



Articulate Storyline Resource Material

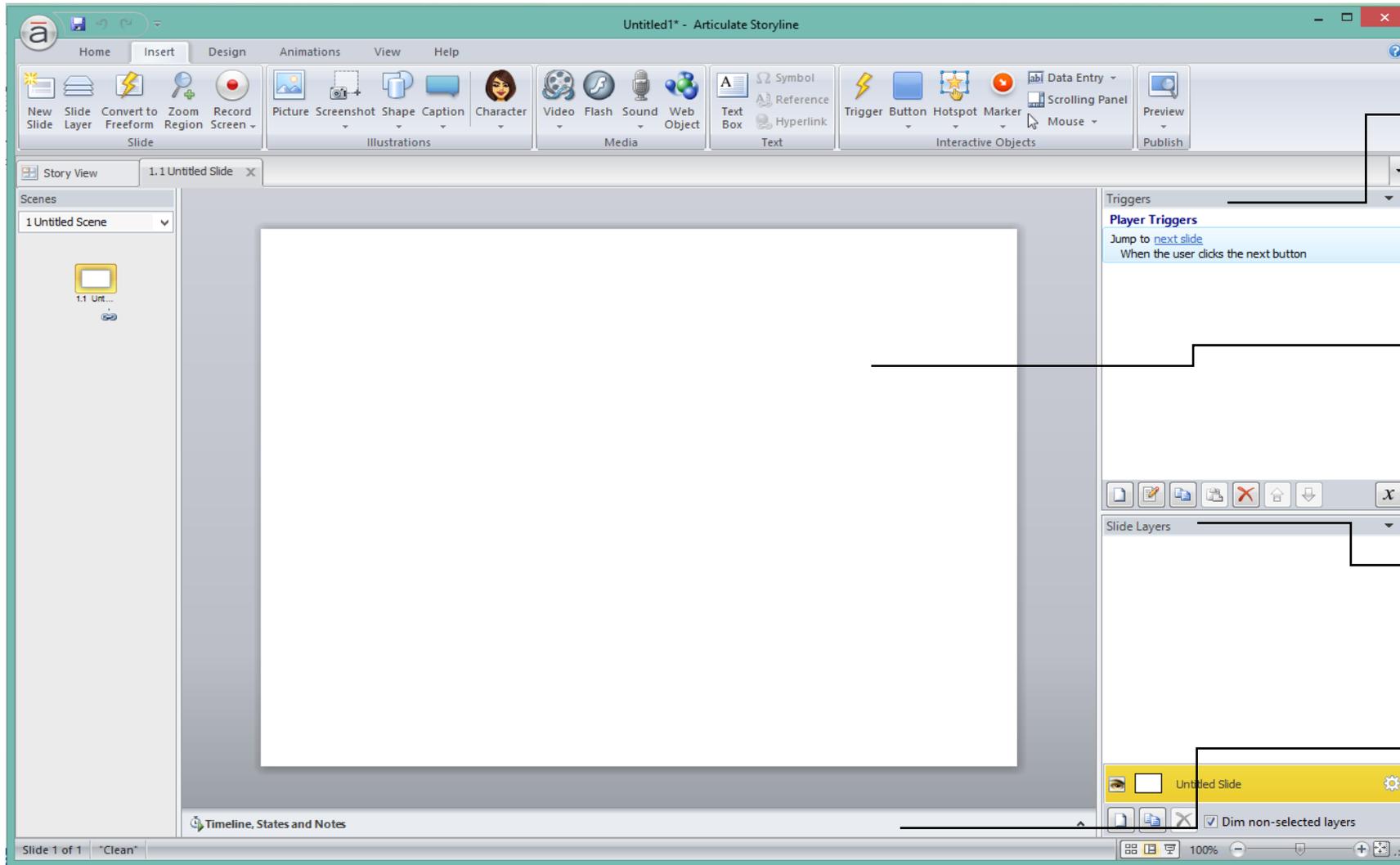
The purpose of this guide is to introduce you to Articulate Storyline and the various interactions available in it. And to help you get started with Storyline. The guide contains a list of interactions with overview and step by step procedure to create them. Also, some interaction sample links are provided for reference.

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Getting Started with Articulate Storyline

The below screenshot shows how a slide looks when you open a new project.



Triggers: This allows to activate the objects and assign specific properties to make them work.

Slide : This is the work area where you would insert videos, text, images etc.

Layers: This allows to display additional content when learner does something. For example, clicks a picture, text box etc.

States: This allows to change the states of an object in response to users action. For example, when a user clicks a button it shows visited state.



Triggers, layers and states are the main items for developing interactive content.



Sample: <http://persian.sdsu.edu/Persian%20Alphabet/story.html>



A SLIDE

This section includes 5 buttons for various functions as explained below.

- **New Slide** to insert a new slide.
- **Slide Layer** to insert a new layer in the same slide.
- **Convert to Freeform** to add built-in quiz templates to the slide.
- **Zoom Region** to add a zoom effect to a particular region in the slide.
- **Record Screen** to add a zoom effect to a particular region in the slide.

B ILLUSTRATIONS

This section includes 5 buttons for adding various images. Each has a different function as explained below.

- **Picture** to insert images from a file.
- **Screenshot** to insert clipping of the program you're using.
- **Shape** to insert various shapes such as circles, rectangles etc.
- **Caption** to insert ready-made caption styles.
- **Character** to insert a photographic or illustrated character into the slide.

C MEDIA

This section includes 4 buttons for which allows you to include different types of media. Each of them are explained below.

- **Video** to record or import video into the slide.
- **Flash** to insert a flash (swf) file into the slide.
- **Sound** to record or import a sound clip or music into the slide.
- **Web Object** to embed web-based resources into the slide, such as URL, html file etc.



CLICK on any of these buttons to insert them in to the slide.

Most of the adding of videos, images, text, and interactive buttons will happen at the insert tab.



Sample: <http://persian.sdsu.edu/Persian%20Alphabet/story.html>



D TEXT

This section includes 4 buttons for various functions as explained below.

- **Text Book** to insert a text placeholder into the slide.
- **Symbol** to insert characters such as copyright, trademark etc. which are not on your keyboard.
- **Reference** to link to stored data variables.
- **Hyperlink** to create a link to a webpage, email address, picture or a program.

