Introduction to Articulate Storyline 360

Let's Begin!

HRD 6302 - SP'21





Objectives

Create the framework of Storyline 360:

- 1. Basics of Storyline Adding Slide, Image, Text, Audio, Animation
- 2. Interaction elements Layers, Markers, States, Characters, Dials
- Advanced interaction Working with variables, Drag & Drop interaction
- 4. Assessment & Result



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Class Participation Expectation

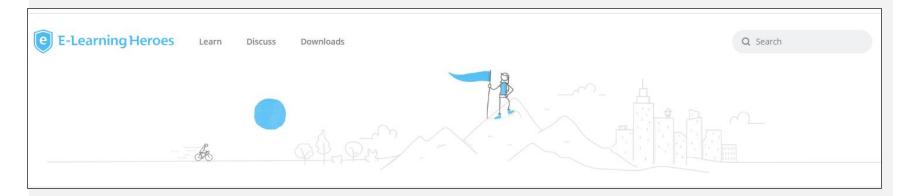
In the next three weeks, we will create 2 e-learning modules (framework) through Articulate Storyline 360 and Articulate Rise

- Download the software
- Download course assets
- Learn to "learn online" use chats, hand raise, have the webcam on!

Few Words...

- Keep exploring & learning (Articulate Community, LinkedIn groups,
 Sales & Marketing posters, digital newspaper and magazine)
- Think, revise and improve
- Practice, practice, practice...

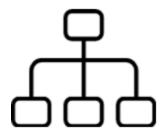
Link to Articulate Community: https://community.articulate.com/

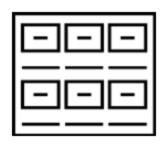


Link to form



e-Learning Development Process









Planning

- Kickoff meeting with SME - Create project

plan

Storyboard

Organize your content to a storyboard

Develop

- Authoring tool - Follow good elearning principles

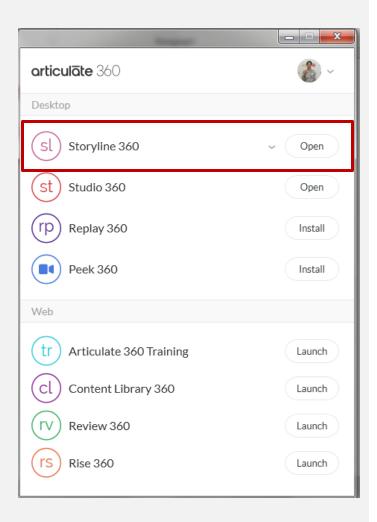
- **Review & QA**
- QA Check - User Acceptance Test

Template



Getting Started

- 1. Open the app from the desktop tray
- 2. Open Storyline 360

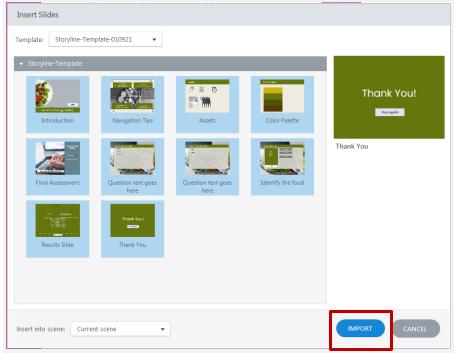


General Reminders

- Tools are context specific
- Items should be named appropriately, lock and hide (when required)
- Same effect can be achieved with different tools think about User Experience!

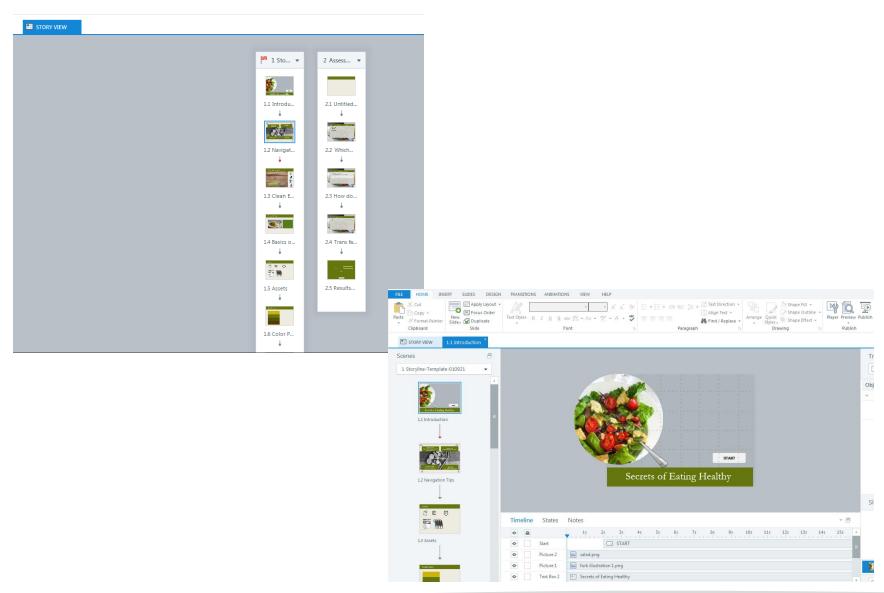
Import Storyline Template

- 1. Locate the Storyline template
- 2. Double click to open the file
- 3. Import the file and save it in the local disk (hold the shift key and select all the slides)

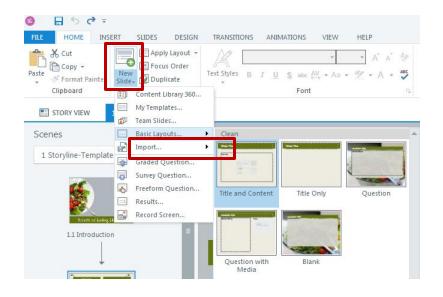


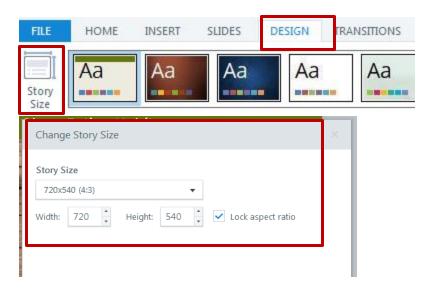


Toggling Between Story View & Slide View



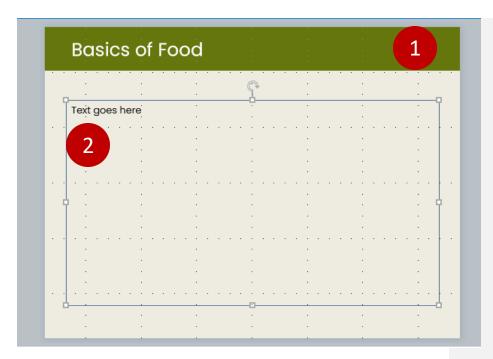
Inserting New Slide, Story Size



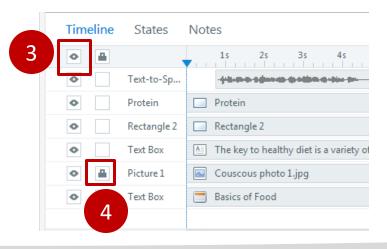


- Home > New Slide > BasicLayout > Title & Content
- Story size : Design > Storysize setup

