# Articulāte 360 Course articulate FourSquare Training ©

# **Articulate 360 Training - Beginners to Intermediate Topics (2 to 3 Days)**

We specialise in delivering flexible training programmes and course topics taught may vary depending upon your requirements.

- Module 1: Articulate 360 Introduction
  - 1. What is Articulate 360?
  - 2. Articulate Presenter
- Module 2: Articulate 360 and Slide Properties
  - 1. Slide Titles
  - 2. Articulate 360 Slide Navigation
  - 3. Articulate 360 Properties
- Module 3: Articulate 360 Blending
  - 1. eLearning Templates
  - 2. Master Slide Design
  - 3. Apply Consistent Branding
  - 4. Approaching Articulate 360 Course Design
  - 5. Articulate 360 and Microsoft PowerPoint Design Elements
  - 6. The Articulate 360 Workflow
- Module 4: Articulate 360 Course Design
  - 1. eLearning and Course Assessments
  - 2. Effective Interactive Elements



- Module 5: Articulate 360 Timeline
  - 1. Working with the Timeline
  - 2. Timeline Layers
  - 3. Adjusting Timing for Objects on Timeline
- Module 6: Articulate 360 States
  - 1. What are Articulate 360 States?
  - 2. Adding, Editing and Deleting States
- Module 7: Articulate 360 Triggers
  - 1. Adding Triggers
  - 2. Editing Triggers
  - 3. Working with the Trigger Wizard
  - 4. Building Trigger Actions
- Module 8: Articulate 360 Audio
  - 1. Inserting External Audio Files
  - 2. Editing Audio Files in Articulate 360
  - 3. Recording Narration
  - 4. Audio Tools Bar /Audio Editor
  - 5. Adding Captions
  - 6. Adding a Script
- Module 9: Articulate 360 Video
  - 1. Inserting Video from Local/Network Files
  - 2. Inserting Video from Online resources
  - 3. Video Tools Bar
  - 4. Editing Your Video
  - 5. Video Controls





- 6. Skinning /Playbar
- 7. Add Captions

# Module 10: Articulate 360 and Visual Media Recording

- 1. Recording with a WebCam
- 2. Recording with an External Camera (N.B. A Camera will need to be available to your students on the day of the course)
- 3. Hints and Tips

# Module 11: Articulate 360 Web Objects

- 1. Introducing Web Objects
- 2. Web Object Controls
- 3. Viewing Web Objects
- 4. Sizing and Display
- 5. Working with Web Object Links

#### Module 12: Articulate 360 Quizzes

- 1. Adding Quizzes
- 2. Quiz Masterslides and Branding
- 3. The Feedback Master
- 4. Question Banks

## • Module 13: Articulate 360 Quiz Question Scenarios

- 1. True or False Questions
- 2. Fill in the Blank Questions
- 3. Multiple Response Questions
- 4. Multiple Choice Questions
- 5. Word Banks
- 6. Drop-Downs



- 8. Drop-Down Sequencing
- 9. Numerical
- 10. Hotspot

# • Module 14: Articulate 360 Management

- 1. Feedback Messages
- 2. Scoring and Reporting
- 3. QuizMaker Publishing (Quizzes and Surveys)
- 4. Reporting for the Learning Management System (LMS)

#### Module 15: Articulate 360 Further Quiz Elements

- 1. Views (Slide and Freeform)
- 2. Video Quizzes
- 3. Interactive Video Quizzes
- 4. Animations with Questions
- 5. Graphical Question and Answers
- 6. Quiz Branching

## Module 16: Articulate 360 and Microsoft PowerPoint Files

- 1. Working with MS PowerPoint
- 2. Combining both Applications
- 3. Custom Animations
- 4. Graphics Handling in MS PowerPoint
- 5. PowerPoint Links
- 6. PowerPoint Animations

### Module 17: Articulate 360 Animations

1. Working with Animation



- 2. Animation Effects (Entrance/ Exit Effects)
- 3. Working with Motion Paths
- 4. Advanced Animation Techniques
- 5. Rollover Animations

# Module 18: Articulate 360 Character Library

- 1. The Character Gallery and Options
- 2. Uploading Characters
- 3. Manipulating Characters
- 4. Character Animation
- 5. Character Facial Expressions (Changing)
- 6. Character Posture and Editing
- 7. Characters States and Triggers
- 8. Character Properties

# Module 19: Articulate 360 Publishing

- 1. Learning Management System (LMS) Publishing
- 2. Web Publishing and Social Media
- 3. Articulate 360 Online
- 4. Articulate 360 Podcasts
- 5. Articulate 360 CD

# Scan the QR Code for more course information:







