

Articulate Storyline 2



What is it: A computer-based software application that allows you to create interactive course content

Where is it: Multiple computers in the FCC. However, due to the steep learning curve, we recommend working directly with an Ed Tech staff member

How to use it:

- Talk with an Ed Tech staff member about suggestions for incorporating interactions and multimedia
- Bring a PowerPoint with content to the FCC
- Narrate the slides (if desired)
- Ed Tech will assist with programming the interactions and adding the multimedia
- Ed Tech will publish the content and assist the coordinator with deploying the content to students

Possible applications:

- As a way to add interactive and engaging course content to in-class lectures, case presentations, and TBLs (e.g., multiple choice games, drag-and-drop, choose-your-own-adventure, and simulations).
- As a way to present content to students prior to class (e.g., like a reading assignment)

Best Practices:

- Finalize content and narrations prior to adding interactions
- Allow 1-2 weeks for development of interactions and test prior to deployment
- If you narrate, make sure your narration references/relates to text on the screen
- If used to create an SLM, list learning objectives early and address only 1 -3 learning objectives (think "small chunks")

Pros:

- Brings interaction and engagement to course content
- Can work with existing PowerPoint slides
- Powerful - can add interactions, quiz questions, videos, and narrations
- HTML5 and mobile friendly

Cons:

- Steep learning curve, requires some basic knowledge of web design and computer programming
- Lengthy development time based on the complexity of the project
- Cannot track or store data (e.g. quiz results, number of times viewed, and length of time, etc.)
- When used as a tool for SLMs, some students prefer static PowerPoints instead of the multi-click interactions