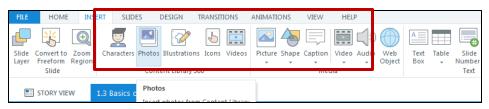
Adding Title, Text

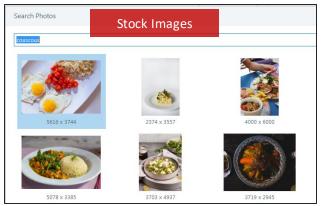


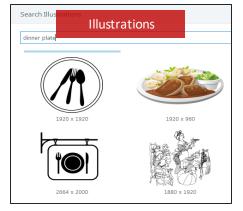
- 1. Add slide title
- 2. Add some text. Drag the handle to reposition
- 3. Diamond/ eye icon to reveal/hide elements
- 4. Lock icon prevents accidental shift

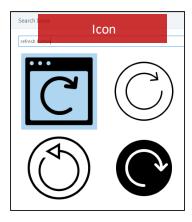


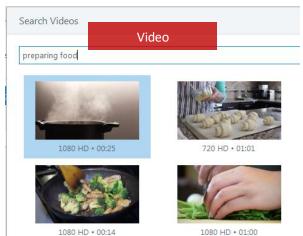
Adding Other Elements







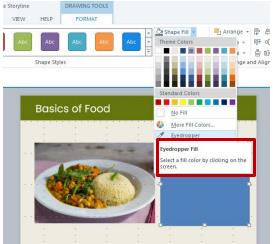


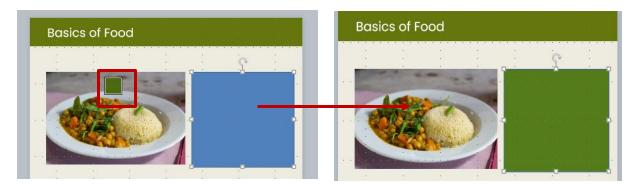


Shape/Text Coloring Tool – Eye Dropper

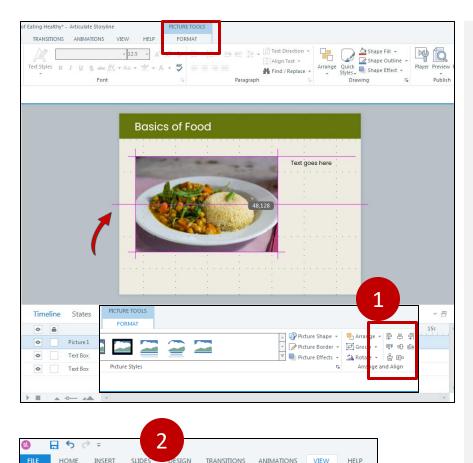


 Eye dropper allows to bring in harmony/contrast to color palette





Aligning Text, Images, Shapes



rid and Redock All

uides Windows

nd Guides

Zoom

Window

Zoom

Preview

Publish

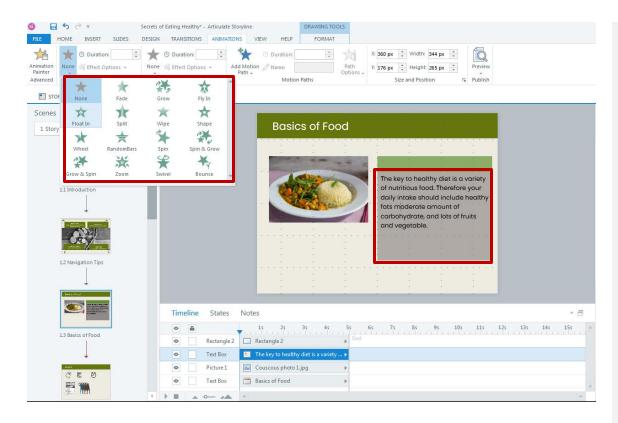
✓ Gridlines

Slide Feedback Media

View View Master Master Library

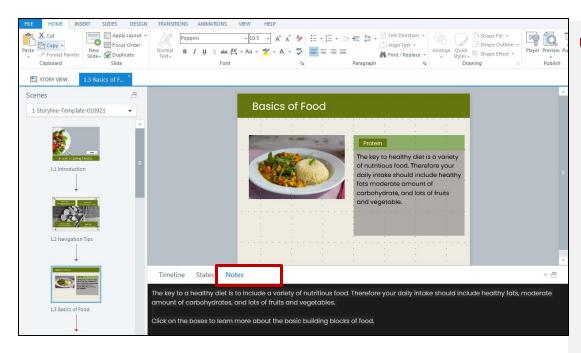
- Select the image > Format > alignment options
- To turn on slide grid View > Gridlines

Adding Animation



Select the text/image/shape you want to animate > Animations

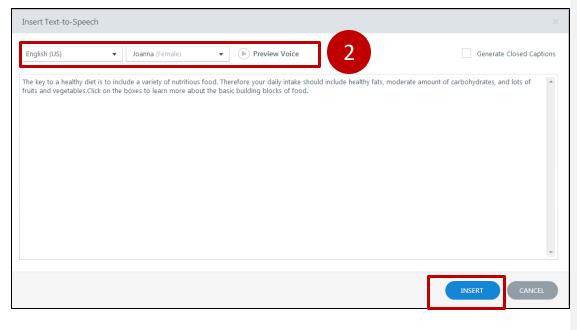
Adding Slide Notes



 Add notes to the bottom of a slide

Adding Audio

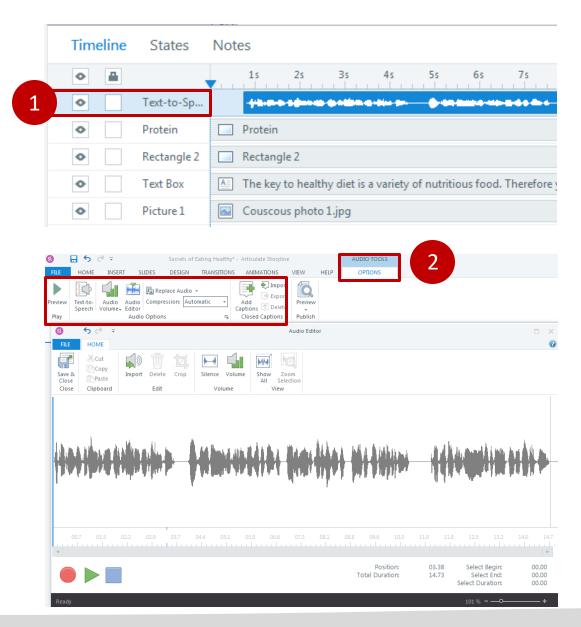




- Insert > Audio >
 Text to Speech
- Preview the different options and insert

Remember you may also import previously recorded audio, or do instant recording

Editing Audio



- Select the audio and drag it to start it around 1 sec.
 Synchronize the start time of text and audio.
- 2. Further editing on the audio
 - Try increasing/ decreasing the volume
 - Insert a silence
 between sentences

