Articulate 360 – part I: Storyline
– course syllabus –

Course duration: 12 hours (4 sessions x 3 hours). During the sessions, students will practice creating interactive content based on the exercises provided. They will receive guidance and feedback during these exercises.
The package includes a set of .story files with examples, exercises and resources. These will be used during the training sessions.

Prior knowledge: Learners need to have basic knowledge of using a computer, text editing, using multimedia files, and using a web browser.

Requirements: Before the start of the course, the students must have an Articulate 360 account and have installed the following applications on the device they will use:
- Storyline 360 application (possibly the demo version);
- web browser (Chrome, Firefox etc.).

Session 1 (3h)

1. Introduction to Articulate 360

Articulate 360 tools presentation.

2. Familiarization with Storyline and the basic tools

Orientation in Storyline.
Basic Storyline tools.
Workflow and project management in Storyline.
Using the Storyline library.

3. Switching from static to interactive content in Storyline

The states of an object.
Triggers.
Levels.
Drag and drop activities.

Session 2 (3h)

4. Animation and multimedia in Storyline

- Types of animation in Storyline.

- Text animation.
- Animation of objects.
- Movement paths.
- Setting the triggers for movement.

5. Using templates in Storyline

Colour schemes and fonts.
Using and customizing Articulate 360 Library templates.
Creating custom layouts.

Session 3 (3h)

6. Working with variables in Storyline

True/ False variables.
Text variables.
Numeric variables.
Creating a conditional path.

Session 4 (3h)

7. Creating quizzes in Storyline

Types of graded questions.
Freeform questions.
Results slide.
Customizing the question slides.

8. Player customization and publishing the content

Content preview.
Player customization.
Different formats of content publishing.