



Course Content

Course Description:

Storyline is a rapid e-learning authoring tool that's simple enough for beginners, but powerful enough for experts. It allows you to create interactive and professional-looking courses, presentations, and quizzes that can be published to SCORM-compliant Learning Management Systems.

Articulate Storyline training focuses on teaching course developers how to create training titles, demonstrations, interactive simulations, branching scenarios, and quizzes without any programming. The audience for this course is beginner to intermediate Storyline users who need to understand the basics of the software or existing users that need to improve their skills or gain better understanding of the tools.

Topics:

Learning Objectives:

- Understand the Storyline Interface
- Understand Scenes and Slides
- Import PowerPoint slides into a project
- Understand Branching
- Understand Timeline features
- Use interactive Objects
- Understand Triggers and Conditions
- Understand Variables
- Understand Layers
- Add narrations by recording or importing audio
- Understand questions and results slides
- Know How to Publish

- The Story View
- Triggers Panel
- Slide Properties Panel
- Layers Panel
- Timeline Panel
- States Panel
- Scenes Panel

Creating New Projects

You'll begin the process of creating an eLearning project. You'll create a project from scratch, add scenes and slides, apply masters, and import content from Microsoft PowerPoint.

- Set up Scenes
- Apply a theme
- Modify Master Slides
- Update Color Schemes
- Modify Font Families
- Arranging Slides

Get to Know Storyline

During this module you'll begin to learn the Storyline interface and views. You'll open an existing project and explore the Storyline interface.

- The Articulate Storyline User Interface
- Feature set review
- Planning your Storyline Project



Articulate Storyline: Basics (v3/360)

Course ID #: 0406-210-V3-W

Hours: 14

Adding Content

You'll add common slide elements such as text, images, characters, and captions. You'll also learn how to create and format shapes and work with a bulleted list.

- Create slides
- Work with Slide Properties
- Import PowerPoint File
- Add Text
- Add Shapes
- Add Animations
- Synch objects on the timeline
- Add Buttons
- Add Button Sets
- Add Web objects

Interactivity

You'll learn how to engage your learner by not only adding buttons, but also controlling appearances. You'll learn about the power of layers and give learners a place to use entry fields. You'll use Triggers to slide objects.

You'll also work with Hotspots.

- Create Triggers
- Edit Triggers
- Adding Data Entries
- Make Triggers Conditional
- Hide and showing Objects Conditionally
- Add a Variable
- Use Variables in Conditions
- Allow Conditional Navigations

Working with States

You'll learn to manage object states to control appearance and base use states as conditions in triggers.

- Make Button States
- Make Object States
- Edit States

- Use States as Conditions

Working with Characters

Learn to use and modify photographic and illustrated characters and to use various states in scenarios.

- Insert Characters
- Work with Character States
- Edit Characters
- Modify Character States with Triggers
- Working with Media
- Add Video
- Add Audio
- Record Audio
- Edit Audio

Layers

Layers are the at the heart of feedback and content display. No other authoring tool comes close to Storyline when it comes to layers functionality.

- Use Slide Layers
- Modify Layer Properties
- Change Layer Visibility Options
- Affect Base Layer Navigations Control

Questions and Quizzes

Storyline includes a wonderful array of Quiz Slides including Multiple Choice, True/False, Matching, Fill-in-the-blank, Pick One or Many, and even Drag and Drop. During this module, you'll get a chance to add a quiz and a few questions.

- Understand Quiz and Survey Slides Workflow
- Add Graded Question Slides
- Add Free-Form Question Slides
- Customize Question Slides
- Add Results Slide



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Screen Recordings

You can use Storyline to create screencast videos of anything you can do on your computer. During this module, you'll capture a video and insert it into an existing Storyline project and the Storyline Recording Workflow.

- Capture a Screencast
- Use Screen Recording as Full Motion Video

Publishing

You'll also learn how to publish your finished eLearning project for the widest possible audience.

- Learn the Various Publishing Options
- Output to Web
- Output to LMS
- View Finished Output