Your Turn



- Add a slide;
 import image/video clip from content library,
 shapes
 text
 slide notes
 text-to-speech
- Change the order of shapes (front/back)
- 3. Practice locking /unlocking the elements
- 4. Add animation

Create a slide with clickable layers

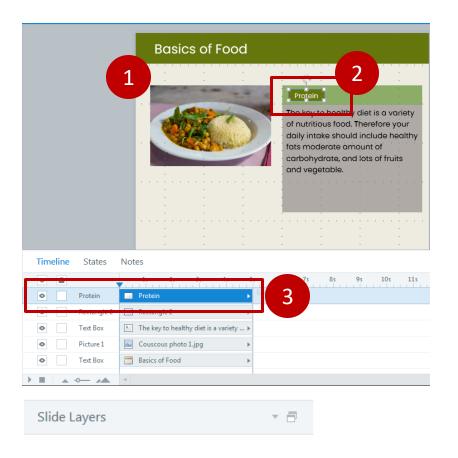
- 1. Create a base slide
- 2. Create one two layers
- 3. Create triggers to connect layers with base slide



Creating Layers

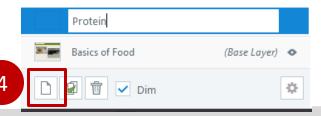


Adding Layers

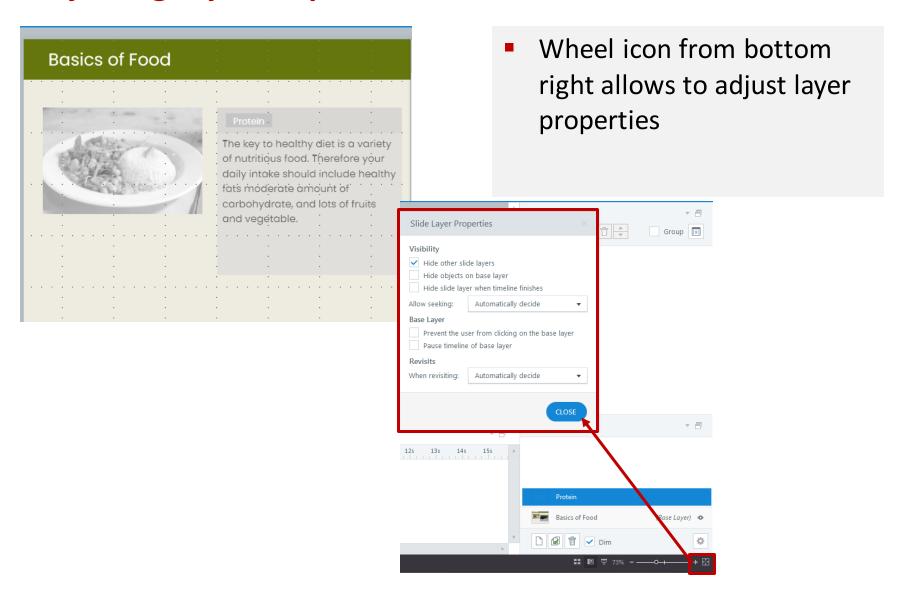


Layers allow to organize/chunk content.

- Ensure the base layer is built.
- 2. Add the object/shape which will be connected to the layer
- 3. Ensure appropriate naming
- 4. Click "New Layer" from the bottom right panel and rename it



Adjusting Layer Properties

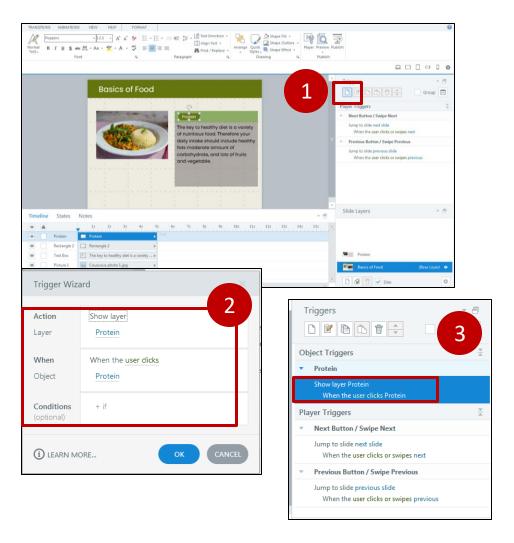


Layer – Adding Text, Images



Layers by default have a grey color. Add shapes/images/boxes to convey your message

Connecting Layers with the Base - Adding Triggers



- 1. Add new trigger
- Define the trigger conditions Show
 Layer --- When User
 Clicks on ---
- 3. Saved trigger will appear on the right panel

Your Turn

4

- Practice adding layers; remember to
 - Name them
 - Create a trigger to link them with the base layer

Annotate an image with markers

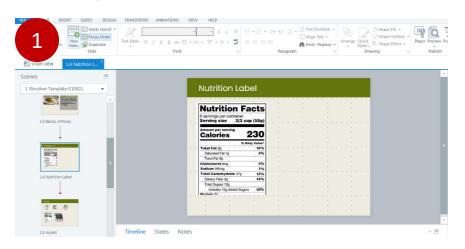
1. Add heading and body to markers



Creating Markers



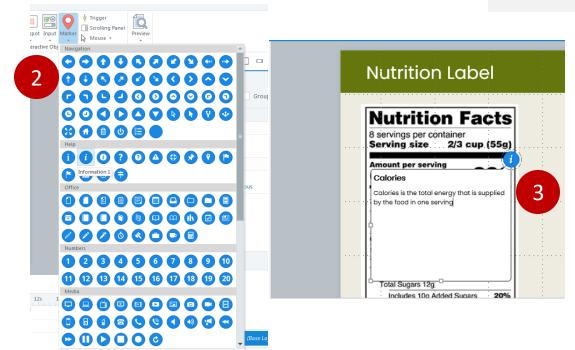
Adding Markers



Insert slide with content where you want to add marker

Here a nutrition label will be annotated with markers

- 2. Insert > Marker, select appropriate icon
- 3. Click on the marker to add description (heading +body)



