

4-Day Course Outline: Articulate Storyline (Content Update & Localization Focus)

Day 1: Storyline Fundamentals + UI Customization

Session 1: Introduction to Articulate Storyline

- Overview of Articulate Storyline interface
- Slides, scenes, layers, timeline basics
- Importing existing projects (working with change briefs)

Session 2: Working with Branding Elements

- Updating logos across slides
- Using Slide Masters for global changes
- Applying consistent branding

Session 3: Background & Color Customization

- Changing background colors and themes
- Editing element colors (buttons, shapes, states)
- Using color palettes and theme colors

Practice Activity

- **Update branding (logo + theme colors) in a sample file**

Demo Session

- **Real-world demo: Applying branding changes using Slide Master**
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Day 2: Visual & Content Updates

Session 1: Background Images & Layout Design

- Replacing background images
- Working with layers and layout alignment
- Maintaining visual hierarchy

Session 2: Editing On-Screen Content

- Revising text content efficiently
- Using Notes, Resources, and Content Library
- Managing fonts and readability

Session 3: Media Management

- Replacing images without breaking the layout
- Compression and optimization

Practice Activity

- **Replace background images and update text based on a brief**

Demo Session

- **Before vs After transformation of a slide**
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Day 3: Characters, Voiceover & Localization

Session 1: Working with Characters

- Replacing characters (localization context)
- Using Content Library characters
- Matching expressions and poses

Session 2: Cultural Adaptation

- Identifying elements that need localization
- Adapting visuals for global audiences

Session 3: Voiceover (VO) Updates

- Importing and syncing VO
- Editing audio timing with timeline
- Re-recording or replacing narration

Practice Activity

- **Replace characters + update VO for a scenario slide**

Demo Session

- **Syncing VO with animations and slide timing**
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Day 4: Interactivity, QA & Publishing

Session 1: Triggers & Interactivity Basics

- Understanding triggers (start simple)
- Updating triggers after content changes
- Maintaining functionality after edits

Session 2: Variables & Branching (Intro Level)

- Basic variables usage
- Ensuring branching still works after updates

Session 3: QA & Review Process

- Checking:
 - Branding consistency
 - Text accuracy
 - Audio sync
 - Character relevance
- Using Review tools

Session 4: Publishing & Delivery

- Exporting for LMS (SCORM)
- Web publishing
- Final checklist before delivery

Practice Activity

- **Perform QA on updated module**