Lectora Extreme

Instructor-led Training Class

Class Overview

The Lectora Extreme class focuses on advanced uses of objects, variables, and conditional action groups to create sophisticated eLearning content and games. In this one-day instructor-led training class, you will learn how to build on existing knowledge and experience and combine seemingly unrelated functionality in advanced ways. This includes using user-defined variables and random value variables to create complex conditional actions; creating action groups to perform multiple actions and repetitive sequences needed for gaming logic; and using non-typical combinations of tests and questions to create instructional review games. Through hands-on exercises you will experience best practices that apply to real projects right away.

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

About the Instructor

Dan Richards has been developing with Lectora Extreme and teaching Lectora Extreme at all 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.

Eddie Javor has developed hundreds of e-learning modules and has served as an 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.

Agenda

Training Day

Start: 9:00
Lunch: 12:00 to 1:00
End: 4:00

Outline

Variables

- What are they?
- Types
- Creating a User-Defined Variable
- Modify Types
- Predefined Variables for AICC/SCORM Published Titles
- Storage

Actions

- Conditional Actions
- Defining Actions
- Equal to V. Contains- What's the Difference?
- Action Groups
- Commonly Used Actions for Games

Tutorial

- Using Audio as a Placeholder
- Syncing Events to Blank Audio
- Using Variables for Dynamic Content
- Dynamic Text
- Glossary Functionality
- Custom Questions
- Select/Change Triggered Actions
- Hidden Multiple Choice
- Multi-field Fill in the Blank
- Gradable Likert
- Badging Systems
- What are E-Learning Games?
- Benefits of Games
- When Should I Use Games?
- Game Ingredients
- Planning the Word Scramble Game
- Exercise - Reconstructing the Word Scramble Game
- Planning the Memory Game
- Exercise – Reconstructing the Memory Game

- Workshop – Planning the Shell Game

Details and Materials

Format
Instructor-led class

Duration
1 day

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.

Prerequisites
Students must meet the following minimum requirements:
- Each student will need a copy of Lectora Extreme. (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