Formatting Markers



- Try adding one or more marker
- Explore the different options to edit the marker from the top
- Try changing animation style of the marker swirl/pulse
- Try changing marker style

30

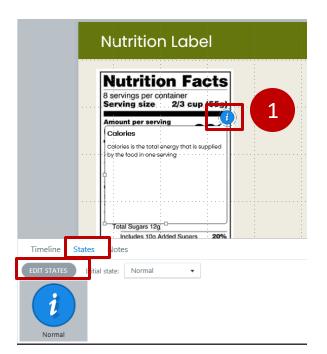
States make content look "responsive"

1. Add states to alert the learner that this is a "clickable button"

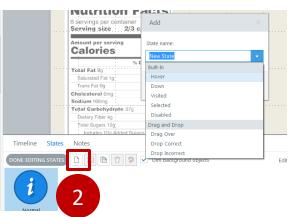


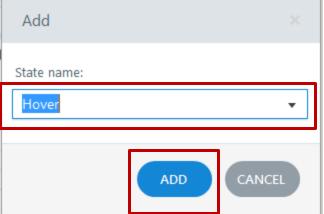
Creating States

Adding States to Marker – Hover, Visited

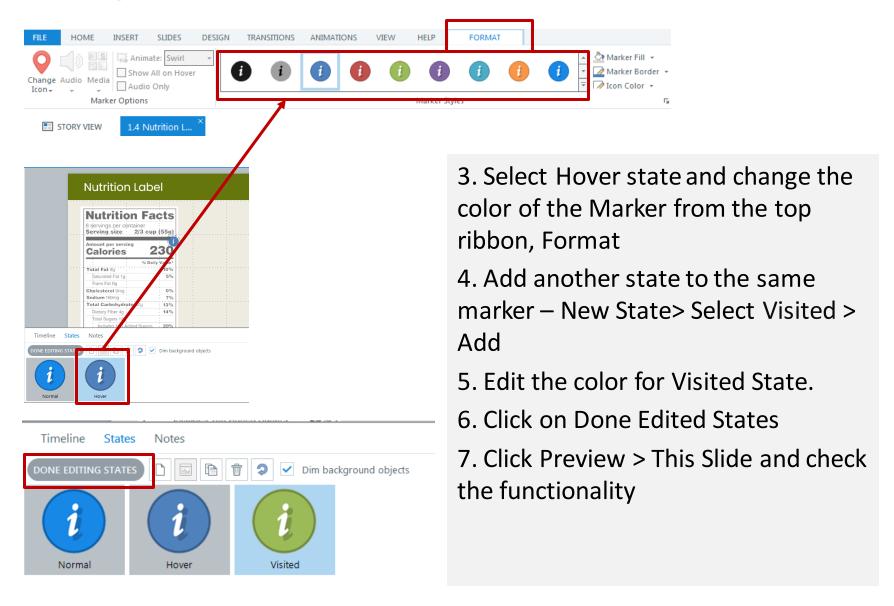


- Select the marker and click on States from the bottom panel
- Edit State > New State > Select Hover from drop down menu > Add





Adding States to Marker... Continued



Your Turn

- 1. Practice putting more markers
- 2. Adding states to the marker

Characters enhance the e-learning by

- 1. Characters can help the learner to feel connected with the content
- 1. Add characters if you want to emphasize, or give feedback, simulate conversation etc!



Adding Characters



Inserting Characters



- Add a slide where you would like to insert characters
- Insert > Characters
- 3. Insert a character based on your requirement gender, industry, attire etc

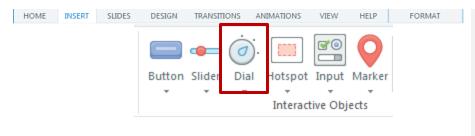
Dial interaction allows user to explore the data along a circle / an arc

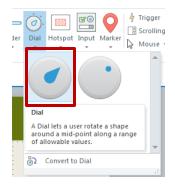
- 1. Insert a dial
- 2. Make dial rotate 180 degrees, with 4 different condition to explore
- 3. Insert 4 different conditions layers in this case
- 4. Connect the dial position with the layers

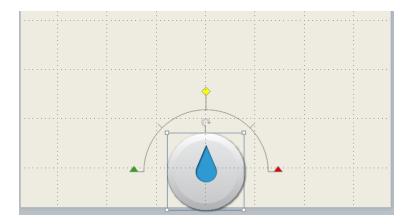


Dial Interaction

Dial Interaction – Step 1 : Setting Up the Dial

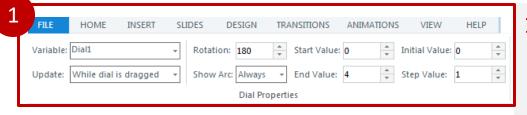


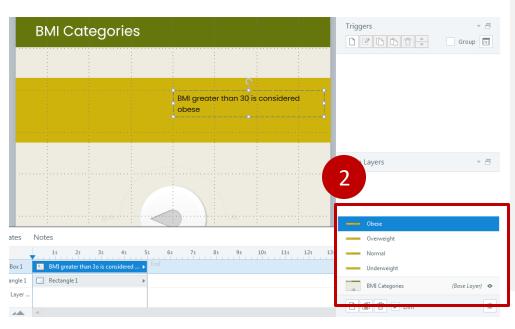




- Add a slide where you would like to insert Dial Interaction
- 2. Insert > Dial
- Select the look of the dial
- 4. Place the dial in the slide

Dial Interaction - Step 2: Setting Up the Layers

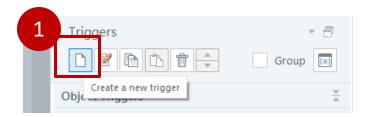




- 1. With the dial selected, adjust the details of the dial as following. Start value 0, End Value 4, Initial Value 0, Step Value 1, Rotation 180
- In addition to the Base layer, add 4 layers. Add content and image. Name the layers appropriately.

