Storyline 360 and Rise 360 study sheet: all terms (319 terms)

Fold along the dashed line down the middle so only the left column shows. Say the explanation, then unfold to check. Cut the rows apart for loose flashcards.

Term	Explanation
Rise 360 vs Storyline 360: how do they differ?	Rise 360 is Articulate's browser-based, block-driven authoring tool that produces responsive courses. Storyline 360 is the slide-based Windows desktop tool with a timeline, layers, triggers, states and variables.
Articulate 360	Articulate's platform of e-learning products. As of November 2026, Articulate 360 AI and Frontline are two products on it; Nova is the name of its AI agent, and Rise, Storyline, Localization, Review and Reach are the tools. In a job post it signals Articulate authoring work, so ask which tools the team actually uses.
Storyline 360	Articulate's slide-based Windows desktop authoring tool for building interactive courses with a timeline, layers, triggers, states and variables.
Authoring tool landscape	Storyline and Rise (Articulate), Captivate (Adobe), Lectora, iSpring Suite, Elucidat, dominKnow ONE and H5P (open source). Slide-based tools (Storyline, Captivate, iSpring) differ from block-based tools (Rise, Elucidat).
Reach 360	Articulate's learner-delivery service for assigning content and tracking completions without a separate LMS.
Content Library 360	Articulate's library of templates, characters, photos, illustrations, icons and videos, available inside Storyline and Rise.
Articulate's AI features	Articulate's built-in generative AI features for drafting and editing content. Names and menus have changed over time, so say what you did (for example "generated alt text with AI") rather than the menu name.

Term	Explanation
Translation vs localization	Translation changes the language. Localization also adapts culture, layout, date and number formats, and imagery.
Studio 360 (Presenter 360, Quizmaker 360, Engage 360)	Articulate's older suite of tools: Presenter turns PowerPoint into courses, Quizmaker builds quizzes and Engage builds interactions. Older tutorials and job ads still mention them.
Storyline 3 vs Storyline 360	Storyline 360 is the current version in Articulate 360; Storyline 3 is the older standalone product. Interviewers sometimes conflate them, so say which one you use.
Storyline ribbon tabs: name them in order.	File, Home, Insert, Slides, Design, Transitions, Animations, View and Help. A Slide Master tab appears in Master View.
Slide	One screen of the course, made of a base layer plus optional slide layers.
Base layer	The slide's main content level, sitting underneath every slide layer; always there.
Slide layer	Extra content on a slide that shows only at set times or when triggered, such as a pop-up, feedback message or reveal box.
Scene vs slide vs layer: how do the three differ?	A scene is a named group of slides, used to organize sections and to preview or publish part of a course. A slide is one screen. A layer is extra content on a slide. A scene is not a slide or a layer.
Story View	The bird's-eye screen showing every slide in the project grouped by scene, with link arrows between slides. You reorder slides and edit how they link here.
Slide View	The editing screen for a single slide and its layers, where you build content, timeline, states and triggers.
Timeline	The panel at the bottom of Slide View that controls when each object appears, how long it stays, and its stacking order.

Term	Explanation
Slide Layers panel	The panel listing the base layer (shown as Base Layer) and every slide layer of the open slide. Its footer has New Layer, Duplicate Layer and Delete Layer icons, a Dim checkbox and a gear.
Slide Layer Properties, Visibility: name the four settings.	Hide other slide layers; Hide objects on the base layer; Hide slide layer when timeline finishes; Allow seeking.
Slide Layer Properties, Behavior and Revisits: name the settings.	Behavior: Present as (Layer or Dialog); Label; Description; Prevent the user from clicking on the other layers; Pause timeline of base layer. Revisits: When revisiting.
Slide Properties vs Slide Layer Properties: which covers the whole slide?	Slide Properties covers the whole slide (Slide advances, When revisiting, navigation buttons, swipe, player features). Slide Layer Properties covers one layer only (Visibility, Behavior, Revisits).
What is Storyline's default slide size, and where do you change it?	16:9 HD, 1920 x 1080 in current builds. Design tab > Slide Size, which also allows a custom size.
Player	The frame around the slides that holds the menu, seekbar and navigation buttons. Its settings are called Player Properties.
Where do you open Player Properties in Storyline, and what do they control?	Home tab > Player. They control the frame around the slides: menu, features, colors and effects, text labels, resume and accessibility options. Slide Properties control one slide.
A learner returns to a slide: what do Reset to initial state and Resume saved state each do?	Reset puts every object back to its starting state, but variable values are kept (in my test, a counter still read 3 after leaving and returning). Resume keeps what the learner did, so an enabled Continue button stays enabled. The default, Automatically decide, picks per slide.
Playhead	The vertical blue line on the timeline that marks the current time during preview or scrubbing.
Modern player: does it reflow content like a responsive web page?	No. Modern is a Player Style option in Player Properties; it scales the whole slide to fit and does not reflow slide content.

Term	Explanation
Menus & Controls	A Modern-player switch in Player Properties. Off gives a chromeless course with no player menu or buttons, so you supply all navigation on the slides. It is not available in the Classic player.
Slide advances	A Slide Properties setting for whether the slide moves on only when the learner acts (By user) or automatically when the timeline ends (Automatically).
What is the slide master and why use it?	The top-level template for shared design elements. Edits flow down to every layout and slide that uses it, so you change a color or logo once.
How do you open Master View in Storyline?	View > Slide Master. The Slide Master tab then offers Insert Slide Master, Insert Layout, Themes, Colors, Fonts, Background Styles and Close Master View.
Slide layout	A variant under the master that sets the placeholder arrangement for one kind of slide, such as Title and Content, Title Only, Question or Blank. Switch a slide's layout with Home > Layout.
Theme	A set of masters and layouts together with theme colors, theme fonts and effects, applied across the project. Pick or edit it in Master View on the Slide Master tab.
Text styles	Named text formats on the Home tab: Normal, Headings 1 to 4, Hyperlink and custom styles. Each has a Publish as tag (paragraph, h1 to h4 or blockquote), so screen readers get a real heading structure.
Feedback Master	A special master that styles the feedback layers on question slides (layouts named Correct Feedback, Incorrect Feedback, Try Again Feedback, Review Feedback and Thank You Feedback, plus a blank one). Edit it once to restyle every quiz's feedback.

