Publication date : 03/27/2024

Course : Creation of e-learning content, practical synthesis

Practical course - 2d - 14h00 - Ref. ULL
Price : 1310 € E.T.

4,8 / 5

This course offers an overview of e-learning and its opportunities, as well as the creation of interactive multimedia learning resources. At the end of the course, you'll get an overview of how to create an e-learning module using Storyline®, an authoring tool, and publish it on an LMS.

Teaching objectives

At the end of the training, the participant will be able to:

- Gain an overview of e-learning and its opportunities
- Discover the steps involved in creating multimedia educational content
- Create an e-learning module with Storyline®.
- Publishing a module in an LMS

Intended audience

Trainers, educational engineers, teachers, training managers, consultants.

Prerequisites

Know how to use Windows and PowerPoint.

Practical details

Hands-on work

Overview of how to create an e-learning module with Storyline® and publish it on an LMS.

Teaching methods

Demonstrative teaching with practical exercises.

Course schedule

PARTICIPANTS

Trainers, educational engineers, teachers, training managers, consultants.

PREREQUISITES

Know how to use Windows and PowerPoint.

TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.
Participants also complete a placement test before and after the course to measure the skills they've developed.

1 Getting your bearings in the world of e-learning

- Different learning methods: face-to-face, e-learning, blended learning...
- Understand the success factors of e-learning.
- Identify the main phases and players in an e-learning project.
- Design a learner-centered system.

Storyboarding workshops

Discussion of e-learning experience in the company.

2 E-learning pedagogical engineering study

- Analyze context and needs.
- Design the learner's training path.
- Define teaching objectives and activities.
- Model the training system.

Hands-on work

Based on a specific case study, briefly model an e-learning system.

3 Creating an interactive multimedia teaching module

- The different types of modules.
- Writing for e-learning, choosing a style.
- Build the scenario and storyboard for the module.
- Integrate media and add interactivity.

Hands-on work

Build an e-Learning module scenario to meet pedagogical objectives.

4 Overview of an e-learning authoring tool: Articulate Storyline®.

- Overview of different tools for creating interactive multimedia educational content.
- Identify the strengths of Storyline®.
- Import PowerPoint.
- Get to know the tool's main functions.
- Create and arrange slides and scenes.
- Insert and edit media: images, videos, audio.

Hands-on work

Import a PowerPoint into Storyline®, sequence it and enrich it with media.

5 Add interactivity to the module

- Know the tools for interactivity: trigger, status, buttons, marker, cursor, dial...
- Insert different types of quiz: true/false, multiple choice, multiple answer, drag & drop...
- Expressing quiz results: results slides.

Hands-on work

Insert and configure a quiz.

TEACHING AIDS AND TECHNICAL RESOURCES

• The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.

• At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.

• A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@orsys.fr to review your request and its feasibility.

6 Setting up an LMS

- Discover an LMS in SaaS mode.
- Setting up the user interface: the Player.
- Publish a module: generate the SCORM package.

Hands-on work
Setting up the Player and publishing on an LMS.

Options

Certification : 190 € HT

La certification DiGiTT® est en option lors de l'inscription à cette formation et s'articule en 3 étapes : le passage d'un Diag® avant la formation, l'accès à une digithèque permettant l'apprentissage des concepts et notions pour chaque compétence digitale, puis le passage de l'examen de certification. Celui-ci se compose d'un test de 90 min disponible en anglais et en français. Le résultat atteste de votre niveau de compétences sur 1000 points (débutant, intermédiaire, avancé, expert). Le seul suivi de cette formation ne constitue pas un élément suffisant pour garantir un score maximum à l'examen. La planification de ce dernier et son passage s'effectuent en ligne dans les 4 semaines qui suivent le début de votre session.

The certification option comes in the form of a voucher or invitation that will allow you to take the exam at the end of the training course.

Dates and locations

REMOTE CLASS
2026 : 8 June, 22 Oct.

PARIS LA DÉFENSE
2026 : 23 Mar., 8 June, 22 Oct.