Mastering Articulate

Module 1: Exploring Storyline

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

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

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

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

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

Module 6: Tables and Number Variables

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

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

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

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.

Module 10: Themes and Templates

- Create a Theme
- Format a Master Slide
- Create Layouts
- Save a Theme
- Load a Theme
- Add Slide Navigation to the Slide Master
- Create Variables
- Add Triggers for a Progress Indicator
- Create and Use a Template

Module 11: Motion Paths

- Create a Motion Path
- Edit a Motion Path Trigger
- Rename a Motion Path
- Change Motion Path Options
- Change the Duration of a Motion Path
- Limit Motion Path Activation
- Change State When an Animation Completes
- Add an Object Intersects Event

Module 12: Gamification

- Preview a Completed Project
- Delete Existing Triggers
- Add a Hotspot
- Change States
- Make a Trigger Conditional
- Reuse Hotspots
- Create a Game Reset Hyperlink
- Reset Slide Properties
- Create a Variable
- Assign a Variable to Another Variable
- Adjust Variable Values
- Reference a Variable
- Hide and Show a Player Button

Module 13: Video Controls, Sliders, and Dials

- Embed External Video
- Work with Web Objects
- Edit Video Parameters
- Add Cue Points to the Timeline
- Add Triggers Based on Cue Points
- Change a Character's State Based on Time
- Insert and Format a Slider
- Set Slider Values
- Add Triggers to a Slider
- Insert a Dial
- Set Dial Values
- Add Triggers to a Dial
- Connect a Dial to a Slider

Module 14: Virtual Reality Projects

- 360° Images
- Add Static Text to a Virtual Reality Slide
- Adding 360° Images Confidence Check
- Set the Initial View for a 360° Image

- Add a 360° Image Marker and Trigger.
- Initial View and Markers Confidence Check
- Add a 360° Hotspot and Trigger

Module 15: Advanced Quizzing

- Modify Drag and Drop Questions
- Add an Image as Question Feedback
- Set Remediation
- Import Questions From a File
- Create a Random Quiz
- Redirect a Quiz

Module 16: Accessibility and Reporting

- Make an Image Accessible
- Control Accessibility Visibility
- Edit the Tab Order
- Add a Keyboard Shortcut to a Button
- Add Captions
- Show the Closed Captions By Default
- Upload a Project to an LMS

Module 17: Recording Your Screen

- Screen Recordings
- Recording Modes.
- Branching Scenarios
- Action Fine Tuning
- Microsoft Word Integration

Module 18: Introduction to Peek 360 and Reach 360

- Overview of Articulate Peek 360
- Overview of Articulate Replay 360

Module 19: Getting Started with Articulate Peek 360

- Installing Articulate Peek 360
- Navigating the User Interface
- Recording Screen Activities
- Configuring Audio and Video Settings.

Module 20: Advanced Features in Articulate Peek 360

- Editing Recorded Screenshots
- Adding Annotations and Highlights
- Exporting and Sharing Screen Recordings
- Customizing Peek Settings.

Module 21: Getting Started with Articulate Replay 360

- Overview of the Replay Interface
- Recording Video Presentations
- Editing Video Presentations.

Module 22: Advanced Features in Articulate Replay 360

- Adding Interactive Elements to Presentations
- Applying Transitions and Animations
- Importing and Editing External Media
- Publishing and Sharing Video Presentations
- Customizing Replay Settings

Module 23: Getting Started with Articulate Rise 360

- Sign in and Navigate to Rise
- Preview an existing course
- Start Creating a new course
- Assignments

Module 24: Build Lessons

- Create an outline of the course
- Add a text block to a lesson
- Add image or gallery blocks
- Add a statement or quote block
- Add an interactive process block
- Change text to a list
- Add Interactive flash cards
- Add a chart
- Add a quiz
- Add choice questions
- Add other question types
- Assignments

Module 25: Customize Course Appearance

- Update your account details
- Add a logo and cover photo
- Choose a different theme
- Choose navigation settings
- Localize with translation and labels
- Assignments

Module 26: Preparing the Course for Launch

- Publish your course to Review 360

- Personalize the course theme
- Control how learner navigate your course
- Translate your course
- Assignments

Module 27: Share your Course with Learners

- Share a web link to your course
- Exporting your course to host in an LMS
- Export your course as PDF file
- Assignments

Module 28: Rise 360

- Branding/personalize course in Rise
- Working with interactive training Storyline blocks, Scenario blocks,

Module 29: Interactive blocks, multimedia blocks

- Creating PowerPoints to import in Rise
- Creating customize PowerPoint graphics for Rise
- Using Content library 360 (Templates/Images/Characters/Icons)
- Build onboarding training, Compliance training, engaging software
- training inRise Articulate Review 360

Module 30: Get Started with Review 360

- Sign in and Navigate to Review
- Add player settings
- Add description and player skin
- Assignments

Module 31: Build Lessons

- Add modules for review
- Change player skin color
- Add table of index
- Apply player settings
- Difference between create new project and publish existing
- Publish the project
- Assignment

Module 32: Sharing the project

- Create sharing link
- Share and invite people to review the module
- Check version history
- Add feedback on review link

Module 33: Check in Review 360 portal

- Check publish modules on review 360 portal
- Manage publish modules
- Add, delete and copy the review links

Module 34: Studio 360

- Introduction to Studio 360
- What is Studio 360
- Benefits of Using Articulate Studio 360
- Importing Existing Content
- Articulate Engage
- Designing Interactive Learning Interactions
- Choosing and Customizing Engage Interaction Templates
- Adding Multimedia and Interactivity
- Configuring Navigation and Player Controls
- Publishing and Embedding Engage Interactions

Module 35: Articulate Studio 360 Integration

- Using Studio 360 Content in Articulate 360 Projects
- Collaborating with Other Articulate 360 Tools