Storyline Basics
Duration: 2 Days

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Course Overview

Find out how to design and build your own e-learning course using Articulate Storyline. During our practical introductory course, you will be introduced to the principles of instructional design and then apply these in your own course design and build.

The emphasis will be on you 'learning by doing', with plenty of opportunity for hands-on experience.

Learning Outcomes

You will be able to:

- Use the Absorb, Do and Connect (ADC) approach within a storyboard to design your e-learning.
- Build simple click and reveal interactions using Articulate Storyline.
- Build a range of question interactions.
- Use a range of media (audio and video).
- Build a simple drag and drop interaction.
- Develop an online assessment.
- Publish and distribute your e-learning.

You will need

- A computer with Articulate Storyline installed (a trial version will do).
- An outline course design.

Previous experience with Microsoft PowerPoint is a definite advantage but not essential.

Storyline Basics

Day 1

Session	Content
Introducing e-Learning	The role of e-learning and Storyline within L&D.
What is Instructional Design?	Introduction to basic Instructional Design (ID) principles. Use of the Absorb, Do, Connect (ADC) approach.
Introduction to Storyline	Overview of the key features of Storyline and the Storyline workflow. Exploring the 'Story View' and 'Slide View'.
The Timeline and Animations	Controlling the timing and working with animations.
Storyline Characters	Using the Storyline illustrated and photographic characters.
Using Click and Reveal Markers	Using Storyline markers to build 'click and reveal' interactions.

Session	Content
Storyline Player	Using and customising the Storyline player.
Slide Layers and Triggers	Working with slide layers and triggers. Overview of the key trigger types.
Questions	Inserting question slides. Using different types of feedback. Using questions for learning challenges.
Assessments	Building a quiz. Inserting a results slide. Using question banks.

Storyline Basics

Session	Content
The Role of the Storyboard	The role of the storyboard in developing e-learning courses.
Using a Template	The role of the template and how to create and use a template.
Using Audio	Basic overview of recording and using narration. Importing professional audio.
Using Video	Using video in your Storyline course. Streaming video from the web (including YouTube).
Buttons and States	Using buttons and understanding states.
Trigger Conditions and Multiple Triggers	Using trigger conditions and combining triggers.
Freeform Interactions	Building a 'click one' or 'click many' freeform interaction.

Drag and Drop Interactions	Building a drag and drop learning interaction.
Screencasts in Storyline	Recording your screen and using software walkthroughs in your Storyline course.
The Publishing Process	Publishing options. Publishing to SCORM and uploading to your LMS. Flash versus HTML5 and mobile devices.

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