Storyline 360 and Rise 360 study sheet: New to authoring tools (73 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.
Storyline 360	Articulate's slide-based Windows desktop authoring tool for building interactive courses with a timeline, layers, triggers, states and variables.
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 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.
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.
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.
Trigger	A rule that tells Storyline to do an Action to an object when a When event happens, optionally only if conditions are true.

Term	Explanation
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.
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.
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.
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.
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.
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.
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.
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.
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.

Term	Explanation
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.
Branching scenario	A learner makes decisions and the story changes based on choices; built with jump-to-slide triggers or layers.
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).
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
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.
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.
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.
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.
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.

Term	Explanation
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.
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.
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.
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.
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.
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.

Term	Explanation
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.
Screen reader	Software that reads screen content aloud or outputs it to braille.
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.
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.
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.
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.
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.

Term	Explanation
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.

Last updated November 3, 2026. From kevinoneil.netlify.app/glossary, where terms are kept current. Independent study notes, not affiliated with or endorsed by Articulate. Check the current product before relying on a detail.