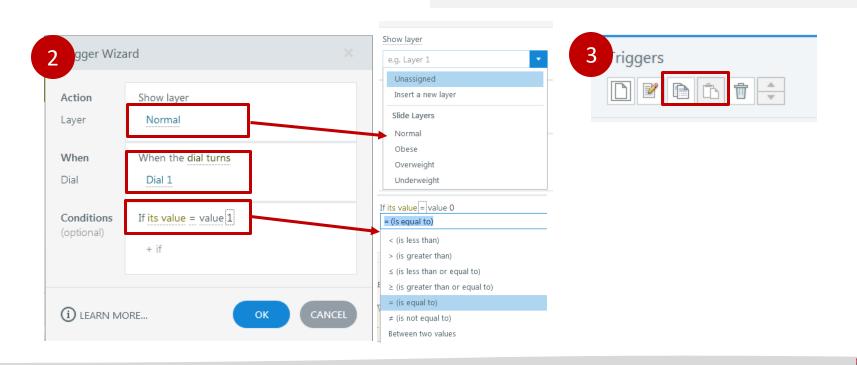
Tip: Duplicate and rename layers for quick turnaround

Dial Interaction – Step 3: Setting Up Triggers

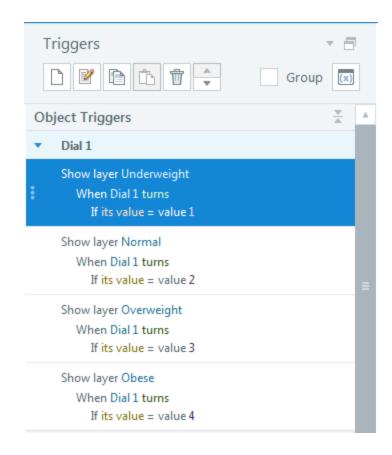


Dial interaction trigger condition are set up in the base layer

- 1. Create a new trigger from the triggers pane
- 2. Set up trigger so that layer changes as the dial turns (with condition)
- 3. Copy, paste and update the trigger for all the layers



Dial Interaction



- Check the interaction
- Further dressing up?
 - Add cue for the dials?
 - Add a state to the dial?

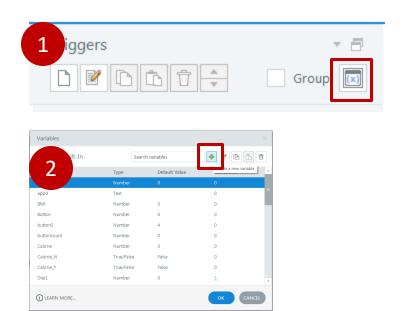
Create a personalized welcome message

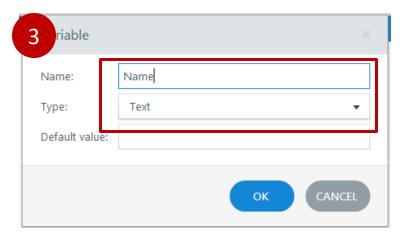
- 1. Create a text-based variable
- 2. Create a text entry field
- 3. Set text entry to the variable
- 4. Display the text entry on pressing a button



Creating Variables, Buttons

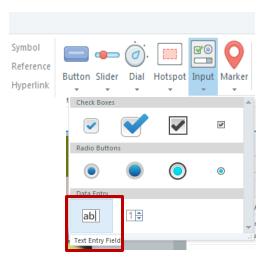
Adding Variables



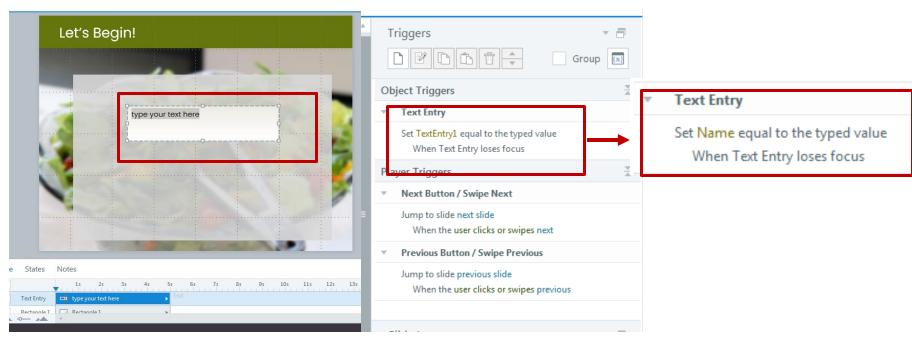


- 1. Add a slide where you would like to add user defined variables
- From the right pane, Manage Project Variable > Create new variable
- Create a new variable
- Name the variable and leave it as a text

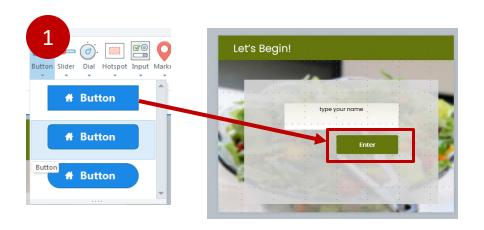
Adding Variable – Text Entry



- File > Insert > Data Entry > Text entry field
- Position the box, note a trigger is created
- Adjust the trigger, so that Name is equal to typed value

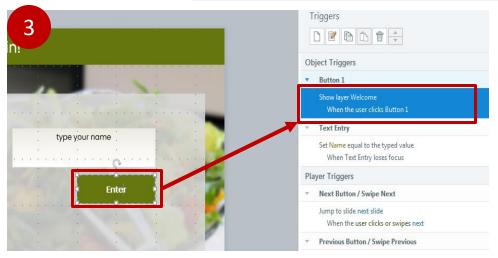


Adding Button



- Insert > Button
 Place the button on slide
- 2. Create another layer, with a text message, name it appropriately
- 3. Create a trigger in the base layer, to show the Welcome layer





Your Turn



- 1. Add more condition to the button states/visibility
- 2. What else needs to be done on the base layer? Slide Control

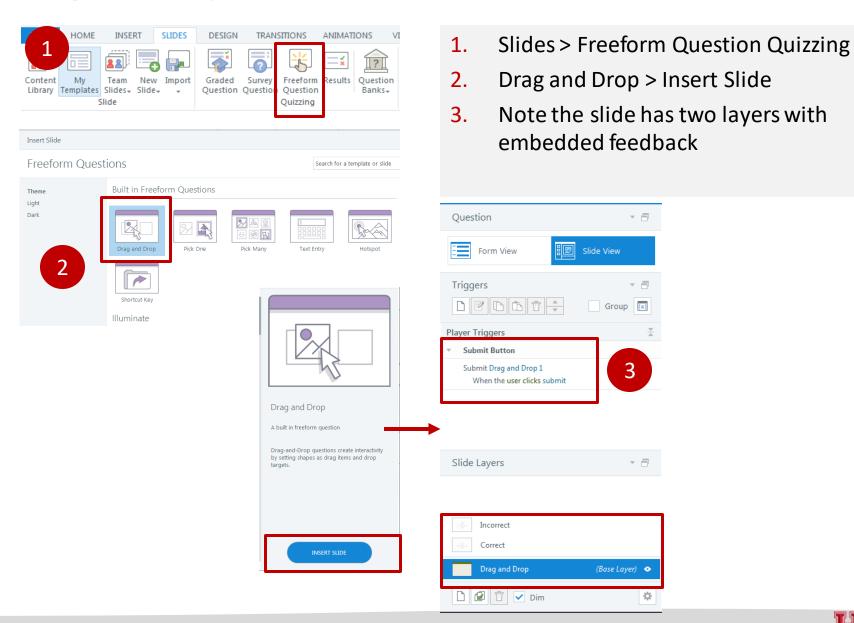
Learners will use "drag and drop activity" to sort between farm fresh vs factory foods