Term	Explanation
Theme colors	The named color palette that drives default colors for text, shapes, buttons and outlines. Slots in the Colors window include Text/Background Light 1 and Dark 1, Light 2, Dark 2, Accent 1 to 6, Hyperlink, Control 1 and the Quiz Correct and Incorrect colors.
Theme fonts	The heading and body font pair that text styles inherit from.
Visual hierarchy	Arranging elements so the eye reads the most important first (size, contrast, position).
Leading / line height	Vertical space between lines of text. In Storyline the Exactly option is in pt (1 pt is 1.33 px on the stage); CSS line-height is usually a unitless ratio.
Design system	A set of design standards plus reusable components and patterns that keep a product or course looking consistent. Component libraries and pattern libraries are parts of it.
Interaction states (hover, focus, active, disabled)	The appearances a control takes during use: hover (pointer over), focus (keyboard), active (pressed), disabled (unavailable).
Breakpoint	The screen width at which a web layout changes to suit a different device size.
Trigger	A rule that tells Storyline to do an Action to an object when a When event happens, optionally only if conditions are true.
Action	What a trigger does, for example Jump to slide, Adjust variable, Show layer, Hide layer or Change state of.
When (event)	The moment that fires the trigger, for example When the user clicks (an object), the timeline starts, or the variable changes.
Trigger Wizard	The window where you build one trigger: Action, then the object or slide it acts on, then When, then optional Conditions (+ if, joined with and) and Else (+ Add Else). The default action is Jump to slide, next slide.

Term	Explanation
Triggers panel vs Trigger Wizard: which is the list and which builds one trigger?	The Triggers panel lists every trigger on the slide or layer. The Trigger Wizard is the window where you build or edit one trigger.
Triggers panel groups: what does each of the four groups hold?	Object Triggers: learner actions on objects, such as click or hover. Slide Triggers: timeline events, such as the timeline starting. Variable Triggers: fire when a variable changes. Player Triggers: the Next, Previous and Submit buttons.
Jump to slide (trigger action)	The trigger action that sends the learner to another slide or scene (a specific slide, or next or previous). It is the default action in the Trigger Wizard and is usually last in a trigger stack.
Show layer and Hide layer (trigger actions)	Trigger actions that make a slide layer appear or disappear. Hide layer can target this layer.
Variable	A named container that remembers a value (True/False, Number or Text) during the course and can drive triggers and on-screen text.
Storyline variable types: name the three.	True/False (a flag or boolean), Number (a counter or score) and Text (stored characters; digits in it are not numbers).
Adjust variable	The trigger action that changes a variable. A verb link switches between Set, Add and Toggle, and the value can be a fixed value (such as True) or another variable.
Built-in (system) variable	Variables Storyline provides itself, covering player settings, quiz results, scores, and slide info.
State	A saved appearance of an object (look, size, position, text) that the learner or a trigger can switch. Edits are per state: resizing an object in one state does not resize the others.
States panel	The panel that lists an object's states (Normal, Hover, Down and so on). It has an Edit States button and an Initial state dropdown.
Which five states does a new Storyline button start with, and which common one is missing?	Normal, Hover, Down, Visited and Disabled. Selected is missing; you add it yourself.

Term	Explanation
Disabled state	A visible but non-responsive look; the object ignores hover, click and drag until a trigger changes it back. Hidden, by contrast, removes the object from view; practitioners usually disable a Next button rather than hide it, because hiding can shift the layout.
Change state of (trigger action)	The trigger action that switches an object to a named state, for example Change state of Continue, set state to Normal.
Condition (If)	An optional test on a variable, object state or layer that must be true before the trigger runs. Add one with + if. Several conditions are joined with and; click the word to switch to or.
Else	An alternative action that runs when the condition is false.
Trigger order	Triggers run in a defined order. Master-slide triggers run first; triggers with the same When on one object run top to bottom in the Triggers panel. Reorder with move up and move down; put setup actions first and navigation last.
Normal state vs initial state: what is the difference?	Normal is the default resting look. The initial state is the state an object has when the slide or layer loads. It is Normal by default but can be Hidden or Disabled, set with the Initial state dropdown in the States panel.
Selected state	A built-in state that marks a chosen item. Add it to a button from the States panel; it then shows after a click without a trigger and toggles back on a second click.
Visited state	The look an object takes after it has been clicked. Storyline remembers it on revisit unless the slide or layer is set to reset. A layer has no Visited state, so track layers with a variable.

Term	Explanation
Animations tab vs Transitions tab vs a trigger: what does each do?	The Animations tab applies motion to one object (entrance, exit, emphasis, motion path). The Transitions tab sets how a slide or layer enters. A trigger is logic (an action when something happens). None of the three replaces the others.
Pause timeline (trigger action)	A trigger action that halts the slide or layer's timeline until another trigger resumes it.
Execute JavaScript (trigger action)	A trigger action that runs a JavaScript snippet; it is used with the player object to read and write Storyline variables. Rise has no equivalent trigger (use Code Blocks instead).
Disable trigger	Turns a trigger off for testing; a disabled trigger shows crossed out and does not run in published output.
Variable reference	A placeholder in text that shows a variable's current value at run time, written with percent signs, for example %Score%. A True/False value shows as lowercase true/false in Preview, and as True/False in Slide View.
Custom state	A state you add and design yourself, such as "Open" or "Correct", and then switch to with a trigger.
Jump to time / cue point (trigger)	A trigger action that moves the playhead to a specific time or cue point.
A designer says "card" or "panel" for a box holding content: what is the Storyline object?	A shape or text box; if it is clickable, a button that shows a layer. "Card" and "panel" are design words, not Storyline objects.
Hotspot: what is it in Storyline, and what does the word mean in Rise or H5P?	In Storyline, an invisible clickable area (visible in the editor, invisible when published) used to attach triggers to part of an image. In Rise, H5P and iSpring the word often means a marker that reveals text; Rise calls that a Labeled graphic.

Term	Explanation
Click-to-reveal: what is it, and how is it built in Storyline?	An interaction where clicking an item shows hidden content. In Storyline it is a button that shows a layer, or a button that changes an object's state. Rise has Interactive blocks for the same job.
What is gated navigation?	Progress is held back until a requirement is met, usually with a Disabled Continue button. "Gated" is an accepted community term.
How do you make Next or Continue available only after the learner has opened every item?	Start the button Disabled. Each time an item opens, set a True/False variable. When each variable changes, check them all and set the button to Normal.
Name the three Navigation Restrictions levels and what each allows.	Free: learners go anywhere. Restricted: the current slide plus slides already viewed, no skipping ahead. Locked: slides only in the designed order, with no return to viewed slides. A checkbox, "Restrict Next/Previous buttons" or "Lock Next/Previous buttons" by level, extends this to the player buttons.
Dialog layer vs Lightbox slide vs Prevent the user from clicking on the other layers: what is each?	Dialog: a layer format that dims the page and blocks other layers. Lightbox slide: a trigger action that shows another slide over the current one. Prevent the user from clicking on the other layers: a checkbox on any layer, automatic for Dialog.
Storyline's exact label for the setting some people call "prevent clicking the base layer"?	Prevent the user from clicking on the other layers: a layer property that blocks clicks on every other layer, including the base layer, while this layer is visible. It is automatic for Dialog layers.
How do you make a layer a Dialog?	Slide Layer Properties > Behavior > Present as > Dialog. A Dialog dims everything behind it, keeps focus inside and has Label and Description fields that a screen reader uses.
Feedback layer	A slide layer shown after a learner answers a question, giving correct, incorrect or retry messages.