E INTERACTIVE OBJECTS

This section includes 7 buttons for adding various interactive objects. Each has a different function as explained below.

- **Trigger** to add a trigger to the selected object to specify what should happen when you click/hover.
- **Button** to insert ready made button such as checkboxes, radio button.
- **Hotspot** to insert an interactive hotspot to a particular region in the slide.
- **Marker** to insert ready-made markers to add interactivity to the slide.
- **Data Entry** to insert a numeric or text input field.
- **Scrolling Panel** to insert a panel that allows users to scroll the content inside.
- **Mouse** to add cursor buttons.



CLICK on any of these buttons to insert them in to the slide.

Most of the adding of videos, images, text, and interactive buttons will happen at the insert tab.



Sample: <http://persian.sdsu.edu/Persian%20Alphabet/story.html>

Drag and Drop

This interaction provides an interesting and engaging way for presenting information or assessing user's knowledge.

1 Select the Object which you want to drag.

2 Click on Trigger button from the Insert menu.

3 Choose Change State of option for the **Action** drop-down menu.

4 Select the object (character, text box etc. to be dragged) in the **On Object** menu.

5 Choose Drag Over for the **To State** drop-down menu.

6 Select Object dragged over on for the **When** drop-down menu.

7 Choose the object (character, text box etc. to be dragged) in the **Object** menu.

8 Click the object (character, text box etc. to be dropped on) in the **Hover over** menu.

9 Click the **OK** button.

Note: There are many 'Action' options available which you can choose based on what you want the learners to do. For example, go to next slide on clicking the object or display a video etc.

Tabs Interaction

Tabs interaction are best for chunking the content into meaningful sections and present it in a single interactive slide.

- 1 Click **Insert** tab.
- 2 Click **Button** option and choose a button design.
- 3 Click on the **Slide** and a button gets inserted.
- 4 Click **Insert** and choose a **Shape** which will hold the content/image for the tabs.
- 5 Click **New Layer** button.
- 6 Click **Insert** and select **Text Box** to add text in the layer.

Note: Add the number of buttons based on the number of tabs you want to present your content. You can also have the buttons set to different states based on learner's action for example, selected, clicked, hover etc.

Note: This will duplicate the Tabs main slide you have created in previous step. Repeat this step based on the number of tabs. Also, label these layers as it helps while assigning triggers.

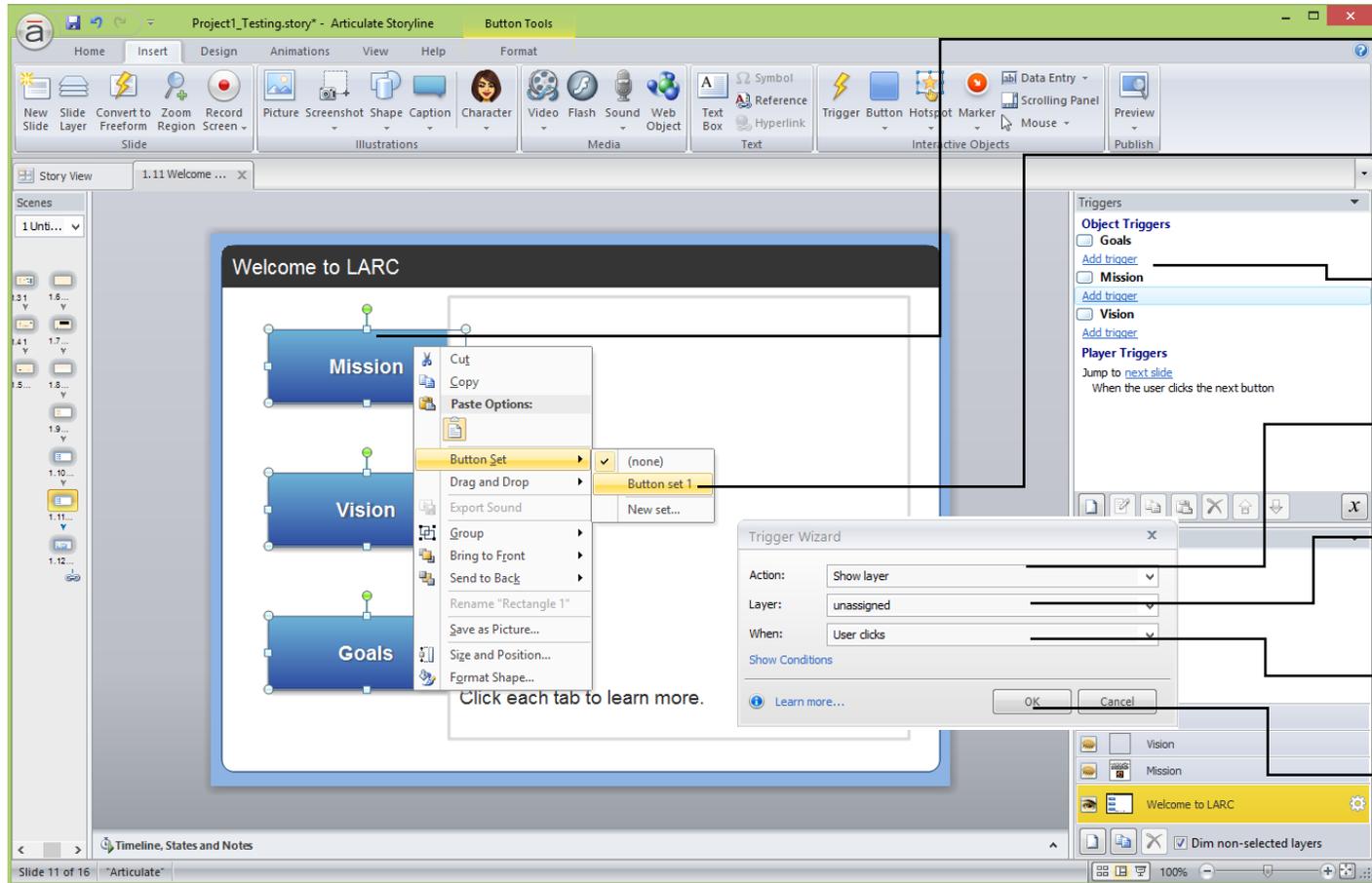
Note: You can also include pictures in the layer if needed.

