

Learning Articulate Storyline

Serious games provide a unique opportunity to engage students more fully than traditional teaching approaches. Understanding the best way to utilize games and play in an educational setting is imperative for effectual learning in the twenty-first century. *Gamification: Concepts, Methodologies, Tools, and Applications* investigates the use of games in education, both inside and outside of the classroom, and how this field once thought to be detrimental to student learning can be used to augment more formal models. This four-volume reference work is a premier source for educators, administrators, software designers, and all stakeholders in all levels of education.

Change Your Training Narrative As a trainer, you try to facilitate connections for learners, knowing you must first make connections for yourself. One way to do that is to be a storyteller. But how do you tell stories? How do you find stories to tell? *StoryTraining: Selecting and Shaping Stories That Connect* explores how to find your stories and deliver them for learners, ultimately strengthening the storyteller you already are. The challenge with storytelling, according to author Hadiya Nuriddin, is in finding a story to tell. This book focuses on that elusive part of storytelling—finding the stories lurking everywhere and telling them. Hadiya shows you how by pulling from other disciplines, especially literature and creative writing, to help you select, structure, shape, and tell stories that can facilitate connections between you, your learners, and the material. You'll learn about the characteristics of stories that are most useful for facilitating learning, and understand what each looks like in practice. *StoryTraining* also includes helpful checklists as well as the author's surefire tips, diagrams for story

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timelining, and favorite story models. Given the push to make training more relevant, storytelling ability will continue to be in high demand. If you yearn to find your own stories—and to successfully engage with learners and others—this is the facilitation book you have been waiting for.

Build up your e-learning development skills with Articulate Storyline About This Book Develop interactive e-learning projects using advanced techniques Impress your clients and/or audience with out-of-the-box interactions Step-by-step walkthroughs provide practical solutions Who This Book Is For This book is for anyone experienced in using the basic functions of Articulate Storyline who are yearning to learn more. It's designed to provide a brief overview of key concepts, to help you refresh your knowledge of common functions, and teach you how to push Storyline to the limit! What You Will Learn Familiarize yourself with best practices for e-learning development Review key Storyline concepts before diving in deep with development Discover new ways of working within Storyline to extend slide content and enhance interactivity Personalize your story with advanced variable-based interactions See how JavaScript can be used in your stories to do some really neat things Assess your learners using customized assessment options and find out how to troubleshoot common issues Customize the learning experience by modifying the player properties and publishing settings Customize your story and prepare it for publishing In Detail Storyline is a powerful e-learning authoring tool that allows you to take your creativity to the next level. However, more often than not, projects don't require such complex interactions, leaving Storyline's full capabilities untapped. This book will provide you with the information you need to take your Storyline development up a notch by leveraging the full suite of possibilities Storyline has to offer. You will be provided with a

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refresher of the key concepts before we take you deep into the exciting world of enhanced interactivity, variables, and even some JavaScript—oh my! With downloadable activities, you can either follow along and compare your output, use the activities as they are, modify the activities to suit your own needs, or reverse-engineer the activities to better understand how they were developed. Style and approach You'll get hands-on working with project files that were created with you in mind. As you move through each chapters, the practical, step-by-step approach will get you using some of the more advanced features of Storyline to create polished and snazzy interactions.

This book provides one-on-one tutoring to help you quickly get up to speed with the basics while also learning how to best apply Storyline features in the context of the work you do. If you're an e-learning developer, writer, designer, subject matter expert, or all or any one of these, this book is for you. This book is not just for novices, but also for seasoned developers, transitioning from PowerPoint and Articulate Studio '09, and for those who are already working with Storyline.

This ultimate roadmap covers the entire e-learning landscape. Why do we even need e-learning? What is an LMS? How do I write a storyboard? If you're delving into e-learning and are coming up with more questions than answers, this guide is the high-level overview you've been looking for. In this book, e-learning development experts and educators Diane Elkins and Desirée Pinder deliver a comprehensive examination of the e-learning process from the ground up.

