

Articulate Storyline Comprehensive

Beginning to Advanced Instructor-led Training Class

Class Overview

This three-day instructor-led class provides foundational, practical experience with the Articulate Storyline authoring tool. Through hands-on exercises students will experience best practices for smart, rapid e-learning development and publishing of media-rich, interactive scenario-based activities and assessments. Principles and techniques learned in this class can be applied to real projects right away and provide a jumpstart for those new to Articulate Storyline or those refreshing their knowledge. The class covers basic, intermediate and advanced topics.

The topics covered in class can be tailored to the unique needs of your organization.

About the Instructor

Dan Richards has been developing with Articulate Storyline and teaching Articulate Storyline at the beginning, intermedia and advanced levels since it came on the market. Mr. Richards regularly speaks, present and instructs on the practice of e-learning design and development with an emphasis on process architecture. His philosophy of “brining the real world into the classroom” means that his students benefit by his 15 years of practical industry knowledge and return from class empowered to create impactful e-learning. Mr. Richards helps organizations implement successful development strategies and introduces best practices right from the start in order to encourage good habits that lead to consistent results.

About the Assistant Instructor

An assistant instructor is recommended for classes with more than 12 attendees.

Edward Javor creates that class manuals for all of the Articulate Studio and Articulate Storyline classes offered by Interactive Advantage Corporation. Mr. Javor has developed hundreds of e-learning modules with Articulate Storyline and has served as assistant instructor in numerous classes. Having earned his bachelor’s in graphic design at the University of Georgia, Mr. Javor has studied graphical user interface design and the progressing trends of contemporary web design. To the classroom, Mr. Javor brings real world experiences, best practices, and applications in e-learning.

Objectives

After completing this course, learners will be able to:

- Navigate the Storyline interface
- Add text, images, buttons and shapes to a course
- Incorporate multimedia such as audio, video and animation to a course
- Leverage Storyline's stock interactive objects
- Plan and develop custom interactions
- Work with triggers, variables and conditional statements to create interactivity
- Create assessments and configure scoring and feedback
- Sequence objects on the Storyline timeline to create engaging presentations
- Customize course navigation
- Link to resources such as PDFs and websites
- Create scenario-based activities
- Create and manipulate object states
- Create scored assessments and knowledge checks
- Work with question banks
- Configure the Storyline player
- Add Glossary and Resources to the player
- Capture application screens and output software simulation activities
- Publish a course for HTML 5, SCORM, Tin Can API and other deployment options

Agenda

Day 1: Basic

Start: 9:00

Lunch: 12:00 to 1:00

End: 4:00

Day 2: Intermediate

Start: 9:00

Lunch: 12:00 to 1:00

End: 4:00

Day 3: Advanced

Start: 9:00

Lunch: 12:00 to 1:00

End: 4:00

Outline

Working with the Storyline Views

- Navigating as a Developer
- Scene View
- Slide View
- Preview
- Managing Properties in Different Views

Building Basic Course Structure

- Adding, naming and arranging scenes
- Adding, naming and arranging slides
- Adding, naming and arranging objects
- Displaying and formatting text
- Basics of triggers
- Introduction to the Timeline

Interactive Objects In-Depth

- Buttons
- Hotspots
- Interactive Markers
- Layers
- Layer Properties
- Using Layers to Display Drilldown Content
- Create Lightbox Styles for Layers
- Setting Interaction Properties
- Data Entry Fields
- Adding Hyperlinks

Building and Interactive Scenarios

- Best Practices for Custom Interaction Development
- Planning your Scenario in Storyline
- Storyline Scenario Strategies
- Setting up your Scenario Slides
- Adding Interactivity
- Setting up Branching and Scoring for Scenarios
- Saving Interactions as Templates

Media

- Best Practices for Images Production
- Adding Images
- Working with Image Styles
- Arranging Multiple Objects
- Sizing Objects
- Working With Shapes
- Working with Object States
- Best Practices for Audio and Video Production

- Adding Audio
- Setting Audio Properties
- Syncing Animations with Audio
- Adding Various Video formats
- Setting video Properties

Timeline

- Managing Entry and Exit Points of Objects
- Naming Objects on the Timeline
- Setting and Using Cue Points
- Using the Playhead
- Synchronizing Objects with Audio

Animations and Slide Transitions

- Creating Your First Animation
- Using the Timeline to Display Animations
- Creating an Animation Build
- Animation Options

Using Project Variables

- What is a Variable?
- Working with Variables
- True/False Variables
- Number Variables
- Text Variables
- Displaying Variables in Storyline
- Using Variables in Interactions

Working with Triggers

- What is a Trigger?
- Working with Triggers
- Adding Conditional Statements to Triggers
- Setting Variables with Triggers
- Setting Object States with Triggers
- Managing Layers with Triggers

Configuring the Storyline Player

- Controlling Navigation
- Setting Up a Menu
- Linking to Resources
- Using the Design Tab
- Custom Player at the Slide Level
- Setting the Story Size
- 16:9 vs. 4:3
- Changing the size from
- Using the Built-in themes
- Using Articulate Theme files (.athm)
- Using Color Themes
- Creating new theme colors

- Using the Theme Color Interface
- Using Font Themes
- Create a new Font Theme
- Setting the Background Fill
- Applying a logo
- Utilizing Variables and Triggers in the Player

Assessments, Quizzes, Exams

- Working with Question Pools
- Creating and Configuring Questions
- Managing Feedback and Scoring
- Branching
- Various Uses of Question Interactions
- Freeform Questions
- Question Templates
- Adding and Configuring Results Sides

Software Simulations

- Working with Question Pools
- Capturing Software Applications
- Configuring Multiple Simulation Modes (Video, Demo, Practice, Assessment)

Publishing

- For Web
- For LMS (SCORM)
- For LRS (TinCanAPI)
- To Word Document
- Best Practices for Tracking

Details and Materials

Format

Instructor-led class

Duration

3 days

Materials

- **Class Manual:** Step-by-step instructions, tips and hints designed to reinforce live instruction and provide a resource for students who wish to review and reproduce class activities asynchronously.
- **Exercise Storyboards:** Guides to building the class projects with references to resource documentation.
- **Digital Assets:** Files such as audio, video and images that are prepared in advance by the instructor for use in class projects.
- **Best Practices Tips and Hints for Articulate Storyline:** A resource document with best practices designed to help students avoid common pitfalls, overcome technical hurdles and get more out of Articulate Storyline.

Prerequisites

Students must meet the following minimum requirements:

- Each student will need a copy of Articulate Storyline. (trial copy okay)
- Proficiency using a Web browser
- Basic Windows knowledge, including the ability to:
 - Launch applications using the Start menu
 - Use the taskbar to switch between Windows applications
 - Use Windows Explorer, to navigate the file structure, change the view of file listings, move and copy files, and create new folders (or directories)
 - Copy and paste text