Term	Explanation
State vs layer: when do you use each?	A state changes how one object looks; a layer adds separate content on top of the slide. Use states for simple swaps and layers when you need new content.
What do you call the "connector" or "Next link" in Story View?	Say link arrows in Story View. They show a link made by a trigger or auto-advance. Hover to see the trigger; right-click for Link to Slide, New Trigger, Edit Trigger or Disconnect link.
Branching scenario	A learner makes decisions and the story changes based on choices; built with jump-to-slide triggers or layers.
Animation (object animation)	Motion applied to an object: entrance, exit, emphasis or motion path. An object can have one entrance and one exit animation; emphasis and motion paths can repeat.
Drag-and-drop	An interaction where learners drag items onto targets; built as a freeform question, from a template, or with Convert to Freeform.
Convert to Freeform	A command that turns a graded question slide into a freeform interaction, removing its form-based scoring so you can restyle the objects freely.
Text box	An object for typed text with no fill or outline by default.
Custom button	A button you restyle or build from another object, optionally saved as the default for new buttons.
Data-entry field (text entry and numeric entry)	An input box where a learner types text or a number. Storyline typically creates the variable and the trigger that stores the entry for you.
Stacking order (z-order)	The front-to-back order of overlapping objects; the top of the Timeline list is the front.
Group	Combines several objects so they move, show and hide as one (Ctrl+G; ungroup Ctrl+Shift+G).
Slider: what does it do in Storyline?	A draggable handle on a straight track that sets a Number variable.

Term	Explanation
Scrolling panel	A frame that holds oversize content and lets learners scroll vertically through it.
Web object	An object that embeds a website or local HTML folder in a slide. Slide View shows only a placeholder and Preview shows "Web Object is unavailable during preview", so test it in published output. It can fail if the site refuses framing or an http page sits in an https course.
Progressive disclosure	Show only the essentials first; reveal secondary information on request.
Popover vs tooltip vs modal	A popover is an anchored overlay beside its trigger, holding richer content than a tooltip, dismissed by clicking outside or pressing Escape. A tooltip is a small hover message. A modal blocks the page behind it.
Slide transition	The visual effect that plays as one slide or layer appears, set per slide or layer from the Transitions tab. Presets include Fade, Push and Uncover; Push and Uncover are offered on slides but not on layers.
Motion path	An animation that moves an object along a drawn route. Drag the start and end points and fine-tune with Path Options (easing, Reverse Path Direction, Relative Start Point, Orient Shape to Path). An object can have several paths.
Cue point	A marker you drop on the Timeline to line up objects at a precise moment. Right-click the Timeline for Create Cue Point at Playhead (or press C while playing), and right-click an object for Align to Cue Point.
Text-to-speech (TTS)	Turns typed text into synthetic narration. A checkbox can generate closed captions from the same text, and SSML markup controls pronunciation, pauses and emphasis.

Term	Explanation
Screen recording (software simulation)	A recorded video or step-by-step slide set captured from your screen inside Storyline, used for software simulations. View plays a demonstration, Try lets the learner practice with hints, and Test scores without hints.
Show Until End and Show Always	Timeline options for how long an object stays visible. Show Until End keeps it visible from where it starts to the end of the slide; Show Always makes it visible for the slide's whole duration, from the very start.
PowerPoint words that do not apply to Storyline	Storyline has no On Click, With Previous or After Previous start modes and no Delay field for animations. Time an animation by dragging its bar on the Timeline, typing values in the Timing window, aligning to a cue point, or starting it with a trigger.
Rise's word for a whole project (Storyline calls it a project)?	Course: the top-level deliverable in Rise, made of lessons (and optionally quiz lessons), with a cover page, navigation and theme. The Create new menu also offers Microlearning (Start from blank) and, under Start with AI, Guide, Interactive Video, Scenario and Training Deck.
Rise's word for a Storyline slide?	Lesson: the basic unit of a Rise course, a vertical stack of blocks that learners scroll through. Creating one offers two choices, Lesson or Quiz.
Rise's word for the basic content unit?	Block: the smallest content unit in Rise, a pre-designed layout you stack in a lesson (text, image, interaction, question).
Section / section header	A heading in the course outline that groups lessons (for example Module 1). It is not a lesson and not a block.
Rise vs Storyline: which reflows and which scales?	Rise is responsive: blocks reflow to fit any screen size and orientation. Storyline scales the whole slide to fit and does not reflow slide content.
Which Rise Interactive blocks replace a Storyline click-to-reveal?	Accordion, Tabs and Labeled graphic. Also useful: Process, Timeline and Flashcards (stack and grid).

Term	Explanation
Rise Interactive blocks for branching, sorting and navigation: name them.	The Interactive category holds Accordion, Tabs, Labeled graphic, Process, Timeline, Flashcards (grid and stack), Scenario (classic), Sorting activity, Button, Button stack and Storyline. The ones for branching, sorting and navigation are Scenario, Sorting activity, Button and Button stack.
Rise block library: name the content categories.	Text, Statement, Quote, List, Image, Gallery and Multimedia (plus Generate AI block and Magic text import at the top of the list). Gallery holds Carousel and Two, Three and Four column grids; Multimedia holds Generate AI avatar, Generate AI audio, Audio, Video, Embed, Attachment and Code snippet.
Rise block library: name the remaining categories.	Interactive, Knowledge check, Survey, Chart, Divider, Block templates, Code and Custom block. Divider holds Continue, Divider, Numbered divider and Spacer; Chart holds Bar, Line and Pie; Knowledge check holds Multiple choice, Multiple response, Fill in the blank, Matching and Draw from Question Bank (plus a Generate AI option).
Custom Block vs Code Block in Rise: which is visual and which runs code?	A Custom Block is built visually by editing a template or dragging in objects, text and media. A Code Block runs HTML, CSS and JavaScript you write. Rise also has a display-only Code snippet block.
Labeled Graphic	An image with numbered or placed markers that reveal information when clicked.
Scenario block	A prebuilt branching interaction made of scenes with a character and background; dialogue choices lead to different scenes or an ending. It is not scored.
What is Rise's version of a disabled Next button?	A Continue block, a Divider-category block with a button whose Completion Type (None, Complete Block Directly Above or Complete All Blocks Above) sets what must be finished first. Restrict Navigation, a Theme setting, forces lessons in order.

