Course : Articulate Storyline, creating interactive e-learning content

Practical course - 2d - 14h00 - Ref. ATI
Price : 1380 CHF E.T.

★★★★½   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.

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.

(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.