

Articulate Storyline 360 Core Skills: Level 2



Duration: 2 days

Prerequisites: This class is for those who are familiar with the basic features of Storyline such as creating slides, layers, triggers, working with timelines, importing text, characters, videos, creating simple tests and other basic functions and would like to gain deeper knowledge of Storyline.

Description: Articulate Storyline 360 Core Skills: Level 2 provides students with the knowledge and hands-on practice they need to develop and build advanced interactions, extend the functionality of Storyline, and have a better understanding of Storyline project workflow. This class builds upon fundamental skills in Storyline Level 1 by providing students with hands-on practice extending Storyline capabilities, and customizing the learner experience. We will explore advanced Storyline features in depth including creating interactive software simulations, creating random quiz questions, motion paths, variables, conditional triggers, incorporating Storyline with Articulate Rise, and inserting video cue points.

OUTLINE:

MODULE 1: THEMES AND TEMPLATES

- Themes
 - Guided Activity 1: Create a Theme
 - Guided Activity 2: Format a Master Slide
- - Master Slide Confidence Check
 - Guided Activity 3: Create layouts
- - Custom Layouts Confidence Check
 - Guided Activity 4: Save a Theme
 - Guided Activity 5: Load a Theme
- Templates
 - Guided Activity 6: Add Slide Navigation to the Slide Master
 - Navigation Confidence Check
- Variables
 - Guided Activity 7: Create Variables
 - Variables Confidence Check
- Progress Indicators
 - Guided Activity 8: Add Triggers for a Progress Indicator
 - Reuse Triggers Confidence Check
- Guided Activity 9: Create and Use a Template
- Guided Activity 11: Create a Motion Path
- Guided Activity 12: Modify a Motion Path
- Guided Activity 13: Change the Duration of a Motion Path
- Guided Activity 14: Add a Second Motion Path to an Object
 - Motion Paths Confidence Check
- Motion Path Triggers
 - Guided Activity 15: Control When a Motion Path Occurs
 - Editing Triggers Confidence Check
- Triggers and States
 - Guided Activity 16: Add Triggers that Reset Motion Paths
 - Motion Path Resetting Confidence Check
 - Guided Activity 17: Add Triggers that Disable an Object
 - Disable States Confidence Check
 - Guided Activity 18: Add Triggers that Enable Interactivity
 - Enable States Confidence Check
- Triggers and Layers
 - Guided Activity 19: Create a Show Layer Trigger
 - Show Layers Confidence Check

MODULE 2: MOTION PATHS

- Motion Paths
 - Guided Activity 10: Preview Completed Motion Paths

MODULE 3: GAMIFICATION

- Games and Learner Engagement

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- Guided Activity 20: Preview a Completed Project
- Guided Activity 21: Delete Existing Triggers
- Hotspots
 - Guided Activity 22: Insert a Hotspot
 - Guided Activity 23: Change States
 - Guided Activity 24: Make a Trigger Conditional
 - Guided Activity 25: Reuse Hotspots and Triggers
- Reuse Hotspots Confidence Check
- Resetting Variables and Slides
 - Guided Activity 26: Create a Game Reset Hyperlink
 - Guided Activity 27: Reset Slide Properties
- Leveraging Variable Values
 - Guided Activity 28: Create a Variable
 - Guided Activity 29: Assign a Variable to Another Variable
 - Guided Activity 30: Adjust Variable Values
 - Guided Activity 31: Reference a Variable
- Forced Navigation
 - Guided Activity 32: Use a Conditional Trigger to Show a Player Button

MODULE 4: VIDEO CONTROLS, SLIDERS, AND DIALS

- Advanced Video Control
 - Guided Activity 33: Embed External Video
 - Guided Activity 34: Work with Web Objects
 - Guided Activity 35: Edit Video Parameters
 - Parameters Confidence Check
- Cue Points
 - Guided Activity 36: Add Cue Points to the Timeline
 - Cue Points Confidence Check
 - Guided Activity 37: Add Triggers Based on Cue Points

- - Triggers and Cue Points Confidence Check
 - Guided Activity 38: Change a Characters State Based on Time Sliders
 - Guided Activity 39: Insert and Format a Slider
 - Guided Activity 40: Set Slider Values
 - Guided Activity 41: Add Triggers to a Slider
 - Sliders Confidence Check
- Dials
 - Guided Activity 42: Insert a Dial
 - Guided Activity 43: Set Dial Values
 - Guided Activity 44: Add Triggers to a Dial
 - Dials Confidence Check
 - Guided Activity 45: Connect a Dial to a Slider
 - Dials and Sliders Confidence Check

MODULE 5: VIRTUAL REALITY PROJECTS

- 360 Images
 - Guided Activity 46: Add 360 Images
 - Guided Activity 47: Add Static Text to a Virtual Reality Slide
 - Guided Activity 48: Add a Static Image to a Virtual Reality Slide
 - Adding 360 Images Confidence Check
 - Guided Activity 49: Set the Initial View for a 360 Image
 - Guided Activity 50: Add a 360 Image Marker and Trigger
- Initial View and Markers Confidence Check
 - Guided Activity 51: Add a 360 Hotspot and Trigger

MODULE 6: ADVANCED QUIZZING

- Custom Quiz Question Properties
 - Guided Activity 52: Modify Drag and Drop Questions
 - Guided Activity 53: Add an Image as Question Feedback

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- Remediation
 - Guided Activity 54: Set Remediation
 - Importing Question Data
 - Guided Activity 55: Import Questions From a File
- Random Quizzes
 - Guided Activity 56: Create a Random Quiz
 - Random Quiz Confidence Check
- Quiz Result Redirection
 - Guided Activity 57: Redirect a Quiz
 - Redirection Confidence Check

MODULE 7: ACCESSIBILITY AND REPORTING

- Accessibility
 - Guided Activity 58: Make an Image Accessible
 - Image Accessibility Confidence Check
 - Guided Activity 59: Control Accessibility Visibility
- Focus Order
 - Guided Activity 60: Edit the Focus Order
- Keyboard Shortcuts
 - Guided Activity 61: Add a Keyboard Shortcut to a Button
- Closed Captioning

- Guided Activity 62: Add Captions
- Guided Activity 63: Show the Closed Captions By Default
- Reporting
 - Guided Activity 64: Publish a SCORM-Compliant Package

MODULE 8: RECORDING YOUR SCREEN

- Screen Recordings
 - Guided Activity 65: Rehearse a Screen Recording Script
 - Guided Activity 66: Record a Software Simulation
- Recording Modes
 - Guided Activity 67: Insert an Unused Screen Recording
 - Adding Modes Confidence Check
- Branching Scenarios
 - Guided Activity 68: Create Jumps Between Scenes
 - Branching Confidence Check
- Action Fine Tuning
 - Guided Activity 69: Use Fine Tuning to Remove an Animation
 - Action Fine Tuning Confidence Check
- Microsoft Word Integration
 - Guided Activity 70: Use the Translation Feature