs-Working-on-a-Mac>

Browser Requirements:

- Microsoft Edge (latest version)
- Google Chrome (latest version)
- Firefox (latest version)
- Safari (latest version)
- Internet Explorer 11 is not supported for authoring in Rise 360

Articulate 360 subscription or trial installed.

Duration

One full day classroom training from 10AM TO 5PM

Topics

1. Defining Accessibility
 - a. Guidelines & Laws
 - b. WCAG
 - c. Section 508

d. Why accessible e-learning matters

2. Applying accessibility to text content

a. Contrast

b. Text styles and semantic formatting

c. Fonts

d. Language

3. Applying accessibility to images

a. Alt text

b. Images of text

1. Applying accessibility to multimedia

- a. Closed captions and transcripts
- b. Avoid auto-playing of media

2. Creating accessible interactions

- a. Navigation
- b. Focus order
- c. Hyperlinks

- d. Providing instructions

- e. Avoiding time limits

- f. Avoiding input errors