Next, go back to the Main Slide in which you created the buttons.

Continued on Next Page

Tabs Interaction

Tabs interaction are best for chunking the content into meaningful sections and present it in a single interactive slide.

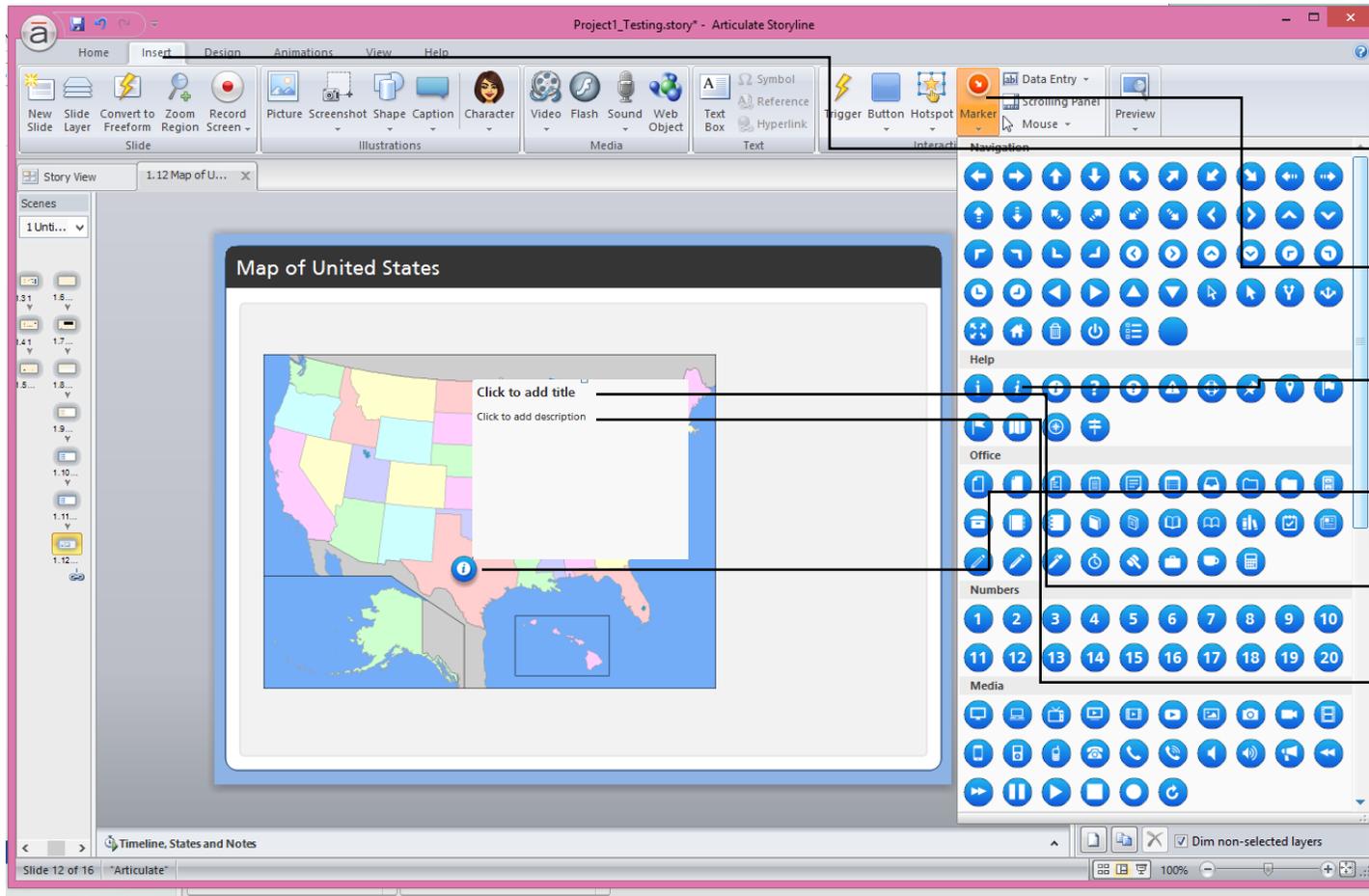


- 7 Select all the **buttons** and right-click.
- 8 Click the **Button Set** option and select **Button Set 1**.
- 9 Click **Add Trigger** button. The Trigger Wizard window displays.
- 10 Select **Show layer** from the drop down menu for **Action**.
- 11 Select the **layer** you want to display when user clicks the button from the drop down menu for **Layer**.
- 12 Select **User clicks** from the drop down menu for **When**.
- 13 Click **OK**.

Note: Repeat step 9 to 11 for the remaining buttons.

Finally, click **Preview** and choose 'this slide' to see how it works.

Interactive Marker This interaction is useful when you want to highlight features on an image and provide more information.



You will need to insert an image in the background to highlight the features.

- 1 Click on the **Insert** tab.
- 2 Click the **Marker** button.
A drop-down menu with different set of markers displays.
- 3 Select a **Marker** and click on the image.
- 4 Click the **Marker** to view the more information area.
- 5 Click to **Add Title**.
- 6 Click to **Add Description**.

You can also insert videos in the more info area. When you click to add description the Format tab gets activated. Select Media option and insert video from an existing file.

Finally, click **Preview** and choose **this slide** to see how it works.

You can insert as many markers needed by repeating step 3 to 6.



There are many types of in-built markers available in the tool which allows you to choose the marker design based on various categories. Markers are an effective way to reveal the content, only when the learners need it.