- 1. Add drag items different foods from content library
- 2. Add drop areas
- 3. Set the pair correctly (form view)

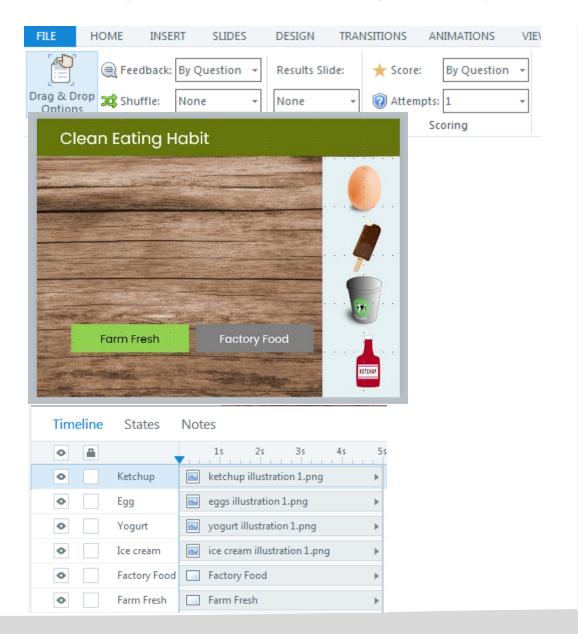


Drag & drop interaction

Drag and Drop Interaction



Adding Elements to Drag & Drop Slide

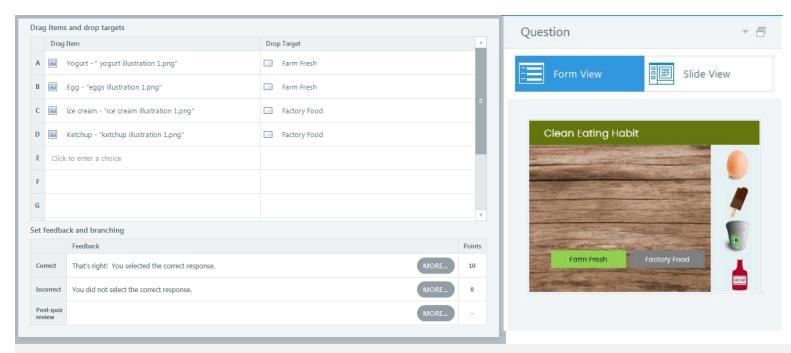


Build the slide to create the interaction of dragging food items on a lunch plate.

From the content library, add illustration of

- 1. Egg, Ice cream, Yogurt, Ketchup
- 2. Add two rectangular shapes and label them as "Factory Food" and "Farm Fresh"
- 3. Make sure all the items are named in timeline

Drag & Drop – Connecting the Interaction



- From the Form View, Pair up the drag item with the drop target
- Check the interaction from Preview > This slide
- What else could be added? What would you like to improve?

Create an end of module assessment with pass-fail

- 1. Set the rules for exam
- 2. Practice different question type
- 3. Show results slide

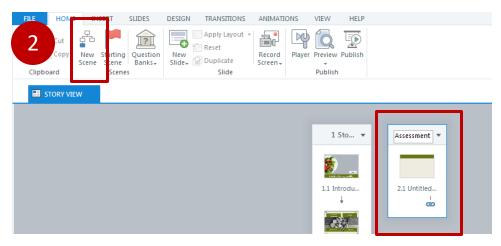


Creating Assessment

Adding New Scene



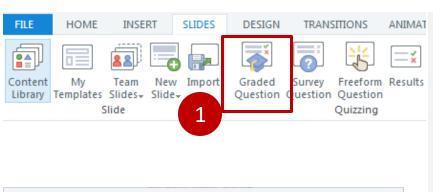
- 1. Toggle to story view
- 2. Click on new scene and name it



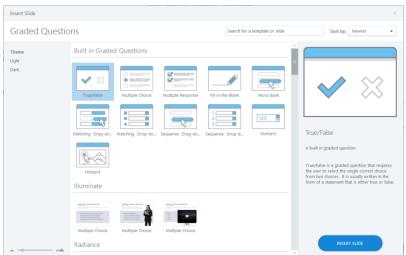
Adding a Slide on Assessment Instruction - Optional

- 1. Look into the example template and try to build a similar one
- 2. Play with image position, opcacity, adding buttons

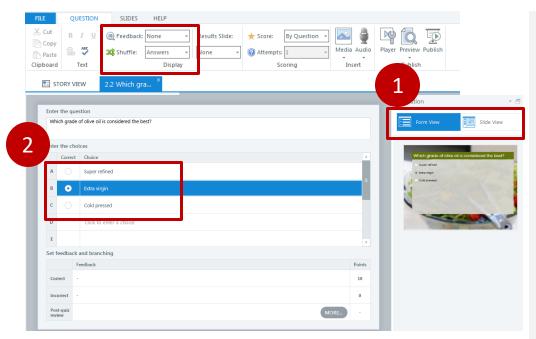
Adding a Multiple-Choice Question



- 1. Go to Slides > Graded Question
- 2. Pick Multiple Choice question from

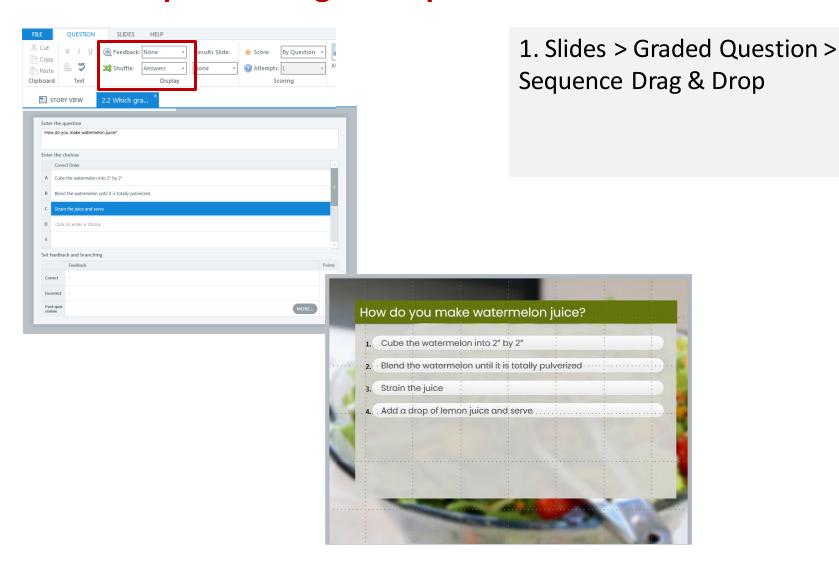


Indicate Correct Answer(s)

