

Lectora Advanced

Instructor-led Training Class

Class Overview

This class focuses on advanced use of objects, variables, and action groups to create sophisticated learning experiences with Lectora. Learn how to add innovative functionality to your existing Lectora skill set. This includes both user-defined and random-value variables to create complex sequences needed for gaming logic and novel combinations of tests and questions. Through these hands-on exercises you will experience best practices that apply to real projects right away. (Before taking this course, you should be comfortable with using variables to track user interactivity and displaying generic information within a title. These concepts are covered in the Lectora Intermediate training.)

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

Agenda

Training Day

Start: 10:00

Lunch: 1:00 to 2:00

End: 5:00

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 vs. 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 offered in person and in a virtual format

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. (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