This book focuses exclusively on the application of PowerPoint to the creation of online training programs. Better than Bullet Points, *Creating Engaging e-Learning with PowerPoint* fills that

gap. By providing in-depth guidance, specific instructions, and helpful exercises, the book will enable training practitioners to create impactful learning interactions in PowerPoint. The author steps readers through the powerful features of this popular desktop application, covering everything from text to art, animation to interactivity. Provided that the reader owns a copy of PowerPoint, this book will immediately put free real-world tools into the hands of those who need it. The information is practical rather than theoretical and immediately applicable. Most importantly, this book will help make e-learning accessible to those who have previously been excluded from taking advantage of the opportunities e-learning can provide. Jane Bozarth is the e-learning coordinator for the North Carolina Office of State Personnel's Human Resource Development Group and has been a training practitioner since 1989. She is a columnist for Training Magazine and has written for numerous publications including Creative Training Techniques Newsletter and the Journal of Educational Technology and Society.

Don't create boring e-learning! Cammy Bean presents a fresh, modern take on instructional design for e-learning. Filled with her personal insights and tips, *The Accidental Instructional Designer* covers nearly every aspect of the e-learning design process, including understanding instructional design, creating scenarios, building interactivity, designing visuals, and working with SMEs. You'll learn all about the CBT Lady and how to avoid her instructional design mistakes. Along the way, you'll hear from a few other accidental instructional designers, get ideas for your own projects, and find resources and references to take your own practice to the next level. *The Accidental Instructional Designer* is perfect for the learning professional or instructional designer who is just getting started with e-learning—or the more experienced practitioner looking for new ideas. In addition to sharing proven techniques and strategies, this

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book: covers best practices and what to avoid when designing an e-learning program presents e-learning in action through various case studies shows how you can go from being an accidental instructional designer to an intentional one.

Short Sims: A Game Changer explores the design concepts, dialogue, and formatting of interactive simulations. Interactivity is the key to effective educational media in schools, corporations, the military, and government. However, challenges like ineffective linear content or expenses can derail the product. This book provides a proven methodology to guide anyone through the steps of quickly creating highly engaging and responsive content. The process combines decades of research and implementations with leading organizations (Bill & Melinda Gates Foundation, Harvard Business School Publishing, Visa, State Department) with new tools that have just emerged. Key Features This book provides numerous code examples to illustrate how to put the techniques into practice. It includes expanded introductions to mathematics fundamental to computer graphics and game development. Graphics and physics are covered in introductory overviews. Author Bio Clark Aldrich is an education technology thought leader—the author of six books and developer of patent and award-winning projects. He currently builds custom Short Sims for organizations using a revolutionary methodology he has pioneered, or helps them build their own, through www.shortsims.com. He is also the host of an audio series called Education X Media (www.edbymedia.com) about evolving pedagogy in academics, corporations, and the military. ? He has been called a "guru" by Fortune Magazine and a "maverick" by CNN. Aldrich and his work have been featured in hundreds of other sources, including CBS, ABC, The New York Times, USA Today, the Associated Press, Wall Street Journal, NPR, CNET, Business 2.0, BusinessWeek, and U.S. News and World Report.

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He has written monthly columns for Training Magazine and Online Learning Magazine. Previously, he was the founder and former director of research for Gartner's e-learning coverage. Earlier in his career, he worked on special projects for Xerox' executive team. He also served for many years as the Governor's representative on the education task force Joint Committee on Educational Technology, volunteered on several non-profit organizations aimed at child advocacy, and has served on numerous boards. He earned from Brown University a degree in cognitive science (during which he also taught at a leading environmental education foundation). He grew up in Concord, Massachusetts, and is the ninth great-grandson of Governors John Winthrop and Thomas Dudley, first and second governors of the Massachusetts Bay Colony, and Captain Walter Neale, the first colonial governor of lower New Hampshire.

