

# Articulate Storyline 360 – Level III

## Advanced Animation And Interactivity

Join us for an immersive one-day workshop designed to elevate your skills in Articulate Storyline 360 by mastering advanced animation techniques and interactivity. Guided by Chris Hodgson, Managing Director of Discover eLearning Ltd., this workshop will introduce cutting-edge methods to create captivating, interactive eLearning experiences.

Whether you're looking to push the boundaries of Storyline's native capabilities or integrate custom JavaScript solutions for truly unique effects, this session offers an exciting blend of technical insight and hands-on practice.

### **Morning Session: Controlling Storyline Using JavaScript To Build Advanced Interactivity**

We'll begin with an in-depth exploration of how to create and control advanced-level interactivity within Articulate Storyline 360 using the power of JavaScript. This session will focus on utilising Storyline's software capabilities alongside custom JavaScript programming to achieve dynamic and useful effects.

In the second half of the morning, you'll take these techniques a step further by combining Storyline's animation tools with custom JavaScript event listeners. You'll learn to synchronise animations with user actions and external triggers, creating seamless and responsive learning experiences.

Key topics of the morning session include:

- An overview of the fundamentals of JavaScript Programming in Articulate Storyline 360.
- Creating custom interactions by combining Articulate Storyline and JavaScript together.
- Implementing and controlling custom event listeners to enhance interactivity.
- Combining Storyline's native animation features with external programming for creative solutions.

### **Afternoon Session: GSAP Animation Techniques and Interactive Game Design**

The afternoon will be dedicated to using GSAP (GreenSock Animation Platform) to create advanced animation sequences within Articulate Storyline 360. Participants will gain hands-on experience working with GSAP to design animations triggered by the timeline and user interactions.

In the final portion of the day, you'll build a short game experience in Storyline. By using GSAP scripting, you'll animate a character, implement collision detection, and create motion effects to produce an engaging and interactive end product.

Key topics of the afternoon session include:

- An overview of GSAP and its potential for creating sophisticated 2D animations.
- Step-by-step examples of animating Storyline objects using GSAP scripting.

- Techniques to integrate interactivity into GSAP animations for unique user experiences.

### Workshop Outcome

By the end of the day, you'll be equipped to use advanced interactivity techniques and GSAP animations in your own projects. You'll leave with the confidence to create highly engaging user experiences that can control and manipulate data in ways that captivate learners and deliver meaningful outcomes.

This *Level III* workshop is perfect for those who have a solid foundation in Articulate Storyline and are ready to take their skills to the next level.

## Workshop Agenda

Time	Exercise	Outcome
10:00am - 10:05am EST	Welcome and Introductions (AmanaNet and Discover eLearning)	<ul style="list-style-type: none"> <li>- Personal welcome from the instructor for today's event Chris Hodgson</li> <li>- Professional Bio for CH incl. previous clients, achievements and awards</li> <li>- Aim for the session - Why are we running Level III? (Discuss longevity of Articulate, growth of eLearning industry, and the need for competitiveness within ID profession)</li> </ul>
10:05am – 10:20am EST	Participant Q&A	<ul style="list-style-type: none"> <li>- An opportunity to quickly survey the participants own rating of confidence and capabilities</li> <li>- If time, we can open the mic to ask specifically why each participant chose to join the workshop (opportunity to adapt presentation style/pace based on responses)</li> </ul>
10:20am – 11:00am EST	Introduction to JavaScript actions - specific to Articulate Storyline 360	<ul style="list-style-type: none"> <li>- Manipulating project variable data as objects within custom scripts</li> <li>- Techniques for targeting and manipulating slide objects</li> <li>- Building reusable functions</li> </ul>
<b>15 Minute Break Time</b>		
11:15am – 12:30pm EST	Practical Project Build – Game-based experience for your people – Crossing The Road	<ul style="list-style-type: none"> <li>- Starting with a storyboard covering the requirements of the project, and pre-</li> </ul>

		built media assets, participants will be tasked with building a short interactive activity that utilises both SL animation capabilities and JS
<b>1 Hour Lunch Break</b>		
1:30pm – 3:00pm EST	Introduction to GSAP	<ul style="list-style-type: none"> <li>- An overview of both gsap.set and gsap.to methods for building advanced animation capabilities in SL360</li> <li>- Demonstrate various effects made possible using GSAP</li> <li>- Introducing interactivity through collision detection</li> </ul>
<b>15 Minute Break Time</b>		
3:15pm – 4:30pm EST	Practical Project – 10-pin Bowling Interaction	<ul style="list-style-type: none"> <li>- Participants will learn additional techniques for GSAP including timeline-based actions and rotation anchoring in order to bring a custom 10-pin bowling game to life in Storyline.</li> </ul>
4:30pm – 5:00pm EST	Summary Discussions and Workshop Close.	<ul style="list-style-type: none"> <li>- What’s coming on the horizon – Storyline JS API</li> <li>- Demo further examples of projects built with these features – showcasing different ideas</li> <li>- Open opportunity to ask further questions and explore any workshop topics prior to close</li> <li>- Outline further opportunities to continue learning and development (with AmanaNet and Discover eLearning)</li> </ul>