

Articulate Storyline 360 Fundamentals

1. Module 1: Exploring Storyline

- Explore a Finished Storyline Project
- Explore Slides and Panels
- Zoom and Magnify
- Explore Panels (Windows)
- Preview the Entire Project

2. Module 2: 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

3. Module 3: Add Content

- Import Content from Microsoft PowerPoint
- Insert Images
- Create and Format a Text Box
- Format a Bulleted List
- Edit an Image
- Insert a Caption

4. Module 4: Buttons, Triggers, and Hotspots

- Add Button to a Slide
- Add a Trigger to a Button
- Use an Image as a Button
- Edit a Trigger
- Remove Default Player Buttons
- Make a Slide Advance Automatically
- Insert a Hotspot

5. Module 5: States, Layers, and Variables

- Change Button States
- Create Layers
- Create a Trigger to Show a Layer
- Insert a Text Entry Field
- Manage a Variable

- Reference a Variable
- Add a Condition to a Button

6. Module 6: Tables and Number Variables

- Insert a Table
- Create Variables that Calculate
- Adjust a Variable with a Trigger

7. Module 7: Audio, Animation, and Video

- Insert Audio
- Use Text-to-Speech to Create Audio
- Edit Audio
- Replace Audio
- Record Voiceover Audio
- Animate an Object
- Animate Text
- Animate an Image
- Create an Animation Completes Trigger
- Create a Simple Motion Path
- Insert a Video onto a Slide
- Embed an External Video

8. Module 8: Quizzes

- Insert a Multiple Choice Slide
- Insert a Matching Drag-and-Drop Slide
- Insert a Freeform Drag and Drop Quiz Slide
- Insert a Quiz Result Slide

9. Module 9: Publishing

- Edit Player Properties
- Customize Slide Player Features
- Enable the Seekbar for a Single Slide
- Use the Media Library to Replace an Image
- Publish Course Content