

Articulate Storyline, creating interactive e-learning content

Hands-on course of 2 days - 14h

Ref.: ATI - Price 2025: 1 360 (excl. taxes)

The price for the 2026 session dates may be revised

EDUCATIONAL OBJECTIVES

At the end of the training, the trainee 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

TEACHING METHODS

Demonstrative learning with hands-on work.

THE PROGRAMME

last updated: 07/2024

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.

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.

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.

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.

- 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.

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

REMOTE CLASS

2025 : 27 nov.

2026 : 19 mars, 28 mai, 15 oct.,
10 déc.