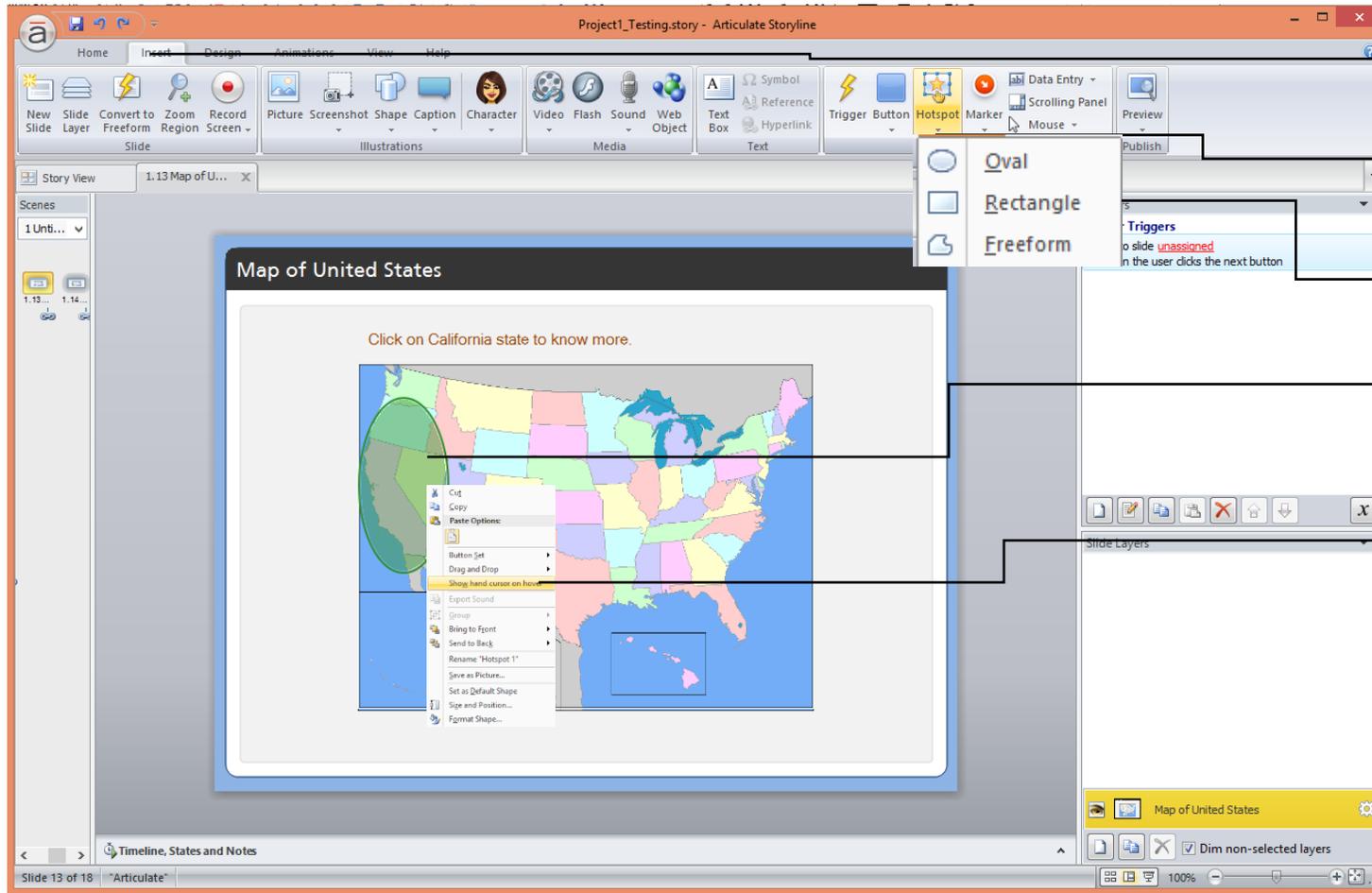


Sample: <http://persian.sdsu.edu/Sentence%20Formation/story.html>

Hotspots

This interaction is useful when you want to display more information or navigate users to another slide.

You will need to insert an image/text in the background to add a hotspot.



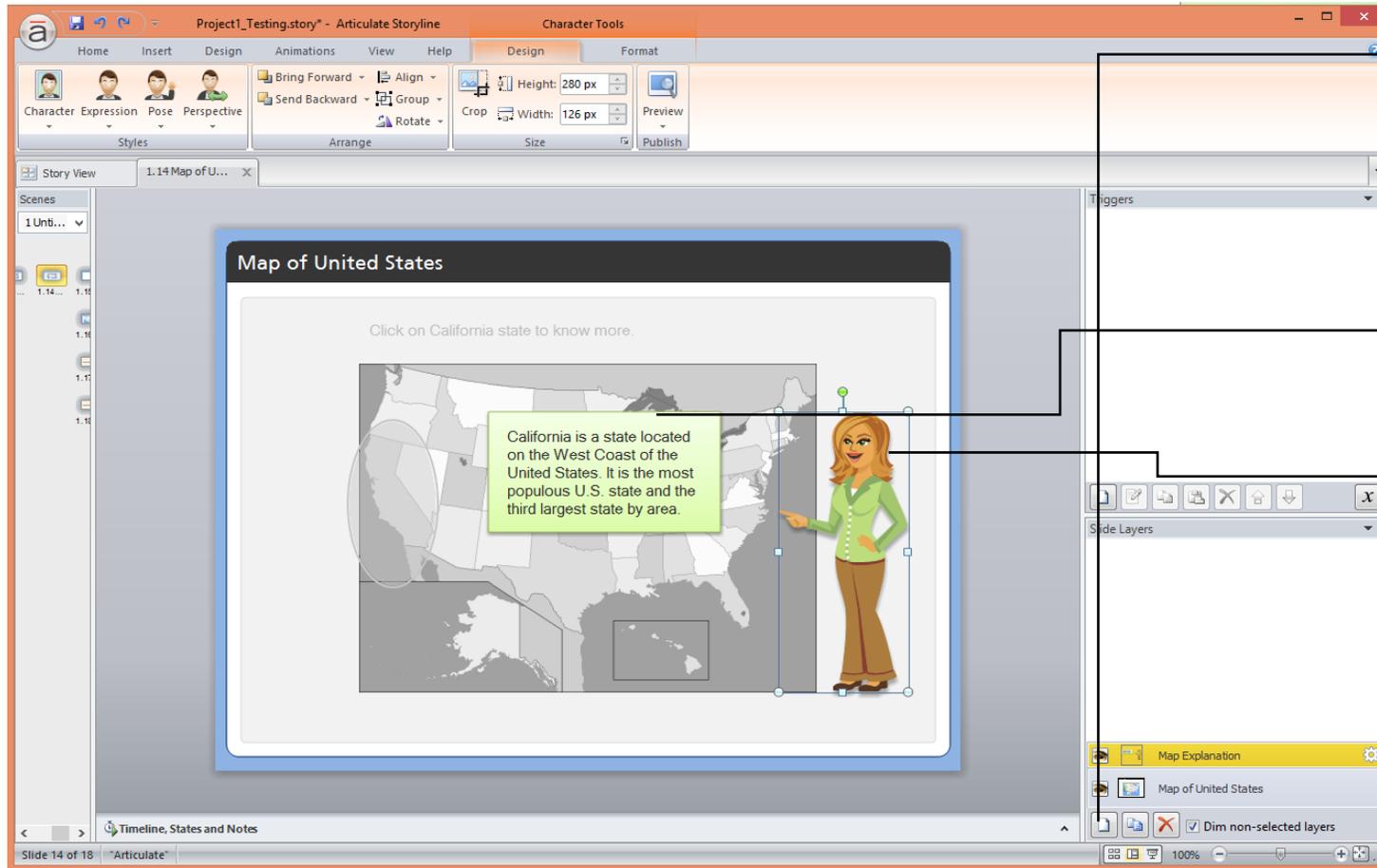
- 1 Click on **Insert** tab.
- 2 Click on **Hotspot** button.
- 3 Select the type of **Hotspot** shape.
- 4 Click on the **image** to insert the hotspot at the respective spot.
- 5 Right-click the hotspot and **select show hand cursor on hover**.