Making learning and development (L&D) content inclusive and accessible for everyone is not only a good thing to do, it's the right thing to do. Designing Accessible Learning Content provides evidence-based advice on designing digital learning content that ensures all learners are included and are therefore able to perform to their full potential. This is a practical guide on accessibility for anyone involved in the design, creation, development or testing of online learning content. It provides detailed guidance on how to meet the Web Content Accessibility Guidelines making it essential reading for L&D professionals, instructional designers and course developers who need to comply with legal accessibility requirements. Using the author's 'eLearning Accessibility Framework', Designing Accessible Learning Content demystifies sometimes complex technical accessibility standards and provides an easy to follow contextual framework uniquely designed for learning content created using any

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authoring tool. This book also demonstrates how creating accessible learning content can improve usability and provide the best possible learning experience for everyone. In addition, it offers essential background information such as a focus on disability, an overview of assistive technology and an exploration of the case for digital accessibility. This guarantees that L&D professionals have the vital background knowledge they need to make sense of accessibility before they begin practically applying the principles. With online checklists, learner case studies, and industry perspectives, *Designing Accessible Content* is an essential handbook for all L&D professionals seeking to harness the benefits of accessibility in order to improve their learning content for everyone.

Articulate Storyline is a foundational elearning-authoring program for instructional designers, and Storyline 2 provides an improved user interface and interactive learning elements. In this course, David Rivers introduces Storyline and helps authors start building their own interactive content. Learn how to plan a Storyline project, create a presentation using all of the different assets and elements, work with audio and video, and publish a project. You'll also discover how to assess the effectiveness of an elearning experience using Storyline's quiz features. *The Business Side of Learning Design and Technologies* provides a ready reference with actionable tools and techniques for recognizing the impact of learning design/technology decisions at the project, business unit, and organizational levels. Written for early- and mid-career learning designers and developers as well as students and researchers in instructional/learning design and technology programs, this volume focuses on the business issues underlying the selection, design, implementation, and evaluation of learning opportunities. Using scholarly and practitioner research, interviews with Learning and

Development thought leaders, and the author's own experience, readers will learn how to speak the language of business to demonstrate the value of learning design and technologies. **LEARN HOW TO DESIGN ELEARNING THAT DELIVERS RESULTS (AND DOESN'T SUCK)!** When you're tasked with creating your very first eLearning course, it can be hard (and downright scary) trying to figure out where to begin. You likely have a million questions running through your head. How do you plan your project and set it up for success? How do you collect learning content from your subject matter experts? Why do you need an eLearning storyboard, and how do you write one? How do you develop a prototype of your eLearning course? And, what the heck is a prototype anyway? When and where should you include interactivity? When should you let your SMEs review your course? And what's a "SME" again? And what do you do when they don't give you feedback? Trying to get answers to all of these questions can quickly leave you saying to yourself, "I don't think I'm cut out for this eLearning thing!" But, here's some good news: you're not alone! The truth is, most eLearning designers entered fell, stumbled, and dropped into the world of eLearning entirely by accident. This is where the second edition of *The eLearning Designer's Handbook* can help! In this book, Tim Slade will show you that the eLearning development process doesn't have to be as complicated as it might seem. If you're new to eLearning, Tim will walk you through the complete eLearning design and development process, providing you practical tips and advice, based on his own experience working as an eLearning designer for over a decade. With the second edition of *The eLearning Designer's Handbook*, you'll discover how to... Plan your eLearning project by conducting a kickoff meeting with your stakeholders. Conduct a needs analysis and recommend a training solution. Draft an eLearning project plan and development timeline.