Term	Explanation
Theme (Rise) and layout style	The Theme menu bundles a Rise course's cover page, navigation, lesson headers, colors, fonts and block settings. A layout style is the preset inside it, and the theme color changes buttons and highlights everywhere.
Storyline block (Rise)	It embeds a published Storyline course in a lesson. Rise can track one chosen Storyline block for completion; only the quiz-result option sends a score. I have not tested this: the tracking options need a course published to Review 360.
In Rise, which is scored: a Quiz lesson or a Knowledge Check block?	A Quiz lesson is scored and has a results screen. A Knowledge Check block is ungraded practice.
Course outline	The ordered list of section headers and lesson titles you build before filling lessons; learners see it as the sidebar menu.
Block library	The menu of block categories you open to insert a block into a lesson.
Block template	A saved Rise block, with its contents and styling, that you can reuse in other lessons.
Embed block	Inserts external web content by URL or embed code into a lesson.
Sorting Activity	A Rise block where learners drag text items into categories; correct drops show a check and wrong drops snap back. Items are text only. In my test: up to 4 categories, and one category took 32 items with no cap reached. Limits are inconsistent across Articulate pages, so say "up to four categories" and do not quote an item maximum.
Lesson completion	The state of a lesson being counted done for tracking. Rise tracks completion as the percentage of lessons viewed, and learners can also mark lessons complete when Marking Lessons Complete is on (quizzes cannot be marked complete).

Term	Explanation
Cover page	The title screen learners see first, with cover image, logo, title, and a Start/Resume button. Can be hidden for LMS output.
Navigation sidebar (sidebar menu)	The default course menu on the side listing sections and lessons; can start open or closed.
Brands (Rise)	A saved set of logo, brand colors and heading and body fonts you can apply to any content.
Snapshots	A saved list of earlier versions of your Rise content that lets you restore an earlier state.
LMS (Learning Management System)	Software that enrolls learners, launches content, records tracking data and reports on it.
Publish	Turns the editable project into learner-ready output for a chosen destination. In Rise, the Publish menu (on a course's ... menu in the Library) offers Quick Share, Reach 360, Thinkific, LMS, Web and PDF.
Storyline Publish window: name the six tabs.	Review 360, Web, Video, Word, LMS / LRS and Reach 360.
When is Publish to Web the right choice?	When you do not need tracking. Host the folder anywhere; Storyline learners open story.html. A Rise Web export is a zip with index.html as the share target.
story.html	The launch file of a Storyline web publish. After upload, send learners the URL to it. Upload the whole output folder (meta.xml, analytics-frame.html, html5, mobile, story_content), not only story.html.
Publish to LMS	The output package (usually a zip) that follows a tracking standard so a learning management system can launch it and record results. SCORM calls the zip a Package Interchange File.
SCORM (Sharable Content Object Reference Model)	A set of technical standards that lets e-learning content and a learning management system from different vendors work together: how the course is packaged, how it talks to the LMS, and what data it reports.

Term	Explanation
SCORM 1.2	Older, most widely supported version: one lesson_status field and a 4,096-character suspend_data limit. The limit comes from the specification, although some LMSs enforce their own.
SCORM 2004 (editions)	A later SCORM version (four editions) with separate completion and success statuses, sequencing rules and larger suspend_data: 4,000 characters in the 2nd edition, 64,000 in the 3rd and 4th. Some LMSs set their own limits.
Storyline tracking options: name the three ways to define "course complete".	In the Reporting and Tracking window: slides viewed, quiz result, or completion triggers. You can use one, two or all three; whichever the learner completes first is the only one reported.
Rise tracking options: name the ways an LMS package decides completion.	Course completion percentage, a chosen quiz result, or a chosen Storyline block. A Rise LMS export uses one of these.
Completion trigger	A trigger using the Complete course action. It sends Completed or Passed to the LMS depending on the reporting status chosen at publish, and works as a tracking option when you publish.
Reporting status (Passed/Incomplete etc.)	Articulate's publish setting that chooses which completion and success statuses are sent to the LMS or LRS, for example Passed/Incomplete versus Completed/Incomplete. Storyline documents it for SCORM and AICC; Rise documents it for SCORM, AICC, xAPI and cmi5.
Completion status vs success status: how do they differ?	SCORM 2004 tracks completion (completed, incomplete, not attempted, unknown) separately from success (passed, failed, unknown), so a learner can be completed but failed. SCORM 1.2 folds both into one lesson_status field. In xAPI and cmi5, completed and passed are separate statements.

Term	Explanation
What is suspend data, and what goes wrong when it overflows?	The SCORM field where a course stores resume position and variables between sessions. If it exceeds the limit (4,096 characters in SCORM 1.2), a learner can lose their place. Articulate attributes the limits to the SCORM standards; some LMSs set their own.
Resume (bookmarking)	Whether a returning learner restarts or continues where they left off. Storyline lets authors choose prompt to resume, always resume or never resume; Rise always resumes, so reset learner progress when you update a course.
xAPI (Experience API / Tin Can)	A standard for recording learning activity as simple who-did-what statements and sending them to a Learning Record Store (LRS). It can work offline and outside an LMS. xAPI 2.0 is an IEEE standard.
LRS (Learning Record Store)	A server that receives, stores and returns xAPI statements; it can run alone or inside an LMS.
xAPI statement	A single xAPI record shaped like actor, verb, object (who did what to what), with optional result, context and timestamp, sent to a Learning Record Store. The verb, such as completed or answered, is identified by an IRI.
cmi5	An xAPI profile that defines how an LMS launches content, supplies credentials, and how content reports completed, passed and failed statements.
SCORM Cloud	Rustici's hosted test environment for SCORM, xAPI, cmi5 and AICC content: upload a package, launch it and inspect the data it sends. Also test in the client's own LMS.
Review 360	Articulate's web app where you upload a course so reviewers can leave comments and approve it, and you update the same review item with new versions. It does not track learner progress.