These hotspot shapes are visible only to you for working with them, whereas the user sees a hand-cursor on the hotspot area.

Next, let's see how to add a layer which would display when the hotspot is clicked.

Hotspots

This interaction is useful when you want to display more information or navigate users to another slide.



6 Click on **New Layer** button.

The main slide gets duplicated and all of its content appears in grey on the new layer

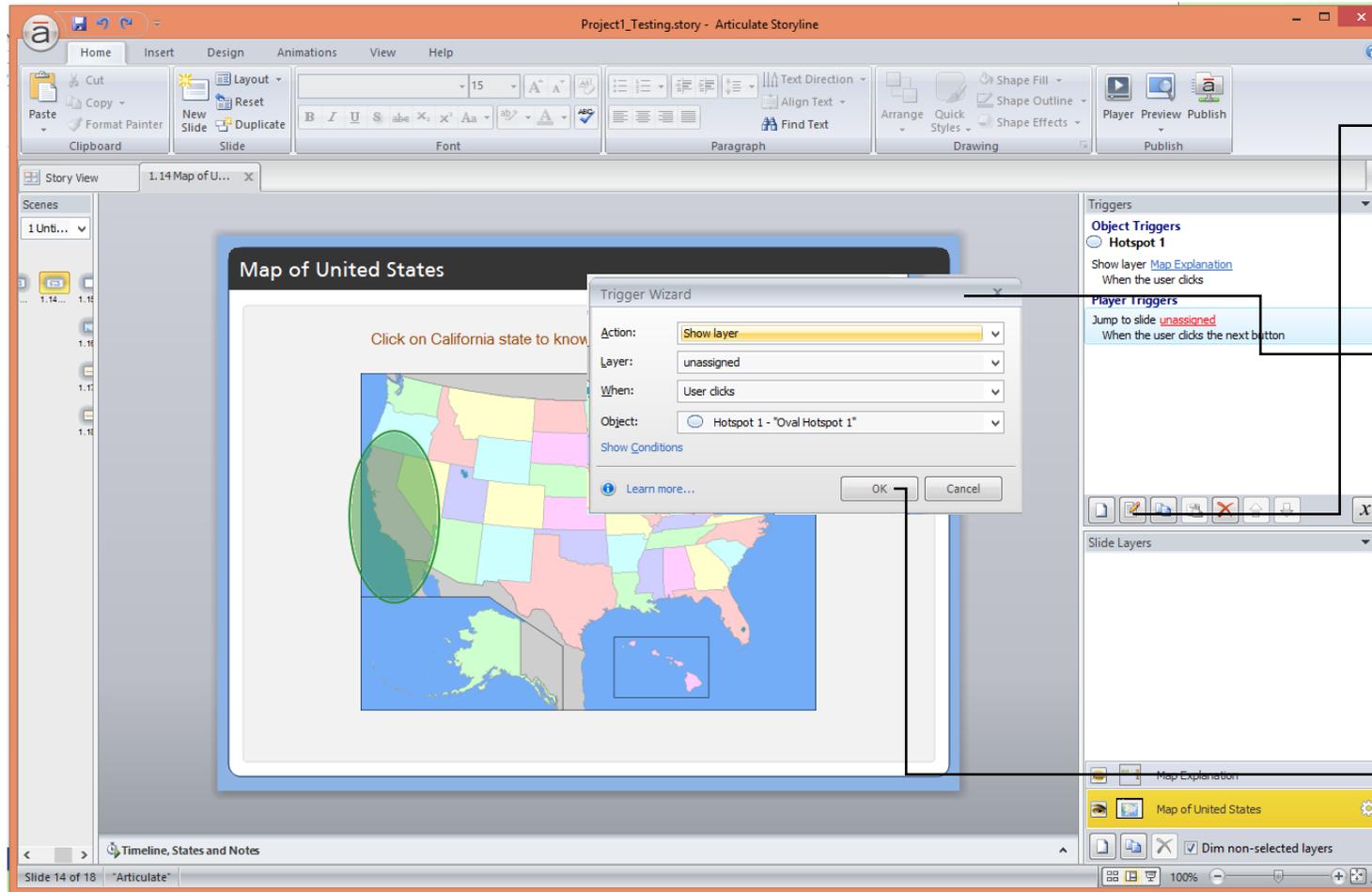
7 Click **Insert** tab to add a **text box**.

8 Click **Insert** tab to add a **character**. Select the character and use the options under Design tab to make changes.

Once you are done with the changes to the layer content (displays when hotspot is clicked), return to the main slide to add triggers.

Hotspots

This interaction is useful when you want to display more information or navigate users to another slide.



9 Select Hotspot 1 and click on **Edit the selected trigger**.

The Trigger Wizard window displays.

