



# Articulate Storyline v2 Advanced

Course ID#: 0406-310-00-W

Hours: 7

## Course Content

### Course Description:

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 Enrollment Training or have an equivalent skill level.

### Topics:

#### Module 1: Exploring Animations

- Working with Motion Paths
- Using Animations with Triggers

#### Module 2: Introduction to Variables

- User-Defined Variables
- Text (String)
- Logical/Boolean (True/False)
- Number
- Best Practices When Using Variables



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## Module 3: Text Variables

- Exercise 1 – Creating a Completion Screen
- Adding JavaScript
- Exercise 2 – Adding Conditions to Variables

## Module 4: True/False Variables

- Exercise – True/False Variables

## Module 5: Number Variables

- Exercise 1 - Using Interactive Sliders
- Exercise 2 – Performing a Calculation with Number Variables

## Module 6: Trouble Shooting Variables