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ARTICULATE® STORYLINE 360 TRAINING SYLLABUS

Held in our virtual classroom, this interactive, comprehensive nine-session course provides everything you need to create compelling e-learning with Articulate® Storyline 360.

SECTION 1 – BASIC STORYLINE, SESSION 1 - 4

This 4-session virtual training provides everything you need to begin building highly interactive e-learning modules with Storyline 360 that can be published and delivered to meet a variety of needs and play on a variety of devices.

SECTION 2 – ADVANCED STORYLINE, SESSION 5 AND 6

This 2-session virtual training is designed for those who have already attended the Basic Articulate® Storyline 360 training or have mastered those skills. In the Advanced training, we'll explore even more options to help take your courses to the next level. We teach a practical approach for using Conditional Triggers and Variables to help design complex 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.

SECTION 3 – ARTICULATE® 360, SESSION 7 AND 8

Our 2-session virtual instruction is dedicated to all things of Articulate® 360. You'll learn and build complete modules using Rise, as well as supplement these modules with additional content using the Articulate® 360 tools – Peek and Replay. You'll learn which tool to use when and walk away with a deeper understanding of the award-winning Articulate® suite of tools.

SECTION 4 – ARTICULATE® 360, SESSION 9

The last session is dedicated to the AI (Artificial Intelligence) tools of Articulate® 360. You'll learn the AI-powered features in Storyline 360 and Rise 360 to streamline content creation. You'll explore how to generate engaging text, enhance interactivity and accelerate course development using built-in AI tools for efficient course design.

PARTICIPANTS

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 (such as ribbon technology and browser windows).



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DURATION

18 hours of live instruction, divided into nine sessions, 2 hours each session. Application exercises are assigned as homework at the end of each session and online solution sets are provided.



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BASIC STORYLINE 360 (4 SESSIONS)

SESSION 1

- INTRODUCTION TO ARTICULATE 360
- USER INTERFACE
 - Story View and Slide View
 - Undocking/Redocking Tool Panels
 - Preview
- INTRODUCTION TO BUILDING BLOCKS OF STORYLINE
- SLIDES
 - Story Size
 - Inserting New Slides
 - Introduction to Content Library
 - Importing from PowerPoint
 - Slide Design & Slide Notes
 - Text Content, Animations, Transitions, Audio, Timeline
 - Syncing Objects to Audio
 - Slide Properties
- STATES
 - Built-In & Character States
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION

SESSION 2

- LAYERS
 - States vs Layers
 - Layers vs Slides
 - Creating a Layer, Layer Properties, Layer Timeline
- TRIGGERS
 - Adding & Editing a Trigger
 - Trigger Condition
- MEDIA CONTENT
 - Pictures, Screenshot, Video, Web Object, Zoom Region
- ADDITIONAL INTERACTIVE ELEMENTS
 - Buttons, Button Sets, Hotspot, Marker, Scrolling Panel, Mouse
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION

SESSION 3

- QUIZZING
 - Questions: Graded, Content Library Quiz, Survey, Freeform
 - Feedback
 - Importing Questions, Question Banks, and Result Slides



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- Remediation with Lightboxes
- SCREEN RECORDING
 - Recording, Inserting, Action Fine Tuning
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION

SESSION 4

- SIMULATIONS
 - Simulation Map & Building a Simulation
- PLAYER DESIGN
 - Features, Menu, Resources, Glossary
 - Colors & Effects
 - Text Labels
 - Player Features at the Slide Level
- PUBLISH
 - Output & Properties
 - Distributing Your Published Courses
- ARTICULATE REVIEW
 - Publishing to Articulate Review
 - Distribute Your Published Course
 - Working with Articulate Review
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION

ADVANCED STORYLINE 360 (2 SESSIONS)

SESSION 5

- MOTION PATHS
 - Motion Path Options
 - Basic Motion & Triggering Motion
 - Relative Start Point
 - Orient Shape to Path
 - Shape Intersect Triggers
- INTRODUCTION TO VARIABLES
 - User-Defined Variables
 - Initializing Variables
- TEXT VARIABLES
 - Reference Variables
 - Variables and Conditions
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION



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SESSION 6

- NUMBER VARIABLES
 - Performing Calculations with Number Variables
- TRUE/FALSE VARIABLES
 - Creating a Customized Learning Path
- SLIDERS AND DIALS
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION

ARTICULATE 360 (2 SESSIONS)

SESSION 7

- RISE
 - Adding Content to Rise
 - Prebuilt Lessons
 - Custom Lessons
 - Publishing a Rise Course
 - Responsive Course vs Responsive Player
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION

SESSION 8

- CONTENT LIBRARY
- PEEK FOR MAC OR WINDOWS
 - Recording Your Screen
 - Publishing to Articulate 360
- REPLAY 360
 - Recording Your Screen
 - Picture-in-Picture Mix
 - Inserting and Editing Video and Audio
 - Inserting Images
 - Creating Lower Thirds
 - Publish
- ARTICULATE REVIEW
 - Publishing to Articulate Review
 - Library



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- Managing the Content
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION, OVERVIEW NEXT SESSION

ARTICULATE 360 (1 SESSION)

SESSION 9

- STORYLINE 360 - AI
 - Edit and customize text content
 - Use AI-generated voices
 - Write prompts to generate AI images
 - Create quiz or knowledge check questions
- RISE 360 - AI
 - Create a course from scratch
 - Add and edit content using AI blocks, AI image, instant convert, generate summary
 - Create custom imagery (picture, video, etc.)
 - Use prompts and suggested topics to create quiz questions
- WRAP-UP, POST-SESSION HOMEWORK EXPLANATION