10 Perform the following actions for each item by clicking the drop-down menu:

Action – Select Show Layer

Layer – Assign the Layer that needs to appear on clicking the hotspot

When – Select User clicks

Object – Select the Hotspot 1

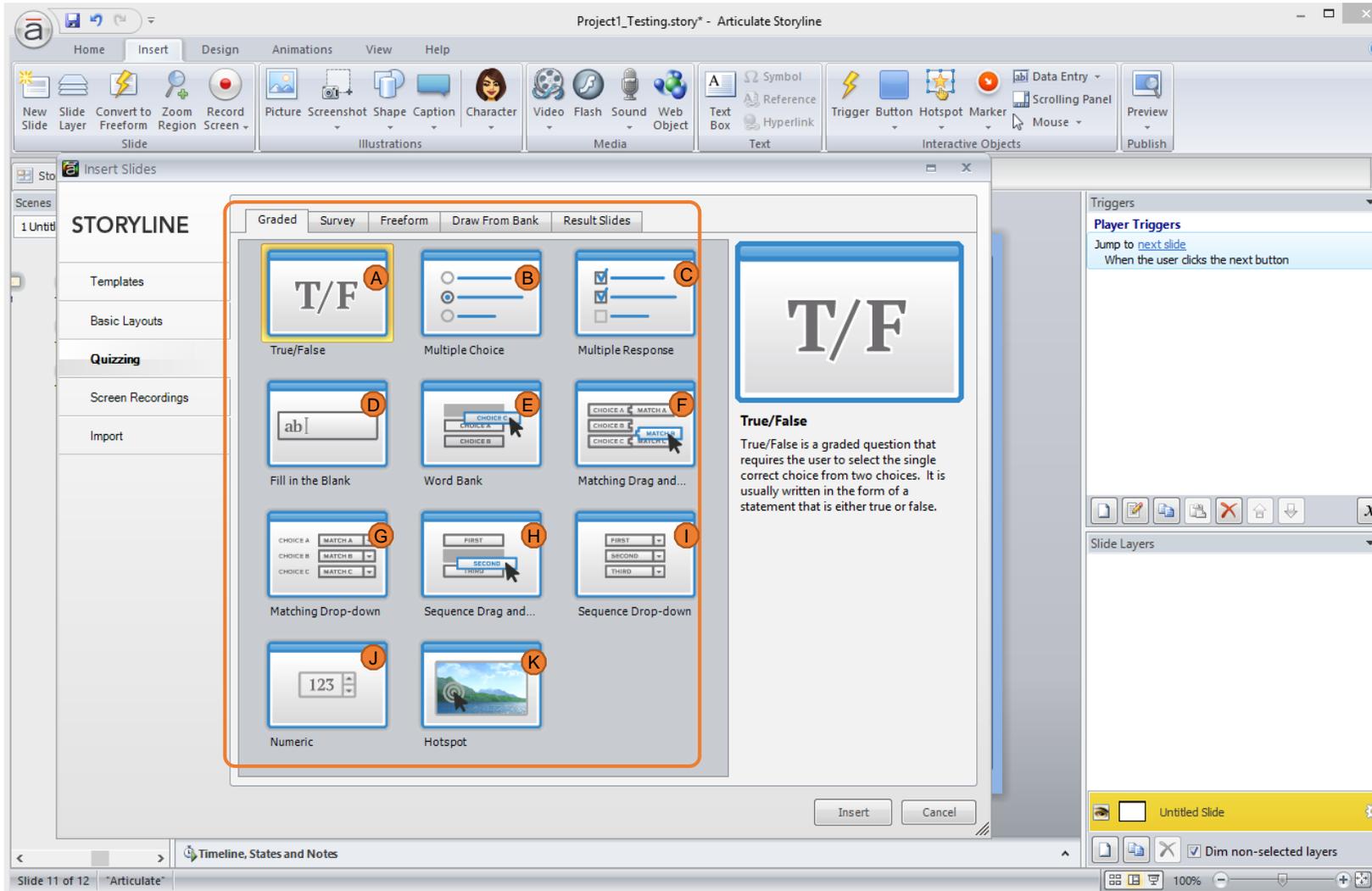
11 Click **OK**.

Finally, click **Preview** and choose **this slide** to see how it works.

Getting Started with Quizzes

Let's have a look at the various question templates you can use to create quiz.

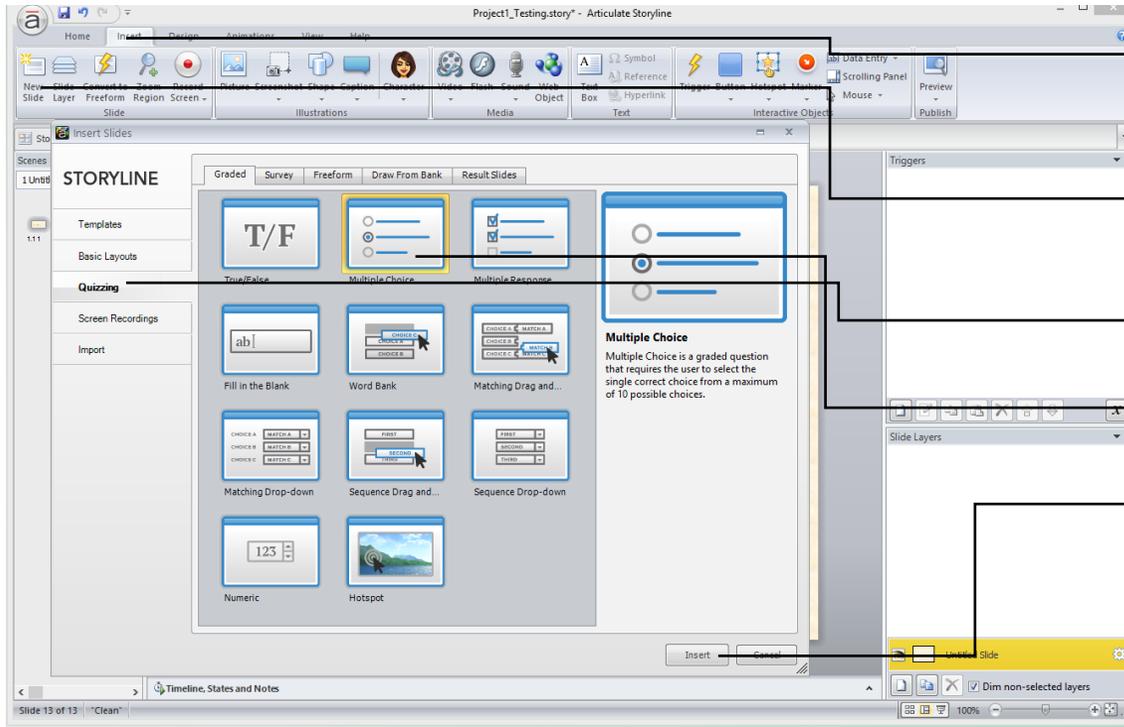
Storyline contains 11 default question templates that can be used in developing quizzes. All of these are graded question templates.