Term	Explanation
Quick Share vs Review 360: what is each for?	Quick Share (Rise) is a link for sharing a published course. Clicking it switches on a public link immediately, with no password by default, so add a password or turn it off for private content. Review 360 is a feedback tool where stakeholders comment on a published copy of a Storyline or Rise item; it does not track learners.
Preview vs Publish: what is each for?	Preview runs a test copy so you can check your work. Storyline's Preview offers this slide or the whole project; in Rise you view the course as a learner would, including device views. Publish creates the real output.
Published output	The folder or zip created by Publish, holding HTML5, JavaScript, CSS, media and the launch and manifest files. It is a snapshot that does not update when you edit the project.
Static hosting	Serving the output folder as plain files with no server code (for example S3, Google Cloud, GitHub Pages or Netlify).
Publish to Video	Renders the project as an MP4 file. The MP4 loses all interactivity, so only linear content works.
Publish to Word	Exports slides to a Word document for handouts, review or transcripts. Options: Title, Description, Folder, Properties (Show layers, Show slide notes) and Screenshot size.
Launch file	The single file an LMS or browser opens first to start the content. SCORM names it in the manifest; xAPI and cmi5 identify it by launch URL.
Reset learner progress	A Rise LMS option that restarts a learner's progress on relaunch.
imsmanifest.xml	The required SCORM file at the package root that describes the activity tree, launch resources and optional metadata.
SCO (Sharable Content Object)	A launchable piece of SCORM content defined in the manifest; the LMS launches one SCO at a time.

Term	Explanation
LTI (Learning Tools Interoperability)	A 1EdTech standard that lets a platform such as an LMS launch an external tool without a second login and lets the tool return grades. LTI 1.1 said consumer and provider; LTI 1.3 says platform and tool.
Local testing (file:// vs localhost)	Opening published output from a hard drive can behave unexpectedly because it is built for web delivery; test from a web server. Quiz and completion tracking also needs an LMS or SCORM Cloud.
Report to an external LRS	A checkbox that sends xAPI statements to a Learning Record Store you name, either with credentials supplied at launch (not stored in the project) or entered manually (stored in the project).
Versioning (republish)	Updating a published course while keeping its identifier stable so the LMS treats it as the same course. Storyline warns not to change the Identifier when republishing.
AU (Assignable Unit) and moveOn	In cmi5, the AU is the launchable unit of content that reports to the LMS (the SCORM equivalent is a SCO). Its moveOn rule says what counts as satisfied: Passed, Completed, CompletedAndPassed, CompletedOrPassed or NotApplicable.
iframe / embed	Displaying the course in another page through an iframe; cross-domain rules and LMS wrappers can break tracking.
LXP vs LMS: what is the difference?	An LXP is a learner-facing discovery layer (recommendations, skills, content from many sources); an LMS is admin-driven enrollment and tracking. The boundary blurs as vendors add features.

Term	Explanation
Attempt (tracking sense) vs a quiz attempt	In tracking, an attempt is one run through tracked content. SCORM 1.2 has no built-in attempt counter. In cmi5 an enrollment is a registration and each launch a session; neither is necessarily an attempt. A Storyline quiz attempt is a try at one question.
Raw, scaled, min and max score (SCORM)	SCORM 1.2 reports a raw score with min and max. SCORM 2004 adds a scaled score from -1 to 1. A mastery or passing score decides passed or failed.
Accessibility (the umbrella idea)	Designing so people with disabilities can perceive, operate and understand the course. In the US it is tied to Section 508; in practice the yardstick is WCAG 2.1 or 2.2 AA.
WCAG (Web Content Accessibility Guidelines)	The W3C's Web Content Accessibility Guidelines. WCAG 2.2 is the current W3C Recommendation (WCAG 3.0 is still a draft), organized as testable success criteria at levels A, AA and AAA.
POUR: name WCAG's four principles.	Perceivable, Operable, Understandable and Robust. Every success criterion sits under one of them.
Success criterion (WCAG)	A single testable requirement in WCAG, such as 1.4.3 Contrast (Minimum). Each has a number, a level (A, AA or AAA) and sits under a principle and guideline.
Which WCAG level is the usual legal and procurement target?	Level AA. The content must meet every Level A and Level AA criterion. AAA is the highest level and is rarely required in full.
WCAG 2.2	WCAG 2.2 is the latest published W3C Recommendation. It adds nine criteria, including Dragging Movements, Target Size (Minimum), Focus Not Obscured (Minimum) and Accessible Authentication (Minimum); 4.1.1 Parsing was removed.
Dragging Movements (WCAG 2.5.7, Level AA)	Any action that needs dragging must also work with a single pointer, such as a click or tap. It applies to drag-and-drop interactions.

Term	Explanation
Section 508	US federal law (Rehabilitation Act, Section 508) requiring federal agencies' information and communication technology to be accessible. The Revised 508 Standards incorporate WCAG 2.0 Level A and AA.
What is alt text and what makes it good?	A short description a screen reader announces in place of a non-text object (WCAG 1.1.1, Level A). Describe purpose, not appearance, and mark decorative images as decorative.
Where do you set alt text in Storyline and in Rise?	Storyline: right-click the object > Size and Position > Accessibility; it is also available in the Focus Order window. Rise: select the Image block, then the accessibility icon ('Edit alt text') in the Edit Image panel.
Decorative object	An image or shape that adds no information and should be hidden from assistive technology. Storyline: uncheck "Object is visible to accessibility tools" in Size and Position > Accessibility, or remove it in Focus Order. Rise: leave the alt text blank in the Image Alt Text dialog (its own text says to leave it blank if the image is decorative).
What does Storyline's Focus Order window control?	The sequence in which screen readers and keyboard focus move through objects and layers. Remove an object here to hide it from screen readers. It is on the Home tab in Slide View.
Reading order	The order in which assistive technology announces content. WCAG calls the requirement Meaningful Sequence (1.3.2, Level A). In Storyline you set it in Focus Order; in Rise it follows block order.
Keyboard navigation	Operating all features with a keyboard (Tab, Shift+Tab, Enter, Space, arrows). WCAG 2.1.1 requires it and 2.1.2 says focus must never get trapped.
Color contrast ratio	The relative-luminance ratio between text and background. WCAG 1.4.3 (AA) asks for 4.5:1 for normal text and 3:1 for large text (18 pt, or 14 pt bold); AAA (1.4.6) asks for 7:1.

Term	Explanation
Screen reader	Software that reads screen content aloud or outputs it to braille.
Name five common screen readers.	JAWS and NVDA (Windows), VoiceOver (Apple), TalkBack (Android) and Narrator (built into Windows).
What does Storyline's Accessibility Checker do?	A built-in scan that tests a project against the WCAG criteria that can be checked automatically and lists issues with fix guidance. It cannot find every barrier, so manual checks are still needed.
Closed captions (CC)	Synchronized text of speech and meaningful sounds that learners can turn on or off. In Rise, video blocks accept a VTT caption file; audio blocks have no caption feature.
Transcript	A separate text version of the audio and visual information, readable apart from the media. Storyline can auto-generate a synchronized transcript from captions. Rise has no built-in audio transcript: its video blocks take VTT caption files, and audio transcripts are usually added as text below the block.
Captions vs transcript vs audio description	Captions are time-synced text for speech and meaningful sounds. A transcript is a separate text document. Audio description narrates important visuals for blind and low-vision viewers. They map to different WCAG 1.2.x criteria.
Captions vs subtitles	Captions include speech plus meaningful sounds for people who cannot hear. Subtitles typically translate speech only. In UK usage "subtitles" can include sound cues.
Focus indicator (focus ring)	The visible outline showing which control has keyboard focus. WCAG 2.4.7 Focus Visible (AA) requires it. In the Player's Colors & Effects there is an Accessibility focus colors setting.
Heading structure	Rise publishes headings as real heading elements, so the heading hierarchy depends on the heading blocks you choose. Storyline's equivalent is Heading 1 to 4 text styles.

