

**Articulate 360 for Teams**

**Course Number:** ART-208
**Duration:** 4 days

**Overview**

This Articulate 360 for Teams training teaches e-learning developers how to use the full set of tools in the Articulate 360 suite to build cutting edge learning experiences for their organizations.

**Prerequisites**

All attendees should have fundamental PowerPoint skills. While PowerPoint will not be used in class, many of the features of PowerPoint are replicated in Storyline 360. Prior experience developing eLearning applications is helpful, though not required.

**Materials**

All Storyline training attendees receive comprehensive courseware.

**Software Needed on Each Student PC**

* Windows 10 or later with at least 8 GB RAM
* Web browser
* Articulate 360 (complete suite; trial version can be used)

**Objectives**

* Create Articulate 360 projects and work in teams to build sophisticated e-learning experiences for desktop and mobile
* Add content, media, and assessments
* Insert screen recordings and construct simulations
* Publish your project
* Author course content in Rise 360
* Collaborate with your full team in Review 360
* Learn additional collaboration tools built into the Articulate 360 suite

**Outline**

* Creating Projects
	+ Create a New Project
	+ Apply a Theme
	+ Apply a Content Master Slide
	+ Edit a Slide Master
	+ Create Scenes
	+ Insert New Slides
	+ Modify Master Slides
	+ Update Color Schemes
	+ Modify Font Families
	+ Arrange Slides
* Adding Content
	+ Create slides
	+ Work with Slide Properties
	+ Import PowerPoint File
	+ Add Text
	+ Add Shapes
	+ Add Animations
	+ Synch objects on the timeline
	+ Add Buttons
	+ Add Button Sets
	+ Animate an Object
	+ Control Animation Options
* Adding Interactivity
	+ Add Buttons
	+ Work with Button States
	+ Creating Button Sets
	+ Insert a Text Entry Field
	+ Create Triggers
	+ Edit Triggers
	+ Adding Data Entries
	+ Make Triggers Conditional
	+ Hide and showing Objects Conditionally
	+ Add a Variable
	+ Use Variables in Conditions
	+ Inserting Hotspots
* Working With Layers
	+ Add Slide Layers
	+ Modify Layer Properties
	+ Change Layer Visibility Options
	+ Affect Base Layer Navigations Control
* Working With Media
	+ Add Video
	+ Add Audio
	+ Record Audio
	+ Edit Audio
	+ Add Voiceover Audio to a Slide
	+ Change Slide Audio
	+ Edit Slide Audio
	+ Add Silence
	+ Record Voiceover Audio
	+ Control Object Timing
	+ Synch Audio with slide elements
	+ Add Text to Speech (TTS)
	+ Edit TTS
	+ Work with Closed Captioning
	+ Insert Video
	+ Delay Object Start Times
	+ Trim Video
	+ Animate a Video
	+ Add a Slide Transition
	+ Work with Web Objects
* The Media Library
	+ Add, remove, replace, reuse, and export images, videos, audio tracks, and characters.
	+ Edit files with third-party apps
	+ Global updates
* Variables
	+ Manage a Variable
	+ Reference a Variable
	+ Create a Variable
	+ Manipulate a Variable with a Trigger
	+ Create a True/False Variable
	+ Create a Trigger to Change a True/False Variable
	+ Add a Condition to an Existing Trigger
	+ Play Audio with a Conditional Trigger
	+ Add a Condition to a Button
* Creating Assessments
	+ Insert a Multiple Choice Slide
	+ Insert a Matching Drag-and-Drop Slide
	+ Insert a Freeform Drag and Drop Quiz Slide
	+ Work with Drop States
	+ Customize feedback
	+ Custom remediation
	+ Insert a Quiz Result Slide
	+ Aggregate results from multiple quizzes
* Adding Motion Paths
	+ Create a Motion Path
	+ Change Motion Path Options
	+ Change the Duration of a Motion Path
	+ Add a Second Motion Path to an Object
	+ Delete Specific Triggers
	+ Edit “When” a Trigger Occurs
	+ Add Triggers that Reset Motion Paths
	+ Copy and Edit a Trigger
	+ Add Triggers that Disable States
	+ Add Triggers that Enable States
	+ Add a Trigger to Show a Layer
* Gamification
	+ Calculate a score
	+ Make scoring conditional
	+ Adjust multiple Variables conditionally
	+ Play actions based on variable conditions
	+ Reset States and Variables
* Recordings and Simulations
	+ Create a Screen Recording
	+ Insert Recording as Video
	+ Add Actions to video
	+ Insert Recording as Demo Simulation
	+ Insert Recording as Try Simulation
	+ Insert Recording as Assessment
	+ Action Fine Tuning
* Player and Publishing
	+ Modify the default Storyline Player
	+ Save Custom Players
	+ Customize Slider Player Properties
	+ Understand SCORM outputs and Packaging
	+ Publish to HTML5
	+ View Published Output
* Rise 360
	+ The Rise Dashboard
		- Managing Courses
		- Create a New Course
	+ Adding Content to a Course
		- Outline a Course with Section Headers and Lesson Titles
		- Choose Lesson and all Block Types
		- Add Text and Media
	+ Customizing a Course
		- Personalize the Theme
		- Control Navigation
		- Translate Your Course
		- Edit Text Labels
	+ Collaborating on a Course
		- Work on a Course with Other Team Members
		- Publish a Course to Review 360
	+ Previewing and Sharing a Course
		- Preview a Course
		- Share a Course with Learners
	+ From Storyline to Rise
	+ From Rise to Storyline
* Articulate Review 360
	+ Publishing to Review 360
	+ Sharing
	+ Commenting and Reviewing
	+ Versioning
* Articulate 360 for Teams
	+ Delete Teams members
	+ Collaboration
	+ Transfer Storyline 360 team slides
	+ Transfer Rise 360 courses and block templates
	+ Transfer Review 360 content
* Conclusion