Articulate Storyline Training

You are required to use your own laptop. If you do not have one, we can provide one for an additional cost. Please email articulate@bonlinelearning.com.au for further information.

Day 1 & 2 - Basic Storyline Training

Course Synopsis: This 2-Day training course provides you with everything you need to create compelling e-Learning with Articulate Storyline. You are guided through the development of a rapid e-Learning course via a highly interactive workshop, allowing you to experience the simplicity, flexibility, and power of Storyline. You will receive a course workbook and USB with practice files and course content.

Who Should Attend: Professionals using Articulate Storyline for e-Learning content development, including training managers, instructional designers, trainers, product managers, and marketing & communication professionals.

Prerequisites: You should have a moderate comfort level with Windows applications. (Articulate Storyline is a Windows-based application that does not require PowerPoint. It also runs within most popular Windows virtual machines on an Apple MacBook.)

The following topics are covered:

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<thead>
<tr>
<th>What is Storyline?</th>
<th>Publishing Basics</th>
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<tbody>
<tr>
<td>What kinds of e-Learning courses can I create with Storyline?</td>
<td>Player Design: Basic Features, Menu, Resources, Glossary, Colors and Effects, Text Labels and Settings, Custom Player Settings at Slide Level</td>
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<tr>
<td>How is Storyline different than Articulate Studio?</td>
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<tr>
<th>Getting Started</th>
<th>Publishing Your Course</th>
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<tbody>
<tr>
<td>Story, Scene, and Slide View</td>
<td>Publish for LMS or Articulate Online</td>
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<th>Building Blocks</th>
<th>Reporting and Tracking</th>
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<tr>
<td>Using Slides, Layers, Triggers, and States</td>
<td>Publish for HTML5 and Mobile Devices</td>
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<tr>
<th>Getting Started with Characters</th>
<th>Creating Assessments</th>
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<tr>
<td>Using Characters to Understand Triggers and States</td>
<td>Graded or Survey Questions</td>
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<td>Editing the Character Slide with Layers</td>
<td>Freeform Questions Lab</td>
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<tr>
<td>Adding Additional Triggers to Buttons</td>
<td>Question Bank</td>
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<td>Layer Properties</td>
<td>Result Slides</td>
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Adding Content to Your Course
- Course Design
- Slide Design
- Illustrations: Pictures, Screenshot, Shapes, and Captions
- Media
- Video
- Flash
- Audio
- Web Object
- Timeline: Syncing Audio with Objects, Cue Points, and Synchronizing Your Audio to Objects
- Animations
- Inserting "Zoom Region" Feature

Developing Interactions
- Templates
- Interactive Objects
- Trigger
- Button
- Hotspot
- Marker
- Data Entry
- Scrolling Panel
- Mouse
- Button Set

Creating a Custom Interaction Lab

Simulations
- What is Scenario-Based Learning?
- What is a Simulation?
- Why Simulations?
  - Bloom's Taxonomy
- Simulation Map
- Simulation Practice
- Building a Simulation Lab

Screen Recording
- Record Your Screencast Lab
  - Position and Resize Recording Area
  - Three-Step Recording Process
- Insert "Video on a single slide"
- Insert Recording as "Step-by-step slides"
  - Mode 1: "View mode steps"
  - Mode 2: "Try mode steps"
  - Mode 3: "Test mode steps"
- Fine Tuning Slides: "Action Fine Tuning" Feature
- Fine Tuning Slides: Adjusting the Hotspots
- Utilizing the "Properties" Features

Lightboxes
- Using a Lightbox to Nest a Navigation Slide
- Using a Lightbox to Nest a "Hint" Slide

Day 3 – Advanced Storyline Training

Course Synopsis: This full-day training course is designed for those who have already attended the 2-Day Basic Storyline Training, or have mastered those skills. In the Advanced Training workshop, you are introduced to Variables and Conditions while challenging you with a series of lab exercises that highlight some of the more common uses of these features. The lab exercises will build upon previously learned skills, allowing you to put into practice some of the key tools needed to build highly interactive learning modules.

After experimenting with some of the more common uses, you will be challenged to work together to solve some open-ended problems that many developers face, such as “Here is a problem…how can we use Storyline to address this?”

You will also have the opportunity to bring your own design/development challenges to discover how to use Storyline as a solution. You will receive a course workbook and CD-ROM with practice files and course content.
Who Should Attend: Professionals using Articulate Storyline for e-Learning content development, including training managers, instructional designers, trainers, product managers, and marketing & communication professionals.

Prerequisites: You should have completed the Articulate 2-Day Basic Storyline Training Open Enrolment Training or have an equivalent skill level.

Note: Our Advanced Day’s outline is intentionally designed with the space and time needed to practice with the many facets of the Storyline.

The following topics are covered:

**Introduction to Variables**
- What are Variables?
- User-Defined Variables: Text, Logical/Boolean (True/False), Numeric (Number)
- Best Practices when Using Variables

**Text Variables Lab**
- Guided Exercise 1 – Creating a Certificate
  - Designing a Data Entry Slide
  - Creating a Certificate Slide to Recall Data
  - Using a Trigger to Print Window
- Guided Exercise 2 – Conditions
  - Creating a Data Entry Page to be Completed by a Learner
  - Evaluating Entered Data to Control Navigation

**Logical (True/False) Variables Lab**
- Guided Exercise – Creating a Custom “Smart” Menu with True/False Variables
  - Designing a Custom Menu
  - Setting True/False Variables for Course Topics
  - Using Conditions to Verify Completion of Topics

**Numeric (Number) Variables Lab**
- Guided Exercise 1 - Using the Variables for Scoring
  - Set Number Variables to Measure Performance in a Scenario
  - Adding Triggers to Adjust Score
- Guided Exercise 2: Creating a Summary Slide
  - Using Variables to Add Variables

**Storyline Lab**
- Using States, Layers, Triggers, Variables, and Conditions to Create Solutions for Common Challenges
- Guided Exercise 1 – Progress Meter
  - Using States and/or Layers to Display Meter
  - Creating Triggers to Evaluate Variables and Display States or Layers
- Guided Exercise 2 – Using Variables to Design Custom Learning Paths
  - Design Starting Slide to Collect Data from the Learner
  - Add Conditions to Player Triggers to Design a Custom Path
- Guided Exercise 3 – “What’s Your Problem?”
  - Use Storyline to Tackle Some of Your Design and Development Challenges