Term	Explanation
Object name (Timeline name) vs alt text	Every object has a name shown in the Timeline. Alt text is what a screen reader announces; if alt text is empty, screen readers may fall back to the Timeline name (I have not confirmed this in testing). Name objects clearly so triggers and accessibility both stay readable.
Name, Role, Value (WCAG 4.1.2)	Level A requirement that every interface component exposes its accessible name, its role (button, checkbox) and its current value or state to assistive technology. Custom Storyline and HTML widgets are where this fails.
Use of color	Do not use color as the only way to convey information (WCAG 1.4.1, Level A).
Pause, Stop, Hide	WCAG 2.2.2 (Level A): moving, blinking or scrolling content that starts automatically and lasts more than five seconds needs a way to pause, stop or hide it. Autoplay audio over three seconds also needs a control (1.4.2).
Reflow	Content rearranging itself to fit a narrow screen without losing information or needing sideways scrolling. WCAG 1.4.10 Reflow (Level AA) tests this at a 320 CSS pixel wide window. Rise blocks reflow; Storyline scales the whole slide instead.
VPAT / Accessibility Conformance Report (ACR)	A vendor template (VPAT) used to report how well a product meets accessibility standards; the filled-in report is called an Accessibility Conformance Report (ACR).
ARIA	A W3C attribute set (roles, states, properties) that adds meaning for assistive technology when native HTML falls short.
Text resizing	Users can enlarge text up to 200 percent without losing content or function (WCAG 1.4.4).
SRT and WebVTT caption files	Plain-text caption file formats with timestamped cues: SRT is the simple numbered format and WebVTT (.vtt) is the web standard. Storyline imports SRT, VTT, SBV and SUB files.

Term	Explanation
Open vs closed captions	Open captions are burned into the picture and always show; closed captions can be switched on and off.
Non-text contrast	User interface parts, focus states and meaningful graphics need at least 3:1 contrast against their surroundings (WCAG 1.4.11, Level AA).
EN 301 549	The European standard for ICT accessibility (ETSI EN 301 549). As of November 2026, V4.1.1 points to WCAG 2.2 AA for web content; the earlier V3.2.1 pointed to WCAG 2.1 AA. It is the technical reference for the European Accessibility Act.
Touch target	The tappable area of a control. WCAG 2.2 Level AA (2.5.8) asks for at least 24 x 24 CSS pixels, with exceptions such as enough spacing; common mobile guidance uses about 44 x 44.
Accessible name	The text a screen reader announces for a control, taken from alt text, a label or Storyline's accessibility text.
Timing Adjustable (WCAG 2.2.1)	Level A: when content has a time limit, users can turn it off, adjust it or extend it, with exceptions. It is the hook for quiz timers.
Info and Relationships (WCAG 1.3.1)	Level A: structure shown visually (headings, lists, form labels) must also be available in the code so assistive technology can read it. In Storyline this is why you use Heading styles rather than bigger text.
In Storyline, what makes up a quiz?	A set of question slides tied to one Results slide that computes the score, named in Quiz Settings.
Question slide	A slide that holds one question, scores it on Submit, and reports to the Results slide.
Form View	The fill-in-the-form editor for question text, choices, correct answers, points, attempts and feedback text.
Graded vs survey question: which adds to the quiz score?	A graded question has a correct answer and points, so it counts. A survey question collects opinion and never earns points.

Term	Explanation
Storyline graded question types: name the five choice and fill-in types.	True/False, Multiple Choice, Multiple Response, Fill-in-the-Blank and Word Bank.
Freeform question	A question built from your own slide objects (shapes, images, buttons) that Storyline turns into a gradable interaction. Nothing is scored until a Submit Interaction trigger runs.
Text-Entry question vs text-entry field vs Fill-in-the-Blank	Text Entry is a freeform question the learner types into; it needs a Submit Interaction trigger to be graded. Fill-in-the-Blank is the graded form-based type. The text-entry field is an input object that only collects text.
Quiz Settings	The window on a results slide where you set quiz type, which questions count, passing score, timer, name and rounding.
What does a Results slide do?	It totals the scores from the quiz's question slides, compares the total with the passing score, and shows pass or fail feedback.
Passing score	The percentage a learner must reach to pass. Storyline sets it in Quiz Settings; Rise sets it in a quiz lesson's scoring settings.
[QuizName].ScorePercent and ScorePoints	Number variables holding the score as a percent (ScorePercent) or in points (ScorePoints). Each is prefixed with the quiz name, for example Results.ScorePercent. PassPercent and PassPoints hold the passing threshold the same way.
Success layer / Failure layer (results)	Result-slide layers shown only to passing or failing learners; the Base layer shows to both.
Correct, Incorrect and Try Again layers	The feedback layers Storyline adds to question slides: Correct and Incorrect after Submit, and Try Again when more than one attempt is allowed.
Attempts in Storyline vs Quiz retries in Rise: how do they differ?	Attempts are the tries a learner gets on a question in Storyline (more than one adds a Try Again layer). Rise calls its quiz-level setting Quiz retries. An LMS can add its own attempt rules on top.
Question bank	A reusable pool of questions that a question draw pulls from.

Term	Explanation
Question draw	A set of questions pulled from a question bank into a scene. You can randomize the order, set how many to include, and pin questions or lock their position.
Score by Question vs Score by Choice	Score by Question gives one point value for a correct response and another for incorrect (the default). Score by Choice gives each answer choice its own points, and is available only for some types (Multiple Choice, Word Bank, Freeform Pick One, Freeform Hotspot).
Storyline quiz types: which of Final Assessment, Pre-Check and Knowledge Check report to the LMS?	Final Assessment is the default and sends the outcome automatically. Pre-Check reports only if the learner passes. Knowledge Check is not scored or tracked by the LMS or LRS.
Hotspot question vs Hotspot object: which is graded?	The Hotspot question is a graded question where the learner clicks the right region of an image. The Hotspot object is an invisible clickable area used to attach triggers. They share a name only.
Branching by score	Using triggers (jump to slide, show layer) conditioned on score variables to route learners after a quiz.
Submit interaction (trigger)	The trigger action that scores a freeform interaction and sends the result to the Results slide. Without it, a freeform question is not graded.
Feedback (by question / by choice / none)	Setting for how feedback is delivered: one message per question, one per answer choice, or none.
Require passing score to continue	A Rise quiz scoring option that blocks the learner from the next lesson until the passing score is met. If you also cap retries, a learner who fails every attempt cannot move on.