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Define the learning objectives and create a blended training solution. Collect and organize your learning content into a design document. Create a course outline and draft a storyboard of your eLearning course. Create a prototype and develop your course with an eLearning authoring tool. Incorporate interactivity into your eLearning course. Reduce cognitive load and increase learning retention. Deliver and measure the effectiveness of your eLearning course. Conduct a retrospective at the end of your project. So, what's new in the second edition? With the second edition of *The eLearning Designer's Handbook*, Tim Slade went back to the drawing board to rewrite and redesign every single page of the book. Not only does the second edition include a boatload of new content on instructional design best practices, but it also includes even more practical content geared towards new eLearning designers. With the second edition of *The eLearning Designer's Handbook*, you'll get... 3X more content Full-color print Real-world examples More tools and templates

Please note this book is for Storyline version 1.: The E-Learning Uncovered series is designed to give you the maximum amount of information in the minimum amount of time. You'll learn about virtually every check box, every menu, and every option in Articulate Storyline. But we don't just tell you HOW to check that box or click that menu; we also tell you WHY you might or might not want to. Brand new users will learn all the basics of how to get started: scenes, slides, graphics, layers, states, questions, and screen recordings. Intermediate users will uncover the more powerful tools to create advanced interactions: actions, variables, and conditions-all in one book! Everyone will benefit from the special tips and insider secrets that let you do more and save time. Look for: Design Tips: instructional design, graphic design, and usability tips that give you insight on how to implement the different features of the software.

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Power Tips: advanced tips and secrets that can help you take your production to the next level.
Time Savers: software shortcuts and ways to streamline your production efforts and save you time.
Bright Ideas: special explanations and ideas for getting more out of the software.
Cautions: "lessons learned the hard way" that you can use to avoid common problems.
Web Resources: the free companion website includes useful resources such as reference guides and practice files. "This well-organized book appears to cover the full functionality of Storyline. They leave no stone unturned. ... If you're looking for a Storyline reference and manual filled with super tips, you'll be happy with E-Learning Uncovered: Articulate Storyline." - Connie Malamed, the eLearning coach

In this course, we cover everything from A-Z in Articulate Storyline About This Video Rapid eLearning course authoring Custom learning interactions Complex learning interactions In Detail Become an Articulate Storyline ninja! Learn to build highly interactive online and mobile courses with Articulate Storyline 360 or 3. It's simple enough for beginners, powerful enough for experts. In this course, you will learn to master creating engaging online training with Articulate Storyline! We will cover everything from A-Z. You'll learn how to start a course, create your own content, make it interactive and engaging, use variables and triggers, and then publish it to a Learning Management System, mobile device, or website. In this course, you will learn: Starting a new project Scenes as opposed to pages Working with page-level content Creating your own visuals within Storyline Working with media (external images, video, and audio) Customizing the theme and player Animation basics Create drag and drop interactions Working with Storyline triggers to create interactivity Using variables for advance interactivity Creating quizzes and question banks Publishing your course for an LMS or mobile

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devices Building interactive games & interactions within Articulate Storyline With Jeff as your sensei, you will become a certified Storyline ninja in no time!

Explore effective learning programs with the father of e-learning Michael Allen's Guide to e-Learning: Building Interactive, Fun, and Effective Learning Programs for Any Company, Second Edition presents best practices for building interactive, fun, and effective online learning programs. This engaging text offers insight regarding what makes great e-learning, particularly from the perspectives of motivation and interactivity, and features history lessons that assist you in avoiding common pitfalls and guide you in the direction of e-learning success. This updated edition also considers changes in technology and tools that facilitate the implementation of the strategies, guidelines, and techniques it presents. E-learning has experienced a surge in popularity over the past ten years, with education professionals around the world leveraging technology to facilitate instruction. From hybrid courses that integrate technology into traditional classroom instruction to full online courses that are conducted solely on the internet, a range of e-learning models is available. The key to creating a successful e-learning program lies in understanding how to use the tools at your disposal to create an interactive, engaging, and effective learning experience. Gain a new perspective on e-learning, and how technology can facilitate education Explore updated content, including coverage regarding learner interface, gamification, mobile learning, and individualization Discuss the experiences of others via targeted

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case studies, which cover good and not so good e-learning projects Understand key concepts through new examples that reinforce essential ideas and demonstrate their practical application Michael Allen's *Guide to e-Learning: Building Interactive, Fun, and Effective Learning Programs for Any Company, Second Edition* is an essential resource if you are studying for the e-Learning Instructional Design Certificate Program.

