XTREMELABS

Articulate Storyline Training, Level 2

Course Length: 2 days

Overview:

Articulate Storyline advanced Training 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.

Course Objectives:

In this course, students will:

- Fully Brand a Storyline Template
- Work with audio and video
- Use detailed graphic properties
- Build progress meter with conditional states
- Implement interactive objects
- Adjust variables that are based on other variables
- Use the Timelines, Scenes and Layers more efficiently.
- Use JavaScript with Storyline
- Importing question slider from spreadsheet
- Create Pre and Post training assessments
- Create aggregate result slides
- Prepare a Storyline project for use with a Learning Management System
- Use motion paths creatively and in various ways
- Creating complete and seamless software simulations with Action Fine Tuning
- Work with sliders and dials
- Cross reference variable between Sliders and Dials
- Multi-tiered conditional triggers
- Tips and Techniques
- Best Practices

Target Student:

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 fundamentals skills in Level 1 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.

Course Content

Lesson 1: Themes & Templates

Lesson 2: Build Scenario Training

Lesson 3: Learning Path Models

Lesson 4: Build Custom Navigation and Progress bars

Lesson 5: Customizing the Learner's experience

Lesson 6: Gamification

Lesson 7: Video Control and Sliders

Lesson 8: Importing Questions into Quizzes

Lesson 9: Extending Storyline with JavaScript

Lesson 10: Passing Variables to external JavaScripts

Lesson 11: Creating personalized PDF certificates

Lesson 12: Building software simulations as video, demo, practice and assessment

Lesson 13: Using Sliders in more ways than you can imagine

Lesson 14: Motion Paths

Lesson 15: Accessibility and Reporting

Lesson 16: SCORM Packaging and Publishing Considerations

Lesson 17: E-Learning Best Practices