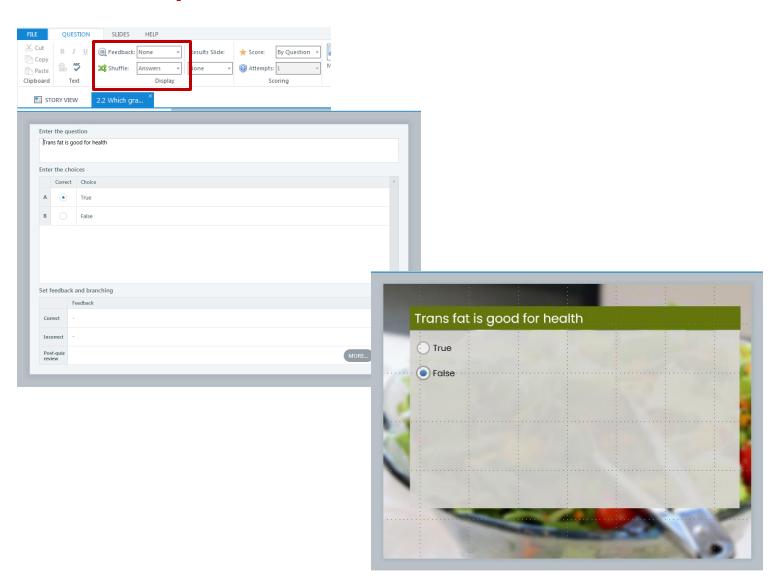


- Toggle between Form
 View vs Slide View to
 check the appearances
- 2. Remember to indicate the correct answer
- Note the settings for feedback and shuffle

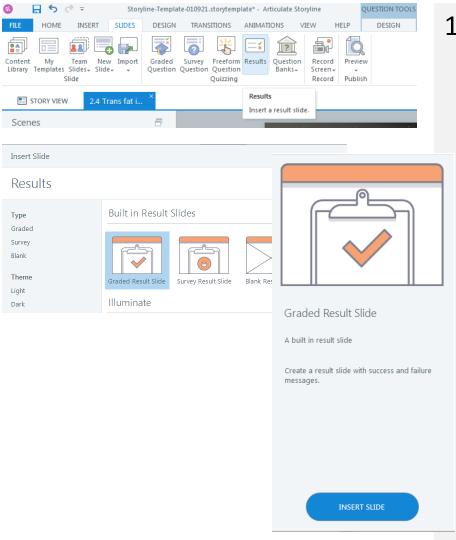
Add a Sequence Drag & Drop Question



Add a True/False Question

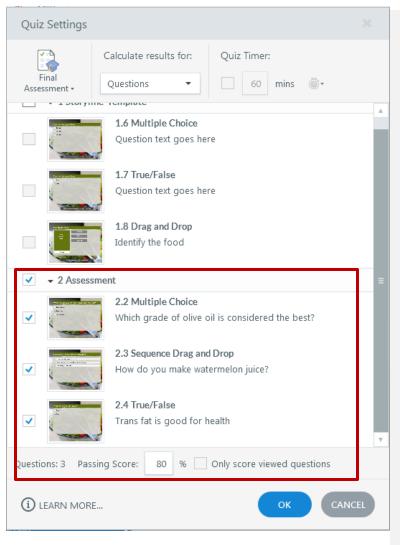


Results Slide



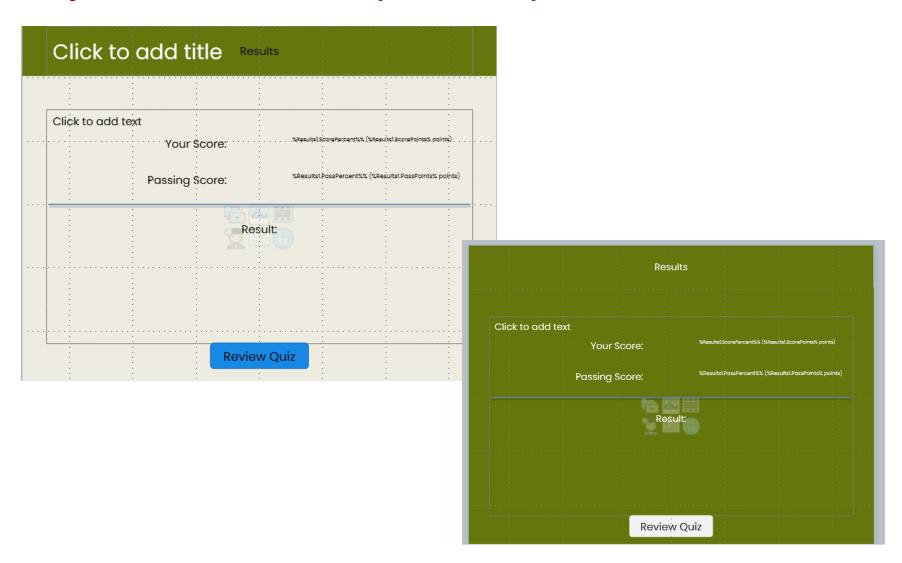
1. Slides > Results >

Review Quiz Settings

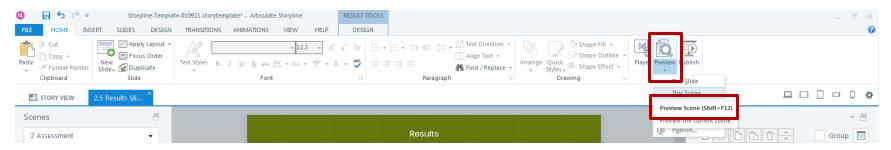


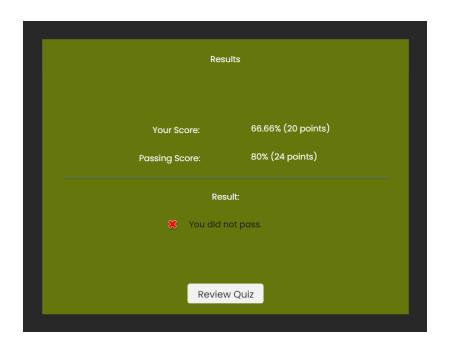
- 1. Are the final assessment questions appropriately marked?
- 2. Is the passing score correct?

