



Articulate Storyline Training – Level II



2-days | LIVE Online

Articulate Storyline advanced 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.

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, and videos, creating simple tests, and other basic functions, and would like to gain a deeper knowledge of Storyline.

This class builds upon fundamental skills in Storyline Beginner by providing students with hands-on practice extending Storyline capabilities and customizing the learner experience.

In this class we explore advanced Storyline features in depth including creating interactive software simulations, creating random quiz questions, motion paths, variables, conditional triggers, incorporating Storyline with Articulate Rise, and inserting video cue points.

After you complete the Articulate Storyline Training, we provide FREE follow-up support. You'll have LIVE one-on-one access to our certified instructors for a period of one year.

Learning Objectives:

- Importing question slider from a spreadsheet
- Create Pre and Post training assessments
- Compare pre and post-test results
- Create aggregate result slides
- Advanced Triggers and conditions
- Work with audio and video triggers
- Use detailed graphics properties
- Implement interactive objects
- Adjust variables based on other variables.

- Use the Timeline, Scenes, and Layers more efficiently
- Use JavaScript with Storyline
- 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 conditional triggers
- Integrating RISE and Storyline
- Tips and Techniques
- Work with the Media Library
- Best Practices
- Games

Lessons

- Lesson 1: Advanced Quizzes
- Import Quiz Questions from Markup
- Work with Pre and Post Tests
- Set Up Custom Learner Paths
- Create Question Banks

Lesson 2: Animations with Motion Paths

- Work with multiple Motion Paths
- Use Triggers to control Motion Paths

Lesson 3: Gamification

- Manage scores and counters
- Work with Random Number Variables
- Concocting Variables
- Reset Scores and Games

Lesson 4: Using JavaScript

- Extend Storyline with JavaScript
- Pass variables between Storyline and JavaScript
- Lesson 5: Sliders, Dials, and 360-degree images
- Understand Sliders, Dials, and Variables to better explain data ranges
- Inter-Connect Sliders and Dials via variables
- Create immersive interactive learning from Panoramic Images

Lesson 6: Accessibility and Reporting

- Review Storyline Accessibility controls
- Add Closed Captions

Lesson 7: Software Simulations

- Understand the Storyline Screen Recordings workflow
- Create an interactive video from a Screencast
- Create Demo and Try simulations

Note: The lessons outlined above comprise activities typically covered in a class of this skill level. The instructor may, at the instructor's discretion, alter the lesson plan to meet the needs of the class.