

# Articulate Studio Training agenda

This two-day, hands-on, certified training course provides everything you need to use Studio 360 or Studio '13. You will learn how to quickly and easily design and develop effective eLearning presentations that can be published and delivered to meet a variety of needs and play on a variety of devices. Whilst also exploring the interactive options in Studio 360, that will help take your courses to the next level.

## Prerequisites

Training sessions are designed for a variety of skill levels. All participants should have basic computer skills and familiarity with some of the more common user interfaces. PowerPoint proficiency is beneficial.

All three days of training are interactive and hands-on. Therefore, participants are required to bring a PC (or Mac with Windows) with Articulate 360 installed, or the Articulate 360 free trial. As Studio 360 is a PowerPoint plug-in your PC will also need PowerPoint 2010 or newer installed. If you are working from a Mac, you will need to have PowerPoint 2010 or newer installed in your Windows environment.

You will also need to connect to our wireless internet network to access the applications. Please confirm this with your own IT department prior to attending the course.

## System requirements

### Hardware

- 2.0 GHz processor or higher (32-bit or 64-bit)
- 2 GB minimum memory. 1 GB minimum available disk space.
- 1,280 x 800 screen resolution or higher display
- Sound card, microphone, and webcam for recording narration and video

### Software

- Operating system: Windows 10 (32-bit or 64-bit), Windows 8 (32-bit or 64-bit), Windows 7 SP1 or later (32-bit or 64-bit), Mac OS X 10.6.8 or later with Parallels Desktop 7+ or VMware Fusion 4+
- Microsoft: Word 2010, 2013, or 2016. PowerPoint 2010, 2013, or 2016. (32-bit or 64-bit)
- Adobe Flash Player 10.3 or later
- Articulate 360 subscription or trial

## Day 1

**Module 1: Introduction to Articulate 360**

**Module 2: What is Studio 360**

**Module 3: Using PowerPoint as an authoring tool, including:**

- Adding content
- Working with presenter notes/narration
- Adding animations

**Module 4: Importing designs from Content Library**

**Module 5: Inserting audio**

- Recording & importing audio
- Using the timeline to synchronize animations
- Adding annotations

**Module 6: Inserting video**

**Module 7: Designing a player**

**Module 8: Editing slide properties**

**Module 9: Publishing your course**

**Module 10: Using Articulate Review**

**Module 11: Project management tips**

## Day 2

**Module 1: Using Engage 360 to build interactions**

- Slide & tab interactions
- Adding content and media in Engage 360
- Formatting your interaction
- Publishing options

**Module 2: Engage practice lab**

**Module 3: Quizmaker 360**

- Adding a quiz to Presenter 360
- Working with quiz properties
- Creating form-based questions
- Editing a question in slide view
- Customising a feedback layer
- Designing free-form questions

- Importing questions from Excel
- Working with question groups
- Editing a result slide
- Publishing options
- Editing how your quiz works in Presenter 360

**Module 4: Using Quizmaker to build a branched scenario**

**Module 5: Designing a click and reveal interaction in Presenter 360**

**Module 6: Applying new techniques to old content**