Adjust the Slide Visuals (if needed)



Review the Scene (Assessment)



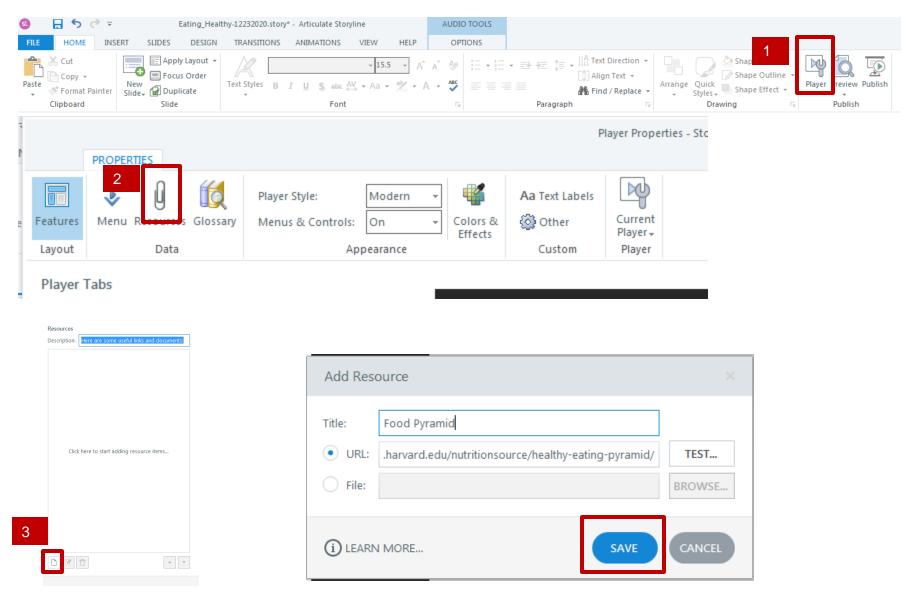


Your Turn

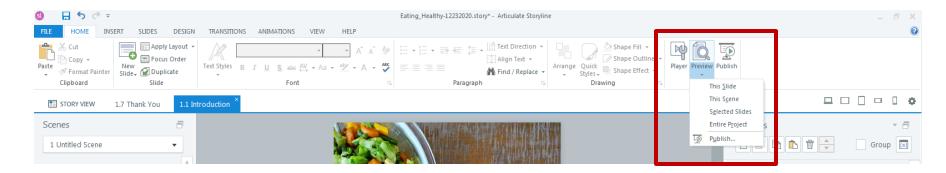
1

- 1. Are the correct answer choices marked properly?
- 2. Is the "Review Quiz" option working properly
- 3. What else needs to be added? Instructions?

Adding Resources

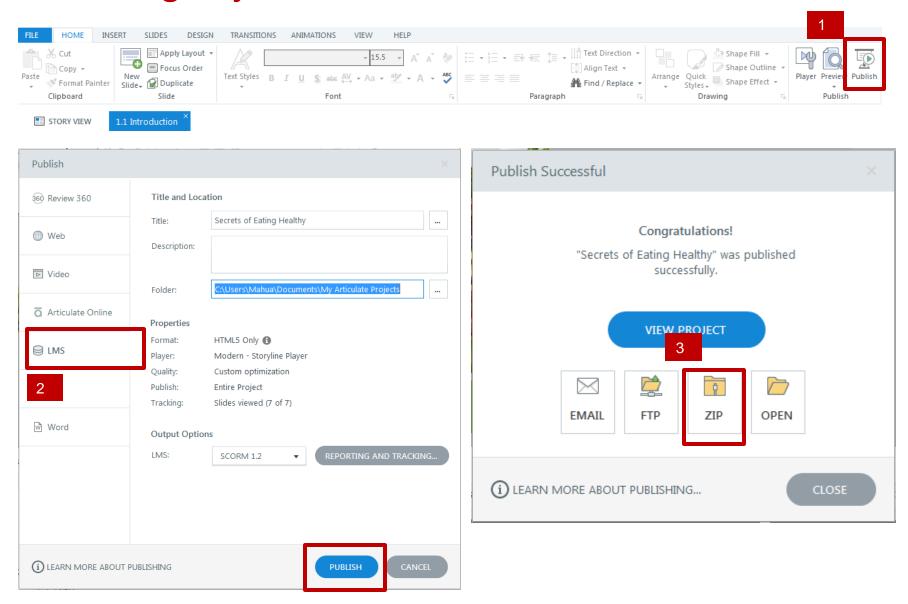


Reviewing Project

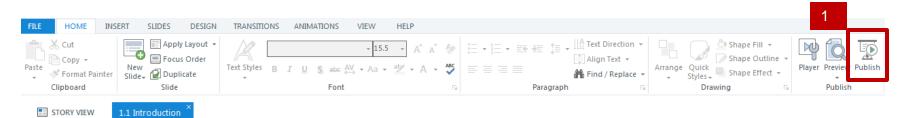


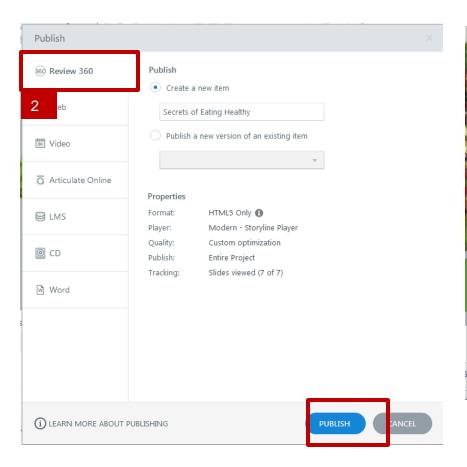
Several options – Entire project takes longest time!

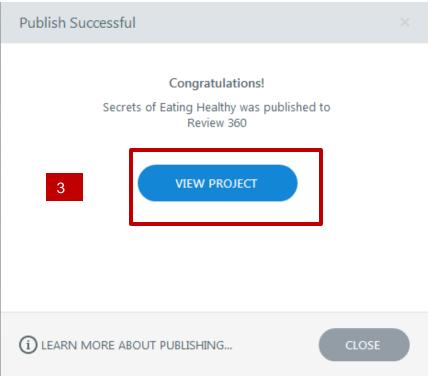
Publishing Project – to LMS



Publishing Project – Review with Stakeholders







Reference Tutorials

- Using Timeline
 - https://community.articulate.com/series/5/articles/using-the-timeline
- Slide Properties
 - https://community.articulate.com/series/5/articles/controlling-a-slide-s-advancebehavior-and-other-slide-properties
- Adding/Editing Audio
 - https://community.articulate.com/series/5/articles/adding-sound
 - https://community.articulate.com/series/5/articles/editing-sound
- Markers
 - https://community.articulate.com/series/5/articles/adding-markers
- Layers
 - https://community.articulate.com/series/5/articles/adding-and-editing-slide-layers
- Triggers
 - https://community.articulate.com/series/articulate-storyline-1/articles/addingand-editing-triggers
- Hotspots
 - https://community.articulate.com/series/5/articles/adding-hotspots
- Button & Button Sets
 - https://community.articulate.com/series/5/articles/adding-buttons
 - https://community.articulate.com/series/5/articles/adding-button-sets