Storyline 360 and Rise 360 study sheet: Used a similar tool (30 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.
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.
Player	The frame around the slides that holds the menu, seekbar and navigation buttons. Its settings are called Player Properties.
Playhead	The vertical blue line on the timeline that marks the current time during preview or scrubbing.
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).

Term	Explanation
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.
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.
Trigger	A rule that tells Storyline to do an Action to an object when a When event happens, optionally only if conditions are true.
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.
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.
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.

Term	Explanation
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).
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.
Feedback layer	A slide layer shown after a learner answers a question, giving correct, incorrect or retry messages.
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.
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.
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 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).

Term	Explanation
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.
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.

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