

Advanced Articulate 360

Duration: 5 days

Prerequisites: Working Knowledge of Articulate

Day 1 – Advanced Storyline Themes, Templates & Motion Paths

Objective: Build a reusable design foundation and enhance object animations using motion paths.

Topics:

- **Themes and Templates**
 - Creating and Formatting Themes
 - Working with Master Slides and Layouts
 - Saving, Loading, and Reusing Themes
 - Adding Navigation in Slide Master
 - Creating and Using Templates
 - Hands-on: Build a Custom Corporate Template
 - **Variables and Triggers**
 - Creating and Assigning Variables
 - Adding Conditional Triggers
 - Progress Indicators and Slide-based Logic
 - **Motion Paths**
 - Creating and Editing Motion Paths
 - Renaming and Customizing Paths
 - Controlling Duration and Activation Limits
 - Changing State on Animation Completion
 - Using “Object Intersects” Events
 - **Lab Exercise:**

Design a motion-based interactive scene using multiple triggers and variables.
-

Day 2 – Gamification & Interactive Media Elements

Objective: Create engaging learning experiences with gamified logic and multimedia interactivity.

Topics:

- **Gamification Concepts**
 - Building Game Logic with Hotspots
 - Creating Conditional Triggers and Variable Resets
 - Designing Game Reset Hyperlinks and Replay Buttons
 - Adjusting and Referencing Variables
 - Hiding/Showing Player Controls Dynamically
- **Video, Sliders, and Dials**
 - Embedding External and Interactive Videos

- Working with Web Objects and Cue Points
 - Triggers Based on Timeline and Cue Events
 - Creating Sliders and Dials for Learner Input
 - Connecting Dials and Sliders with Variables
 - Hands-on: Build a Score-Based Game using Sliders
- **Lab Exercise:**
Develop a gamified assessment using hotspots, triggers, and a progress indicator.
-

Day 3 – Virtual Reality, Advanced Quizzing & Accessibility

Objective: Develop immersive and accessible eLearning with advanced assessments.

Topics:

- **Virtual Reality Projects**
 - Importing and Configuring 360° Images
 - Adding Static Text, Markers, and Hotspots
 - Setting Initial Views and Confidence Checks
 - Designing Interactive 360° Scenarios
 - **Advanced Quizzing**
 - Customizing Drag-and-Drop Questions
 - Adding Feedback Images and Remediation Paths
 - Creating Randomized Quizzes
 - Importing Questions from External Sources
 - Redirecting Quiz Flow Based on Variables
 - **Accessibility and Reporting**
 - Making Content Screen-Reader Friendly
 - Editing Tab Order and Accessibility Visibility
 - Adding Keyboard Shortcuts
 - Captioning and Default Closed Captions
 - Publishing and Uploading to LMS
 - **Lab Exercise:**
Create a 360° quiz simulation accessible to all users.
-

Day 4 – Screen Recording and Branching Scenarios

Objective: Master screen recording, branching logic, and integrated authoring.

Topics:

- **Recording Your Screen**
 - Screen Recording Modes (Demo, Try, Test)
 - Editing and Fine-Tuning Recordings
 - Inserting Multiple Action Layers

- Using Branching Scenarios for Guided Learning
 - Microsoft Word Integration for Script-Based Authoring
 - **Practical Integration**
 - Combining Recordings with Interactive Slides
 - Reusing Recordings across Projects
 - Exporting and Embedding Demos in Storyline
 - **Lab Exercise:**

Create a branching software simulation with screen recording and decision-based paths.
-

Day 5 – Peek 360 and Replay 360 Mastery

Objective: Create, edit, and publish high-quality screen-based training videos.

Topics:

- **Peek 360 Overview**
 - Installing and Navigating Peek Interface
 - Recording Screen and Webcam
 - Configuring Audio/Video Settings
 - Annotating, Highlighting, and Editing Recordings
 - Exporting and Sharing Peek Videos
- **Replay 360 Overview**
 - Understanding Replay Interface
 - Recording and Editing Video Presentations
 - Adding Transitions, Annotations, and Interactive Elements
 - Importing and Editing External Media
 - Publishing and Customizing Replay Settings
- **Capstone Project:**
 - Create a full blended eLearning module combining Storyline, Peek, and Replay.
 - Include gamified quiz, video, and accessibility compliance.