

Course : Articulate Storyline, creating interactive e-learning content

Practical course - 2d - 14h00 - Ref. ATI

Price : 1380 CHF E.T.

★★★★☆ 4,5 / 5

Teaching objectives

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

- ✓ Learn the principles of e-learning
- ✓ Create interactive e-learning content with the Articulate Storyline tool
- ✓ Develop interactive presentations with text, audio, and video
- ✓ Create interactive quizzes with text, audio and video

Practical details

Teaching methods

Demonstrative learning with hands-on work.

Course schedule

1 Introducing and beginning a Storyline project

- Overview of Storyline.
- Storyline: A Rapid Learning tool.
- Other e-learning tools.
- Getting started with Storyline.
- Basic concepts and Storyline terminology.
- Options. Other start-up options.

Hands-on work

Getting started with the interface. Creating and configuring a Storyline project by importing a PowerPoint.

PARTICIPANTS

PREREQUISITES

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.

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.

2 Slides

- Slides and scenes.
- Ordering slides. Notes.
- Slide properties and branching.
- Slide transitions.

Hands-on work

Creating and managing slides.

3 Create and edit a slide

- Images, screenshots, and characters.
- Text boxes and bubbles.
- Inserting and editing a video.
- Inserting and editing audio.
- Flash content and Web Objects.
- Animations, zooms, and panoramas.
- Editing with the timeline.
- Creating screenshots.

Hands-on work

Inserting media, composing, and editing.

4 Ensuring the project's graphical consistency.

- Using themes (colors, fonts, backgrounds, etc.).
- Slide Master.
- Feedback Master.

Hands-on work

Creating a Storyline theme.

5 Creating interactivity

- Interactivity: What, why, and how?
- Button, hotspot, market, and freeform.
- States, triggers, and layers.
- Principle and example applications of variables.

Hands-on work

Adding interactivity to a project.

6 Creating quizzes

- Principles of quizzes in Storyline.
- Different types of quizzes.
- Feedback and branching
- Question banks.
- Results slides.

Hands-on work

Creating and configuring a quiz.

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.

7 Publishing a Storyline project

- Defining elements of Player.
- Player colors and fonts.
- Browser settings.
- Language settings.
- Publication (on a Website, LMS, CD, etc.).

Hands-on work

Customizing the Player and publishing the project.

Dates and locations

REMOTE CLASS

2026 : 28 May, 28 May, 15 Oct., 15 Oct., 10 Dec.,
10 Dec.