- A True/False** – Allows users to select a single response for a statement.
- B Multiple Choice** – Allows users to select a single response from 10 possible choices.
- C Multiple Response** – Users can select all the correct choices from a maximum of 10 possible choices.
- D Fill in the Blank**– Users are required to enter an answer in a blank field.
- E Word Bank** – Users drag and drop the correct response into an empty box.
- F Matching Drag and Drop** – Users drag and drop items in the second column to match with first column items.
- G Matching Drop-down** – Requires users to select responses from drop-down menu to match with the statement/question.
- H Sequence Drag & Drop** – Users drag and drop items to arrange in a sequence.
- I Sequence Drop-down** – Users select responses from drop-down menu to arrange in a sequence.
- J Numeric** – Useful when users are required to enter a numeric value.
- K Hotspot** – Users click on the correct area within the image to respond.

Building Quizzes

Let's see how to create a multiple choice question.



1 Click on **Insert** tab.

2 Click on **New Slide** button.

3 Click on **Quizzing** option. It displays a list of question templates

4 Select **Multiple Choice** option.

5 Click the **Insert** button. The multiple-choice question window displays where you can enter the question stem, choices and feedback.

6 Type the statement in **ENTER THE QUESTION** box.

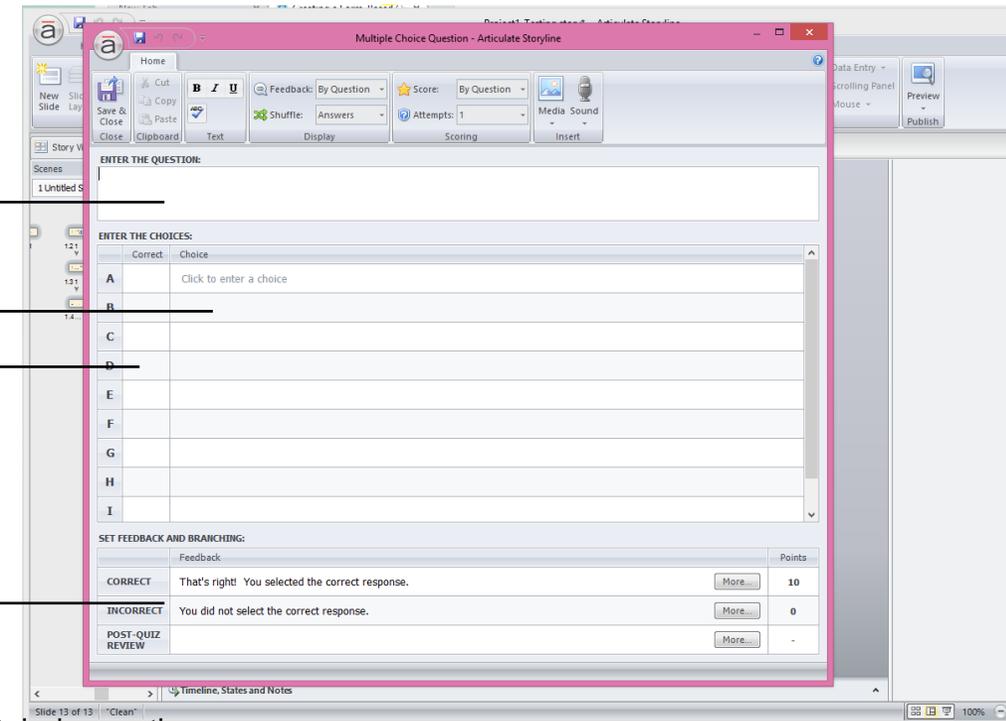
7 Type the choices in **ENTER THE CHOICES** box.

8 Click on the **row** under **Correct** to assign the correct choice.

9 Type feedback in **SET FEEDBACK AND BRANCHING** boxes.

Finally, Click **Save & Close** button.

i Note: Storyline also has built-in templates for survey questions and question banks in the Quizzing section.

