

Two Days

Create engaging e-learning with Articulate Storyline 360

This two-day course is for training professionals and Subject Matter Experts who want to develop skills to build intuitive, attractive and engaging e-learning with Articulate Storyline. After completing the course, you will be able to:



- ★ Build engaging slides with media including audio, video, and graphics.
- ★ Create interactive experiences, branching, scenarios, .
- ★ Offer customized experiences and interactive branching scenarios
- ★ Record your screen and create interactive simulations.
- ★ Customize the player interface and incorporate custom navigation.
- ★ Publish your project, including publishing for mobile devices.

Topics

Borders denote topics covered in the two-course that are not covered in the shorter one-day introduction course.

Start a Storyline Project Learn how to start creating your own course from scratch, from existing materials or using templates.

Build and reuse templates

Save time, maintain consistency with your own custom template. Use company logo and branding effectively.

Managing Course Structure

Organise your course into scenes and slides, and build an interactive navigation for your learners.

Creating Content

Take your content from storyboard to Articulate 360 with text, images, characters, shapes, audio, video. Use

Articulate 360 Content Libraries.

Managing Objects

Manage objects on the slide, in the timeline and in the Media Library. Access advanced properties.

Bring your elearning to life.

Add a narration or voiceover to your module and sync it with visual content. Discover how to use effectively animations, transitions and states. Record and edit your own voiceover.

Creating Branching scenarios

Build learner experiences that put them at the heart of a situation and lets them choose their own path. Will they succeed? They will learn.

Interacting with users (1)

Work with buttons, triggers, states and layers to reveal information when the learner requests it.

Interacting with users(2)

Create simple interactive experiences for learners with markers, hotspots, zoom, websites, scrolling panels and more.

Building freeform activities

Add activities like drag-and-drop, pick one or many, click a hotspot, fill in the blank.

Gamifying / Customizing the experience

Give the learner fully customized experiences. Add variables to events, use conditions in triggers, change

object states. Add dials and sliders.

Screen recording and simulations

Let learners experience an app or system within the module, try it by themselves and test themselves before they get near the app or system.

Creating quizzes

Add knowledge checks to your course and test learners with quizzes. Grade learners and provide feedback.

Question banks

Draw random question combinations so learners never take the same quiz twice.

Reviewing and publishing

Find out how you can collaborate with stakeholders and SMEs and gather feedback before launching the course.

Customizing the player

Control how learners move between scenes and slides, edit the table of contents, provide closed captioning options... and more.

Publish the course in various formats to create documentation, create SCORM packages for your LMS and track results.