Term	Explanation
Survey, Blank and Combined result slides	Other Results slide types: Survey collects ungraded responses, Blank sends completion to the LMS with your own layout, and Combined rolls several quizzes into one outcome, with options to require each quiz to be passed or to pool the points.
Quiz timer	A countdown (in minutes) for the whole quiz. A timer is also a WCAG 2.2.1 Timing Adjustable concern: learners may need a way to extend or turn it off.
Review results	A Results slide button (trigger action Review results) that lets learners revisit answered questions without changing them, with optional correct/incorrect marking and review-only feedback.
Retry button (Reset results)	A Results slide button (trigger action Reset results) that clears answers so the learner can retake the quiz; an option can re-present only the incorrect questions.
Submit results (trigger)	Trigger action that sends the quiz outcome to the LMS/LRS; Final Assessment adds it automatically.
Submit button vs Submit all at once	The Submit button on a question slide scores that question and shows feedback. Submit all at once replaces it with Previous and Next, and the answers are scored together on the Results slide; unanswered questions count against the learner.
Shuffle answer choices vs randomize question order	Shuffle changes the order of the answer options within a question. Randomizing question order changes which question comes first. Storyline offers a per-question Shuffle and question draws; Rise has Shuffle answer choices and Randomize question order.
Rise Knowledge Check question types	Rise Knowledge Check blocks offer multiple choice, multiple response, fill in the blank and matching. A Quiz lesson's Question Type menu offers only multiple choice and multiple response in my check, so do not give the Knowledge Check list for a Quiz lesson.

Term	Explanation
Skip ahead if passed	A quiz option that sends learners who pass to a chosen later lesson.
Feedback branching	A per-feedback setting that sends the learner to the next or previous slide, a scene, a slide, or the Results slide after feedback.
Require correct answer to continue (Rise Knowledge Check)	A Rise Knowledge Check option that blocks Continue until the learner answers correctly.
Storyline freeform question types: name the six.	Drag and Drop, Pick One, Pick Many, Text Entry, Hotspot and Shortcut Key.
Storyline graded question types: name the matching, ordering, numeric and hotspot types.	Matching Drag-and-Drop, Matching Drop-down, Sequence Drag-and-Drop, Sequence Drop-down, Numeric and Hotspot.
Storyline survey question types: name the nine.	Likert Scale, Pick One, Pick Many, Which Word, Short Answer, Essay, How Many, Ranking Drag-and-Drop and Ranking Drop-down.
In one sentence, what does an instructional designer do?	Designs learning that closes a performance gap: analyzes the need, writes objectives, chooses strategy and assessment, and plans how results will be evaluated.
Instructional designer vs e-learning developer vs LX designer vs curriculum developer: who does what?	The ID plans the learning. The e-learning developer builds it in tools like Storyline and Rise. The LX designer adds user research and UX methods. The curriculum developer sequences whole programs. Small teams blend these.
ADDIE: name the five phases in order.	Analyze, Design, Develop, Implement, Evaluate.
Is ADDIE a strict waterfall? (Waterfall: finish each phase before starting the next.)	No. It is a framework that looks like a line, but teams loop back between phases and evaluate throughout. SAM makes that iteration explicit.
What is SAM (Successive Approximation Model)?	Michael Allen's approach: show rough versions early and improve them in rounds instead of one big build. Phases: Preparation (opens with a Savvy Start working session), Iterative Design and Iterative Development.

Term	Explanation
SAM release stages: what are alpha, beta and gold?	Stages in SAM's development phase, after the design proof. Alpha: first full version with working interactions. Beta: corrected version for final testing (QA, LMS, accessibility). Gold: the approved final version. Teams may use the words loosely.
Gap and root cause: why might training not be the answer?	Needs analysis finds the gap between current and desired performance and why it exists: knowledge, tools, incentives, environment or motivation. Training mainly fixes knowledge and skill gaps; tools, incentives, environment and motivation need other fixes.
What is a learner (audience) analysis?	Studying who learners are: role, prior knowledge, context, motivation and technology. A persona is a short, realistic profile of a typical learner built from that study.
SME (subject matter expert)	A person with deep content knowledge who supplies and reviews content.
SME interview	A structured conversation with a subject matter expert to gather content, common mistakes, real examples and what people do on the job. Prepare questions, record, then confirm the draft.
Scope creep	Project work growing beyond the agreed scope (more screens, new topics, extra reviews) without matching changes in time or budget. Manage it with a signed scope, a change-request process, and by naming what is out of scope.
Kickoff meeting	The first meeting with stakeholders to agree goals, audience, scope, timeline, roles and the review process. In SAM the nearest equivalent is the Savvy Start, a longer collaborative working session.
Design document	The high-level plan: objectives, audience, structure, assessment and approach. It comes before the storyboard and is signed off by the client.

Term	Explanation
Storyboard	The document that lays out each screen before you build: on-screen text, visuals, narration script, interaction and feedback notes, alt text and navigation. SMEs and stakeholders review and sign it off before development.
Wireframe	A low-fidelity layout sketch of a screen, with no final graphics.
Prototype vs alpha: how do they differ?	A prototype is a testable draft of the design at any fidelity, built so reviewers can react to something real. An alpha, in SAM, is the first full version of the content, built after the design proof.
Mockup vs fidelity (low-fi vs hi-fi)	Fidelity is how close a draft is to the final look and behavior. A mockup is a static, high-fidelity picture of how the design will look.
Skeleton: slang for a rough build, or a UX loading screen?	In UX, a skeleton screen is a wireframe-like placeholder shown while a page loads. In some ID teams "skeleton" means a rough first build. In interviews say prototype, wireframe or rough build.
Review cycle	Planned rounds of stakeholder or SME feedback and revision before release (for example storyboard review, alpha, beta). Tools include Review 360, shared documents and tracked changes.
QA vs UAT	QA, done by you or a tester, checks links, tracking and behavior. UAT is the business user confirming the course does what they need.
Pilot test	Running the finished (or beta) course with a small real group before launch to find problems.
Version control and file naming	A rule for naming files and saving versions so reviewers and developers know which draft is current, for example Course_v03_draft.