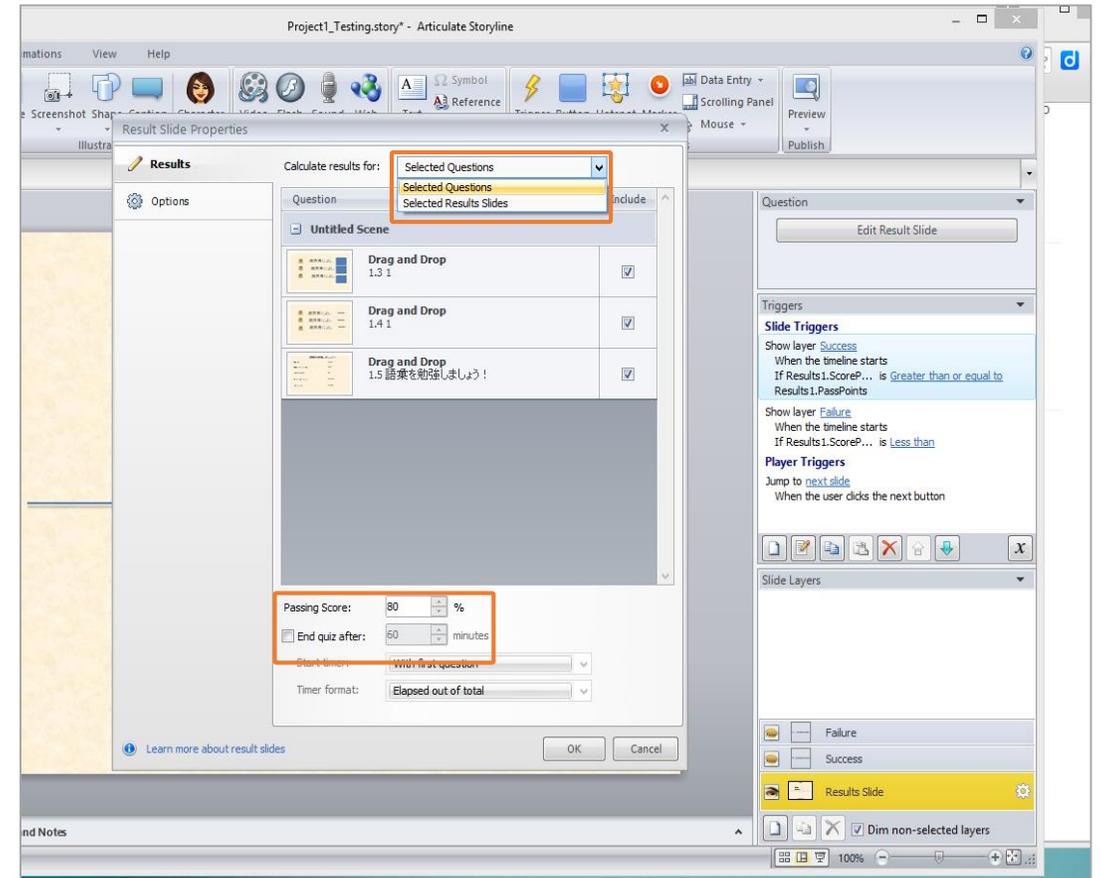


Results Results page can be displayed for the graded quiz questions. It allows you to inform your users about their performance.

Follow the same steps as you did to insert the quizzing section to navigate to the section shown on the left screenshot.

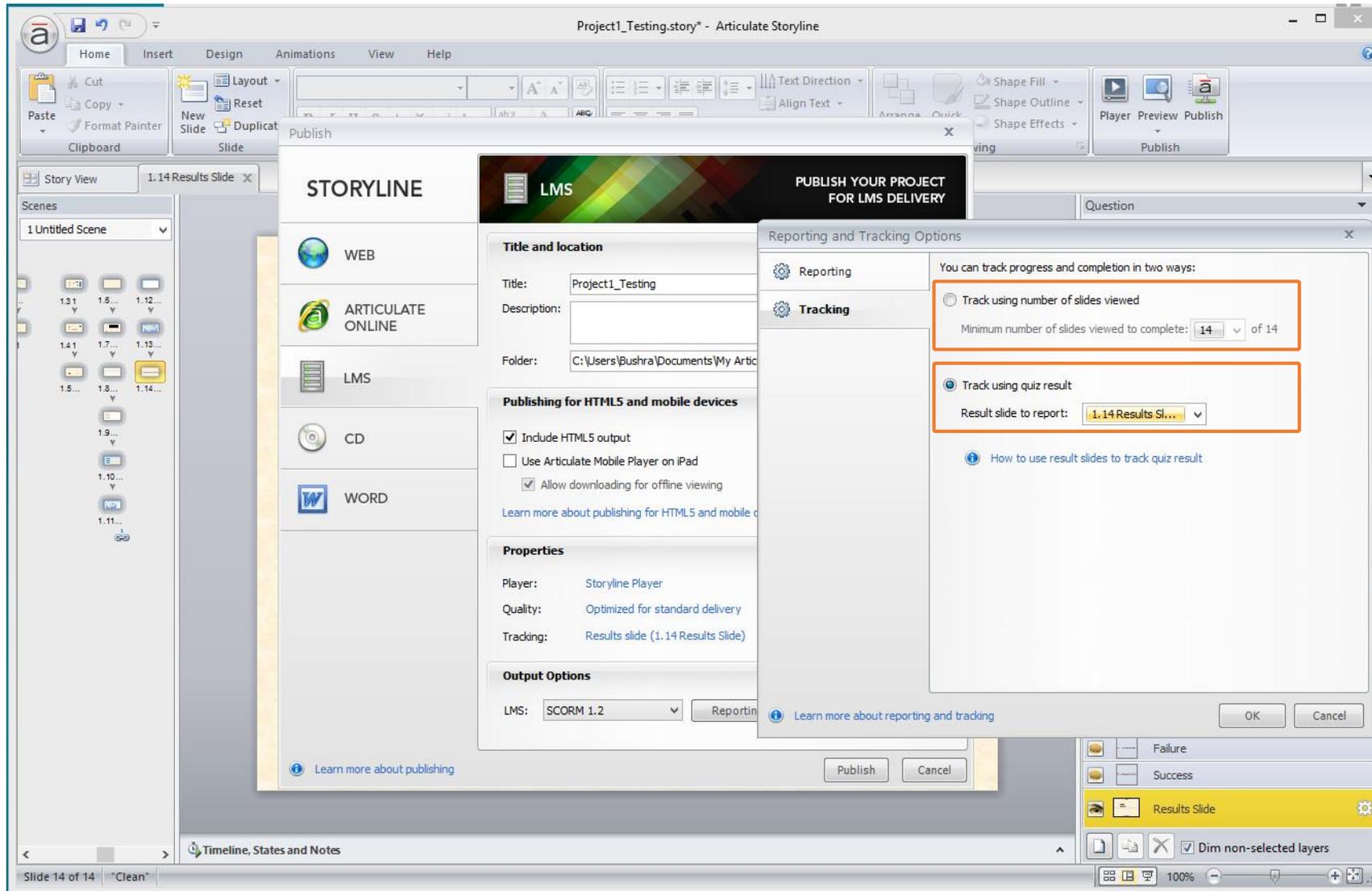
- 1 Click on **Result Slides** tab.
- 2 Click on **Grade Result Slide** button.
- 3 Click the **Insert** button.

In the result slide properties you can assign how to calculate the score whether based on selected results slide or questions. Next you need to assign the passing score.



Publishing the Course

The final step is publishing the course.



To publish a course you can track it in two ways:

- Slides viewed
- Results of the graded quiz questions