

# Lectora Advanced

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## *Instructor-led Training Class*

## Class Overview

This class focuses on advanced use of objects, variables, and action groups to create sophisticated learning experiences with Lectora. Learn how to add innovative functionality to your existing Lectora skill set. This includes both user-defined and random-value variables to create complex sequences needed for gaming logic and novel combinations of tests and questions.

**Value Boost:** Includes a 30-minute consultation with the instructor after training to answer further questions or help with a project.

**The topics covered in class can be tailored to the unique needs of your organization. This training class is offered in partnership with ELB Learning. Certificate provided for those who complete the class.**

## Outline

- Adding Closed Captioning
- Customizing the Audio Controller
- Adding Audio to the Quiz Chapter
- Modifying the Congratulations, you passed Page
- Using Actions and JavaScript to Display LMS Data
- Modifying the Popups Chapter Properties
- Modifying the Certificates Page
- Using Custom Quiz Results Submissions
- Using JavaScript and PHP to Email Score
- Adding a Survey with a Web Window
- Streaming Videos from Vimeo
- Adding CenarioVR Content to Lectora
- Using JavaScript to Capture CenarioVR Status
- Adding Badges
- Programming Badges
- Sending xAPI Statement from CenarioVR
- Removing Unused Resources and Variables
- Adding Custom Keyboard Shortcuts
- Lectora Preferences: Default Editors
- Publishing with Debug
- Planning and Reconstructing the Word Scramble Game
- Planning and Reconstructing the Memory Game
- Planning the Shell Game

## *Core Concepts*

- Types of variables
- Creating a user-defined variable
- Modify types of variables
- Predefined variables for AICC/SCORM published titles
- Variable storage
- Conditional actions
- Defining actions
- Equal to vs. Contains actions
- Action groups
- Commonly used actions for games
- Using audio as a placeholder
- Using variables for dynamic content
- Dynamic text
- Glossary functionality
- Custom questions
- Hidden multiple choice
- Multi-field fill in the blank
- Gradable Likert
- Badging systems
- E-learning games
- Benefits of games
- When to use games

– Syncing events to blank audio

– Game ingredients

## Details and Materials

### *Training Day*

Start: 10:00am ET

Break: 1 hour for lunch

End: 5:00pm ET

### *Format*

Instructor-led class offered in person and in a virtual format

### *Location*

Online classes are delivered via GoTo Webinar. In-person classes are subject to variation.

### *Materials*

Class information and a registration link will be emailed to you one week before class.

- Class manual: step-by-step instructions, tips, and hints designed to reinforce live instruction and provide a resource for students who wish to review and reproduce class activities asynchronously
- Exercise storyboards: guides to building the class projects with references to resource documentation
- Digital assets: files such as audio, video, and images that are prepared in advance by the instructor for use in class projects

## Prerequisites

Students must meet the following minimum requirements:

- Comfortable with creating a course structure, adding content to a title, creating buttons, and have an overall understanding of Lectora's book metaphor, inheritance, and modes; comfortable with using variables to track user interactivity and displaying generic information within a title (these concepts are covered in the Lectora Fundamentals and Intermediate training)
- Have a copy of Lectora (complimentary temporary access to Lectora provided upon request)
- Proficiency using a Web browser
- Basic Windows knowledge, including the ability to:
  - Launch applications using the Start menu
  - Use the taskbar to switch between Windows applications
  - Use Windows Explorer to navigate the file structure, change the view of file listings, move and copy files, and create new folders (or directories)
  - Copy and paste text