



Articulate Storyline 360

MODULE 1: CREATING PROJECTS

- Create a New Project
- Apply a Theme
- Apply a Content Master Slide
- Insert New Slides
- Create a New Content Master Slide
- Apply a Different Master Slide Layout to a Slide
- Import Content from PowerPoint

MODULE 2: ADD INTERACTIVITY

- Add Buttons to Slides
- Change Button States
- Create Layers
- Insert a Text Entry Field

MODULE 3: TRIGGERS, HOTSPOT AND VARIABLES

- Delete Default Triggers
- Add a Trigger to a Button
- Hide Player Buttons
- Add Triggers to Layers
- Add a Hide Layer Trigger
- Add a Slide Trigger
- Add a Conditional Trigger
- Edit a Trigger
- Add a Hotspot and Lightbox Trigger
- 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

MODULE 4: GAMIFICATION

- Start and Stop Media
- Change the Hover State
- Make a Trigger Conditional
- Show Layers Conditionally
- Hide Objects Using States
- Change a State Based on When
- Calculate a Score
- Adjust Variables Dynamically

Coverage of course contents will depend upon prior knowledge of the participant.