

**Introduction to Articulate Studio 360**

**Course Number:** ART-210
**Duration:** 2 days

**Overview**

Accelebrate's Introduction to Articulate Studio training course teaches attendees how to use the programs included in the Studio 360 suite - Presenter, Engage, Quizmaker and Replay - to create self-paced engaging training and assess knowledge gained.

**Prerequisites**

Attendees should have fundamental PowerPoint skills.

**Materials**

All Articulate Studio training attendees receive a binder with a course syllabus, tips and tricks, practice exercises and media for lab exercises.

**Software Needed on Each Student PC**

* Windows 10 or later with at least 8 GB RAM
* Articulate Studio 360
* Microsoft Office, especially PowerPoint and Word

**Objectives**

* Design an e-learning interface most suitable to your subject matter and target audience
* Add photographs, charts, illustrations and digital video to your course
* Make effective use of animation to draw attention to key elements of a slide
* Add instructional dialog to your course and sync the narration with display elements
* Use engaging interactions to keep users' attention and encourage exploratory learning
* Incorporate review questions in your course
* Design meaningful assessments and surveys
* Use branching to direct learner paths
* Provide access to job aids and other learning resources
* Create screen recordings and webcam videos and incorporate them into your course or distribute them as standalone videos
* Publish your course for deployment in browsers supporting HTML5, including mobile devices

**Outline**

* Introduction
* Benefits of e-learning
* Components of a quality e-learning program
* PowerPoint as a rapid e-learning development tool
* Designing a presentation for individual use versus speaker-led use
* Review of some key PowerPoint features
	+ Master slides
	+ Text objects
	+ Shapes
	+ Importing graphics
	+ Creating tables
	+ Creating animations
	+ Slide transitions
* Introducing Presenter
	+ Why use Articulate?
	+ Accessing Presenter features from within PowerPoint
	+ The Presenter Menu
	+ Overview of interface options for your published work
	+ Building a Player Template
	+ Including a narrative transcript
	+ Adding characters
	+ Working with special media types
	+ Slide Properties
	+ Audio Basics
	+ The Audio Timeline Editor
	+ Annotations
* Introducing Engage
	+ The value of interactivity in user-driven training
	+ 20 interaction types available with Engage
	+ Audio
	+ Inserting media
	+ Deleting imported media
	+ Creating branching links within interaction and hyperlinks to external references
	+ Interaction Properties
	+ Previewing the interaction
	+ Engage interaction publishing options
* Introducing Quizmaker
	+ Ways in which quizzes can be used to assess knowledge gained
	+ Ways in which surveys can be used to improve your training projects
	+ Graded question types
	+ Survey question types
	+ Freeform question formats
	+ Appropriate use of the various question types available
	+ Setting quiz properties
	+ Creating a quiz question
	+ Form View vs. Slide View
	+ Providing feedback
	+ Branching based on response
	+ Previewing your work
	+ Duplicating questions
	+ Importing questions
	+ Creating question groups
	+ Randomizing questions
	+ Adding media
	+ Scoring
	+ Feedback master and feedback layers
	+ Design themes
	+ Animations and transitions
	+ Creating a results slide for your quiz
	+ Creating Quiz Player templates
	+ Publishing quizzes and surveys
* Introducing Replay
	+ Recording
	+ Editing
	+ Importing videos
	+ Importing images
	+ Lower thirds
	+ Edit audio volume
	+ Publishing mixed video to MP4 format
* Publishing your e-learning course
	+ For the Web
	+ For a Learning Management System (LMS)
	+ For CD
	+ To a Microsoft Word document
	+ Choosing output options
* File Management
* Conclusion/Questions and Answers