



# Articulate Storyline: Advanced (V3/360)

Course ID #: 0406-311-V3-W

Hours: 14

## Course Content

### Course Description:

Articulate Storyline advanced 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 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. This class builds upon fundamental skills in Storyline Essentials by providing students with hands-on practice extending Storyline capabilities, and customizing the learner experience. In this class we will explore many media features in depth including best practices for audio and video, animations, storyline variables, conditional triggers, cue points, and student reporting. Additionally, in this class we cover Scenario-based Learning and Instructional Path Models.

### Learning Objectives:

- Fully Branding a Storyline Template
- Understanding Scenario Based Learning
- Create custom scenarios in Storyline
- Understanding Instructional Path Model
- Work with audio and video
- Use detailed graphic properties
- Implement interactive objects
- Use and display project variables
- Combine Storyline features into seamless and integrated products.
- Use the Timeline, Scenes, and Layers more efficiently
- Use JavaScript with Storyline
- Prepare a Storyline project for use with a Learning Management System
- Tips and Techniques
- Best Practices

### Topics:

#### Lesson 1: Themes & Templates

- Create a Theme
- Format a Master Slide
- Create Layouts
- Save a Theme
- Load a Theme
- Add Slide Navigation to the Slide Master
- Create Variables
- Add Triggers for a Progress Indicator
- Create and Use a Template



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## Lesson 2: Custom Navigation

- Create a Motion Path
- Change Motion Path Options
- Change the Duration of a Motion Path
- Add a Second Motion Path to an Object
- Delete Specific Triggers
- Edit “When” a Trigger Occurs
- Add Triggers that Reset Motion Paths
- Copy and Edit a Trigger
- Add Triggers that Disable States
- Add Triggers that Enable States
- Add a Trigger to Show a Layer

## Lesson 3: Gamification

- Start and Stop Media
- Change the Hover State
- Make a Trigger Conditional
- Show Layers Conditionally
- Hide Objects Using States
- Adjust a Variable
- Change a State Based on When
- Calculate a Score
- Adjust Variables Dynamically

## Lesson 4: Video Control and Sliders

- Work with Web Objects
- Edit Video Parameters
- Add Cue Points to the Timeline
- Add Triggers Based on Cue Points
- Change a Character’s State Based on Time
- Insert and Format a Slider
- Set Slider Values
- Add Triggers to a Slider
- Module 5: Advanced Quizzing

## Lesson 5: Advanced Quizzing

- Modify Drag and Drop Questions
- Add an Image as Question Feedback
- Set Remediation
- Import Questions From a File
- Create a Random Quiz

- Redirect a Quiz

## Lesson 6: Extending Storyline

- Execute a Print JavaScript
- Save Variables To a Text File with JavaScript

## Lesson 7: Accessibility and Reporting

- Make an Image Accessible
- Control Accessibility Visibility
- Edit the Tab Order
- Add a Keyboard Shortcut to a Button
- Add Closed Captions
- Upload a Project to an LMS