Meet Articulate Storyline, a cutting-edge tool for creating interactive courses.

Learn how to engage learners with interactive elearning created in Articulate Storyline 360.

Meet Learning Needs With New Tools and New Thinking Learning is no longer an activity or luxury that only occurs at specific stages in your life or career. With the digital revolution, learning has become immediate, real-time, and relevant whether you're young, old, in the workforce, in school, or at home. As a learning and development professional, you've likely confronted the digital learning revolution armed with instructional design models from the pre-digital world. But today's digital universe has a new model to address its wealth of new technologies and a new philosophy of learning experience design: learning cluster design. *Designing for Modern Learning: Beyond ADDIE and SAM* offers you and your learners a new way to learn. It describes the fundamental shift that has occurred in the nature of L&D's role as a result of the digital revolution and introduces a new five-step model: the Owens-Kadokia Learning Cluster Design Model (OK-LCD Model), a new five-step model for training design that meets

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the needs of modern learning. The model's five steps or actions are an easy-to-follow mnemonic, CLUSTER: • Change on-the-job behavior • Learn learner-to-learner differences • Upgrade existing assets • Surround learning with meaningful assets • Track transformation of Everyone's Results. In each chapter, the authors share stories of business leaders, L&D professionals, and learners who have successfully adopted the OK-LCD Model, detailing how they altered organizational mindsets to meet the needs of modern learners and their organizations. Included are how-to features, tools, tips, and real-life "in practice" sections. This is an exciting time to be in L&D. It's time to join the revolution.

Learn how to get started with Articulate Storyline 3. Discover how to start a project from scratch, add interactive learning elements, assess a learner's retention of the content, and more.

In this course, David Rivers introduces you to Articulate Storyline, an elearning tool to help you build interactive content. Learn how to plan a Storyline project, create a presentation using all of the different assets and elements, work with media such as audio and video, and publish your project. You'll also discover how to assess the effectiveness of an elearning experience using the Storyline quiz features.

The ADDIE process is past its prime. It was developed long before Agile and other iterative processes that have introduced greater efficiencies in design and development, fostered more creativity, and addressed effective stakeholder

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involvement. *Leaving ADDIE for SAM* introduces two new concepts—SAM, the Successive Approximation Model, and the Savvy Start. Together, they incorporate contemporary design and development processes that simplify instructional design and development, yielding more energetic and effective learning experiences.

This book is a must-read for all learning professionals who have a desire to let go of outdated methodologies and start creating better, faster training products today. This book is for intended for all those interested in working with Storyline to develop engaging e-learning projects. With a user-friendly interface, you don't need any prior experience with Storyline to create and publish your first project. Beginning, intermediate, and even advanced tips--all in one book!The E-Learning Uncovered series is designed to give you the maximum amount of information in the minimum amount of time. You'll learn about virtually every check box, every menu, and every option in Adobe Captivate 2019 for PC. But we don't just tell you HOW to check that box or click that menu (that's the easy part), we also tell you WHY you might or might not want to.Brand new users will walk step-by-step through every aspect of building great e-learning in Captivate. Intermediate users will learn how to use more advanced features, such as effects, actions, variables, and advanced actions--all in one book! Everyone will benefit from the special tips and insider secrets that let you do more and save time. Look for: Design Tips: instructional design, graphic design, and

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usability tips that give you insight on how to implement the different features of the software. - Power Tips: advanced tips and secrets that can help you take your production to the next level. - Time Savers: software shortcuts and ways to streamline your production efforts and save you time. - Bright Ideas: special explanations and ideas for getting more out of the software. - Cautions: "lessons learned the hard way" that you can use to avoid common problems. - Web Resources: the free companion website includes useful resources such as reference guides and practice files. Plus, a detailed table of contents and comprehensive index make it easy to look up exactly what you need.

