Online Course: Learn Articulate Storyline 360 by Playing!

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Watch the course in action [here](#)

General Description

This fully online course, delivered in Spanish, is designed for individuals seeking to master the essential tools of Articulate Storyline 360 through a hands-on, game-based approach. Specially created for beginners, the course guides learners step by step in building an interactive project using storytelling and gamification strategies, integrating innovative instructional design methodologies and best practices.

Main Objective

By the end of the course, participants will be able to design and develop projects in Articulate Storyline 360, using the most common tools in the software to create engaging and interactive learning experiences.

Learning Objectives

Upon completion of the course, learners will be able to:

• Create scenes and slides that include images, shapes, text, and layers.
• Design interactive buttons to navigate between scenes.
• Integrate avatars and objects with states, triggers, variables, and hotspots.
• Configure data entry fields and dynamic references.
• Design drag-and-drop questions, including personalized feedback layers.
• Implement sliders to animate avatars and build branching scenarios.
• Integrate music, sound, and animations to enhance engagement.
• Publish projects on platforms such as Articulate Review, web (AWS), or LMS (Moodle).

Curriculum Structure (Module Overview)

1 Getting to Know Your Tool
Introduction and exploration of the Articulate Storyline 360 interface.

2 Creating the Atmosphere
Design of the first scene and slide, including the use of images and visual elements.

3 Avatar Design and Customization
Animating and personalizing characters using triggers and variables.

4 Data Entry and User Personalization
Integrating text fields and variables to create dynamic, customized experiences.

5 Interactive Scene Design

Building a 'crime scene' scenario using layers, hotspots, and animations.

6 Interactive Questions

Designing assessments using drag-and-drop and matching drag-and-drop questions.

7 Branching Scenarios

Creating decision paths for different avatars, incorporating sliders and conditional layers.

8 Multimedia Elements

Optional integration of sound, music, and animations to enhance immersion.

9 Publishing and Delivery

Options for publishing and delivering projects across various platforms, including reviews and LMS export.

Technical Requirements

Articulate Storyline 360 installed on the learner's computer.

Target Audience

Spanish-speaking individuals interested in learning to create interactive courses from scratch using Articulate Storyline 360, especially those looking to apply game-based and gamified strategies in their educational projects.

Key Outcomes

• Comprehensive design of the course curriculum, fully aligned with clear and measurable learning objectives.
• Complete development of interactive learning materials.
• Creation of hands-on activities aligned with the targeted competencies.
• Publication of final projects, encouraging real-world application and visibility of learners' work.

Why This Project Stands Out

This project demonstrates a strong ability to conceptualize, design, and develop online courses from the ground up, integrating instructional theory, storytelling, gamification, and advanced educational technology. It also showcases extensive expertise in writing detailed, results-driven instructional curricula designed to achieve measurable learning outcomes.