Term	Explanation
Style guide (project)	A document that fixes tone, terminology, fonts, colors, button behavior, feedback wording and accessibility rules so all modules look and read the same. In UX the same word covers branding, typography, color and interaction rules.
Task analysis	Breaking a job task into its steps and decisions to find what must be taught or supported.
Microlearning	Short, focused learning on one objective, usually a few minutes; there is no official length.
Scenario-based learning	Learning by making decisions in a realistic situation and seeing the consequences.
Job aid vs performance support: what is the relationship?	A job aid is a short reference used while doing the task (checklist, decision table). Performance support is any help in the flow of work, including job aids, search and in-app prompts. A job aid may be enough instead of a course.
Gamification vs game-based learning	Gamification adds game mechanics such as points, badges and leaderboards to non-game learning. In game-based learning the learning activity itself is a game. Evidence is mixed; points alone do not make learning effective.
Template	A reusable starting file of masters, layouts and sample interactions. Content Library 360 offers ready-made ones.
Agile vs rapid prototyping	Agile is a software-origin way of working in short cycles (sprints) with frequent stakeholder feedback; in L&D it shows up as SAM, weekly reviews and incremental releases. Rapid prototyping is a technique: build a quick rough version early, test it, then improve it in rounds.
Asynchronous vs synchronous learning	Async means the learner does it any time; sync means live at the same time.
Decision tree	A flowchart of choices and consequences; the planning artifact for a branching scenario.
Blended learning	A mix of online self-paced and live instruction.

Term	Explanation
ILT vs VILT	ILT is instructor-led training, usually in a classroom. VILT is the same live, instructor-led session delivered online (for example on Zoom or Teams). A webinar is mostly one-way, so it is not the same thing.
Learning experience design (LXD)	Designing learning with UX methods, focused on the learner's whole experience.
Learning objective	A specific, measurable statement of what learners will be able to do after instruction, starting with an action verb (identify, calculate, compare). Avoid vague verbs like understand or know. K-12 equivalents: learning target, I can statement, SWBAT.
Learning objective vs learning outcome	In corporate L&D the two words are used almost interchangeably for a measurable statement of what a learner can do afterward. In K-12 and higher ed, outcomes are the broader course or program results and objectives the lesson-level steps.
ABCD objectives	A formula for writing a learning objective: Audience, Behavior, Condition and Degree.
Bloom's revised taxonomy: name the six levels from lowest to highest.	Remember, Understand, Apply, Analyze, Evaluate, Create (the revised version by Anderson and Krathwohl).
Which Bloom level is "list" and which is "justify"?	List is Remember; justify is Evaluate. Pick the objective's verb from the level the job task needs. The levels describe kinds of thinking, not a ladder to climb in order.
Backward design	Plan from the end: first the results you want, then the evidence that shows learners got there (assessments), then the learning activities (Wiggins and McTighe, Understanding by Design).
Action mapping	Cathy Moore's method for designing training backward from a measurable business goal: list what people must do on the job, design practice for each behavior, and add only the information that practice needs.

Term	Explanation
Formative vs summative assessment	Formative assessment checks during learning to guide the next step; summative assessment judges the result at the end.
Knowledge of results vs corrective vs elaborative feedback: what does each add?	Knowledge of results: only right or wrong. Corrective: also the correct answer. Elaborative: also why, often with a hint or resource.
Distractor	A plausible wrong option designed to reveal misconceptions.
Reliability vs validity in assessment	Reliability is how consistently a test measures; validity is whether it measures what it is supposed to.
Kirkpatrick's four levels, in order.	1 Reaction, 2 Learning, 3 Behavior, 4 Results.
Which Kirkpatrick levels can the course itself measure?	Levels 1 and 2 (a survey, a quiz). Levels 3 and 4 need on-the-job data, so plan them with the client before the build.
Retrieval practice	Practicing by recalling information from memory, for example with a quiz, which strengthens retention (the testing effect).
Spaced practice	Spreading practice out over time instead of cramming it all at once, which improves retention.
Stem, key and item	An item is one scorable test question. Its stem is the question or prompt part, and its key is the correct option.
Item analysis	Statistics on how each test item performs: how hard it is (difficulty or p-value), how well it separates high from low scorers (discrimination), and how the wrong options perform. Usually run in an LMS, not in Articulate.
Rubric	A scoring guide listing criteria and performance levels, used for open-ended work.
Formative vs summative evaluation of a course: how do they differ?	Formative evaluation gathers feedback while a course is being built (reviews, pilots) to improve it. Summative evaluation judges the finished course's results.

Term	Explanation
Name the three types of cognitive load.	Intrinsic (the difficulty of the content), extraneous (caused by poor design) and germane (the effort of building understanding).
Which cognitive load do you cut and which do you manage?	Cut extraneous load (clutter, split attention). Manage intrinsic load by chunking and sequencing. Germane load is the most debated type.
Mayer's multimedia principles: name four and say what each tells you to do.	Coherence: cut extras. Redundancy: do not repeat narration as on-screen text. Segmenting: chunk the lesson. Modality: use narration with graphics, not heavy text.
Redundancy principle	Learners do better with narration plus graphics than with narration plus graphics plus on-screen text that repeats it. Exceptions: short key words next to the part of the graphic they describe, learners without audio, or complex or unfamiliar terms.
Learning styles (a myth)	The idea that people learn best in a preferred style (visual, auditory, kinesthetic). Controlled research found no good evidence that matching instruction to style improves learning, though people do have preferences. Choose modalities because the content calls for them.
Andragogy (adult learning principles)	Malcolm Knowles' ideas: adults want to know why, bring experience, prefer problem-centered learning and are self-directed. Used to justify scenarios and relevance.
Gagne's nine events of instruction: fill in the nine steps in order.	1 Gain attention, 2 Inform learners of the objective, 3 Stimulate recall of prior learning, 4 Present the content, 5 Provide learning guidance, 6 Elicit performance (practice), 7 Provide feedback, 8 Assess performance, 9 Enhance retention and transfer.
Universal Design for Learning (UDL)	CAST's framework for planning learning so more learners can participate: multiple means of engagement, representation, and action and expression.

Term	Explanation
Worked example	A fully solved problem demonstrating steps before learners try.
Scaffolding	Temporary support, such as hints and examples, that is gradually removed as the learner's skill grows.
Transfer	Applying what was learned to the job or to new situations.
Merrill's First Principles: name the five.	Task-centered, activation, demonstration, application and integration.
70-20-10	A rule of thumb that most workplace learning comes from on-the-job experience (about 70), other people (20) and formal training (10). Treat the numbers as a prompt to support learning beyond courses, not as research findings.
Mayer's principles that reduce extraneous load: name them.	Coherence, signaling, redundancy, spatial contiguity and temporal contiguity.
Mayer's principles for managing essential load and fostering deeper processing: name them.	Manage essential load: segmenting, pre-training, modality. Foster deeper processing: multimedia, personalization, voice, image.

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