The E-Learning Uncovered series is designed to give you the maximum amount of information in the minimum amount of time. You'll learn about virtually every check box, every menu, and every option in Articulate Storyline 360. But we don't just tell you HOW to check that box or click that menu; we also tell you WHY you might or might not want to. Brand new users will learn all the basics of how to get started: scenes, slides, graphics, layers, states, questions, and screen recordings. Intermediate users will uncover the more powerful tools to create advanced interactions: actions, variables, and conditions—all in one book! Everyone will benefit from the special tips and insider secrets that let you do more and save time. Look for: Design Tips: instructional design, graphic design, and usability tips that give you insight on how to implement the different features of the software. Power Tips: advanced tips and secrets that can help you take

your production to the next level. Time Savers: software shortcuts and ways to streamline your production efforts and save you time. Bright Ideas: special explanations and ideas for getting more out of the software. Cautions: "lessons learned the hard way" that you can use to avoid common problems. Web Resources: the free companion website includes useful resources such as reference guides and practice files. This edition features Storyline 360 version 3.0.9239.

Learn how create interactive, engaging elearning content using Articulate Storyline 360, and find out how to make enhancements to the learning environment that presents your content.

Create responsive eLearning content, including quizzes, demonstrations, simulations and Virtual Reality projects that fit on any device with Adobe Captivate 2019 Key Features Build responsive, interactive and highly engaging eLearning content with Adobe Captivate 2019 Build Virtual Reality eLearning experiences with Adobe Captivate 2019 Assess your student knowledge with interactive and random quizzes Seamlessly integrate your eLearning content with any SCORM or xAPI compliant LMS Book Description Adobe Captivate is used to create highly engaging, interactive, and responsive eLearning content. This book takes you through the production of a few pieces of eLearning content, covering all the project types and workflows of Adobe Captivate. First, you will learn how to create a typical interactive Captivate project. This will give you the opportunity to review all Captivate objects and uncover the

application's main tools. Then, you will use the built-in capture engine of Captivate to create an interactive software simulation and a Video Demo that can be published as an MP4 video. Then, you will approach the advanced responsive features of Captivate to create a project that can be viewed on any device. And finally, you will immerse your learners in a 360o environment by creating Virtual Reality projects of Adobe Captivate. At the end of the book, you will empower your workflow and projects with the newer and most advanced features of the application, including variables, advanced actions, JavaScript, and using Captivate 2019 with other applications. If you want to produce high quality eLearning content using a wide variety of techniques, implement eLearning in your company, enable eLearning on any device, assess the effectiveness of the learning by using extensive Quizzing features, or are simply interested in eLearning, this book has you covered! What you will learn Learn how to use the objects in Captivate to build professional eLearning content Enhance your projects by adding interactivity, animations, and more Add multimedia elements, such as audio and video, to create engaging learning experiences Use themes to craft a unique visual experience Use question slides to create SCORM-compliant quizzes that integrate seamlessly with your LMS Make your content fit any device with responsive features of Captivate Create immersive 360° experiences with Virtual Reality projects of Captivate 2019 Integrate Captivate with other applications (such as PowerPoint and Photoshop) to establish a professional eLearning production workflow Publish your project in a wide

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variety of formats including HTML5 and Flash Who this book is for If you are a teacher, instructional designer, eLearning developer, or human resources manager who wants to implement eLearning, then this book is for you. A basic knowledge of your OS is all it takes to create the next generation of responsive eLearning content.

This 2021 edition has been updated with 50 new pages to include the latest features in Storyline 360. The E-Learning Uncovered series is designed to give you the maximum amount of information in the minimum amount of time. You'll learn about virtually every check box, every menu, and every option in Articulate Storyline 360. But we don't just tell you HOW to check that box or click that menu; we also tell you WHY you might or might not want to. Brand new users will learn all the basics of how to get started: scenes, slides, graphics, layers, states, questions, and screen recordings. Intermediate users will uncover the more powerful tools to create advanced interactions: actions, variables, and conditions-all in one book! Everyone will benefit from the special tips and insider secrets that let you do more and save time. Look for: Design Tips: instructional design, graphic design, and usability tips that give you insight on how to implement the different features of the software. Power Tips: advanced tips and secrets that can help you take your production to the next level. Time Savers: software shortcuts and ways to streamline your production efforts and save you time. Bright Ideas: special explanations and ideas for getting more out of the software. Cautions: "lessons learned the hard way" that you can use to avoid common problems. Web Resources: the free

companion website includes useful resources such as reference guides and practice files. This edition features Storyline 360 version 3.49.24347.0.

Although verbal learning offers a powerful tool, Mayer explores ways of going beyond the purely verbal. Recent advances in graphics technology and information technology have prompted new efforts to understand the potential of multimedia learning as a means of promoting human understanding. In this second edition, Mayer includes double the number of experimental comparisons, 6 new principles - signalling, segmenting, pertaining, personalization, voice and image principles. The 12 principles of multimedia instructional design have been reorganized into three sections - reducing extraneous processing, managing essential processing and fostering generative processing. Finally an indication of the maturity of the field is that the second edition highlights boundary conditions for each principle research-based constraints on when a principle is likely or not likely to apply. The boundary conditions are interpreted in terms of the cognitive theory of multimedia learning, and help to enrich theories of multimedia learning.

Scenario-Based e-Learning Scenario-Based e-Learning offers a new instructional design approach that can accelerate expertise, build critical thinking skills, and promote transfer of learning. This book focuses on the what, when, and how of scenario-based e-learning for workforce learning. Throughout the book, Clark defines and demystifies scenario-based e-learning by offering a practical

design model illustrated with examples from veterinary science, automotive troubleshooting, sales and loan analysis among other industries. Filled with helpful guidelines and a wealth of illustrative screen shots, this book offers you the information needed to:

- Identify the benefits of a SBeL design for learners and learning outcomes
- Determine when SBeL might be appropriate for your needs
- Identify specific outcomes of SBeL relevant to common organizational goals
- Classify specific instructional goals into one or more learning domains
- Apply a design model to present content in a task-centered context
- Evaluate outcomes from SBeL lessons
- Identify tacit expert knowledge using cognitive task analysis techniques
- Make a business case for SBeL in your organization

Praise for Scenario-Based Learning "Clark has done it again—with her uncanny ability to make complex ideas accessible to practitioners, the guidelines in this book provide an important resource for you to build your own online, problem-centered instructional strategies." —M. David Merrill, professor emeritus at Utah State University; author, *First Principles of Instruction* "Clark's wonderful book provides a solid explanation of the how, what, and why of scenario-based e-learning. The tools, techniques, and resources in this book provide a roadmap for creating engaging, informative scenarios that lead to tangible, measurable learning outcomes. If you want to design more engaging e-learning, you need to

read this book." —Karl M. Kapp, Professor of Instructional Technology, Bloomsburg University; author, *The Gamification of Learning and Instruction Take Your Articulate Storyline eLearning Projects To New Heights With This Step-by-Step Approach to Learning...* If you read our "Articulate Storyline 2: The Essentials" book, then you already know how to plan eLearning projects, create Storyline projects from scratch, record screen actions, add interactivity, work with hotspots and triggers, add audio, work with variables, add quizzes, and publish content. So what else could there possibly be to learn about Articulate Storyline? Think custom themes and templates. Think custom navigation. Think gamification! Done thinking? We're not... think video controls and custom slides, random quizzes, and incorporating JavaScript. During this step-by-step workbook, you'll learn about adding accessibility, and reporting to a Learning Management System. Master Articulate Storyline using IconLogic's proven "skills and drills" approach to learning. This book features: All of the Articulate Storyline projects, images, audio files, and other assets to get started (Just download the Storyline free 30-day trial software from the Articulate website and jump in!) Dozens of step-by-step, hands-on activities Confidence Checks to challenge your new skills Hundreds of supporting screen shots Learn Articulate Storyline 360 fast with this step-by-step, project-based

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workbook! Articulate Storyline is one of the hottest eLearning development tools in the world. This hands-on, step-by-step workbook will teach you the essential Storyline skills necessary to create effective, interactive, and engaging eLearning courses. This hands-on book, which most people can finish in a few short days, contains tons of activities and supporting screenshots. There are even challenge exercises (Confidence Checks) that will put your new-found skills to the test. You'll learn how to create projects from scratch, how to work with slides, add scenes, add and format text, images, characters, and videos. There are lessons that will teach you how to add interactivity to slides via buttons, triggers, text entry areas, and hotspots. Learn about variables and how they allow you to create personalized eLearning. Enhance the learner experience by recording, importing, and editing audio. Gauge the effectiveness of your eLearning by adding quizzes. Then you'll publish Storyline projects for the widest possible audience. This book features: All of the Articulate Storyline projects, images, audio files, videos, and other eLearning assets needed to get started (Just download the Storyline free 30-day trial software from the Articulate website and jump in!) Dozens of step-by-step, hands-on activities Confidence Checks to challenge your new skills Hundreds of supporting screenshots

Articulate Storyline 3 & 360: Beyond the Essentials: Second Edition Take Your

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Articulate Storyline eLearning Projects To New Heights With This Step-by-Step Approach to Learning! If you read our "Articulate Storyline 3 & 360: The Essentials" book, then you already know how to plan eLearning projects, create Articulate Storyline projects from scratch, record screen actions, add interactivity, work with hotspots and triggers, add audio, work with variables, add quizzes, and publish content. So what else could there possibly be to learn about Storyline? Think custom themes and templates. Think motion paths. Think animations and states! Done thinking? We're not... think sliders, dials, forced navigation, random quizzes, and video controls. During this step-by-step workbook, you'll also learn about adding accessibility, and reporting to a Learning Management System. Master Articulate Storyline using IconLogic's proven "skills and drills" approach to learning. This book features: All of the Articulate Storyline projects, images, audio files, and other assets to get started (Just download the Storyline free 30-day trial software from the Articulate website and jump in!) Dozens of step-by-step, hands-on activities Confidence Checks to challenge your new skills Hundreds of supporting screen shots

Explore basic and advanced features in Articulate Storyline 2. Learn how to create interactive e-learning courses and add quizzes.

This 2nd edition has been updated to include the latest features in Storyline 360

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such as closed captioning, random variables, and publishing to video. The E-Learning Uncovered series is designed to give you the maximum amount of information in the minimum amount of time. You'll learn about virtually every check box, every menu, and every option in Articulate Storyline 360. But we don't just tell you HOW to check that box or click that menu; we also tell you WHY you might or might not want to. Brand new users will learn all the basics of how to get started: scenes, slides, graphics, layers, states, questions, and screen recordings. Intermediate users will uncover the more powerful tools to create advanced interactions: actions, variables, and conditions-all in one book! Everyone will benefit from the special tips and insider secrets that let you do more and save time. Look for: Design Tips: instructional design, graphic design, and usability tips that give you insight on how to implement the different features of the software. Power Tips: advanced tips and secrets that can help you take your production to the next level. Time Savers: software shortcuts and ways to streamline your production efforts and save you time. Bright Ideas: special explanations and ideas for getting more out of the software. Cautions: "lessons learned the hard way" that you can use to avoid common problems. Web Resources: the free companion website includes useful resources such as reference guides and practice files. This edition features Storyline 360 version

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