



ITycom

Active Learning Experience

**Training
and support offer**

Training in multimedia educational engineering

3-day program

Objective

Upon completion of the training, the participant will know the fundamentals of multimedia educational engineering:

- Assess training needs
- Build and draft a training program
- Design an eLearning content

Target audience

Anyone involved in designing and supervising an eLearning module.

Prerequisites

Use of desktop tools.

Program

eLearning principles

- Obtain a global vision about eLearning
- Know eLearning vocabulary
- Identify and analyze the target audience
- Introduction to instructional design tools
- Discover scripting and staging principles

Analysis of a training content

- Identify and analyze the target audience
- Content analysis
- Define learning objectives
- Determine the scope of the training program
- Design a teaching strategy which is adapted to the objective, the target audience, and the context of the training program

Training program structure

- Respect the key principles regarding improvement
- Determine the structure of the training path
- Draft an educational architecture

How to design a training content

- Implement the teaching strategy
- Develop teaching outlines
- Stage the training contents: the universe, the context, the characters
- Define the method of support
- Determine the graphical environment and usability
- Define an evaluation system

Deployment and follow-up of a training program

- Learn content dissemination techniques
- Discover the LMS (Learning Management System) principle
- Understand norms and standards

Project management and preparation

- Draft project specifications
- Manage an eLearning project
- Accompany the deployment
- Learn the conditions for success of an eLearning project

Storyline 2 training program

Duration: 3 days

Objective

Upon completion of the training program, the participant will know the fundamentals of multimedia educational engineering with Articulate Storyline 2.

Program

Presentation and introduction

Discover the basic principles, the interface and the features
Create a project according to a model: templates and slide master

Create models

Create «master slides»
Créer de nouveaux modèles

Create a Storyline project

Create slides
Add and manipulate objects
Manage the timeline
Add multimedia contents (sound, videos, etc.)
Add contents via overlays
Sync contents
Manage the navigation between slides
Discover the properties of the objects and manipulate states
Manipulate triggers
Discover the variables
Manage multilingualism (import/export)

Target audience

Trainers, eLearning designers, eLearning project managers, anyone who needs to create an eLearning module.

Prerequisites

Proficient user of Powerpoint and/or Articulate Studio.

Manage quizzes

Create an evaluation questionnaire or a survey
Manager the order of the questions, the feedback and the score
Configure the result pages

Software simulation

Save a sequence
Using sequences

Finalise the training module

Configure the player
Publish the project

ITyStudio training program

Duration: 2 days

Objective

Upon completion of the training program, the participant will know the fundamentals for designing advanced 2D/3D simulations with the ITyStudio tool and will be able to create contents on their own with a well-advanced first simulation.

Target audience

Trainers, eLearning designers, eLearning project managers, anyone who needs to create an eLearning module.

Prerequisites

Having considered a first project / training scenario.

Program

Presentation and introduction

Discover the basic concepts, the interface and the features
Create a project according to a prototype

Serious Game and eLearning notions

What are the differences in application?
Create new models

Create an ITyStudio project

Select environments and characters
Create acts
Determine data dimensions
Create customized feedback
Introduction to the scenario tree structure mechanism
The different types of scenes: media scenes, web scenes, quiz scenes, conventional scenes
Evaluation integration within the tree structure
The translation tool within ITyStudio

Creation of different types of scenes

Create a quiz scene
Configure a web scene : integration of external elements
==> Storyline / Captivate, web contents
The conventional scene and integration of sounds
Coach integration
The media scene

Finalize the simulation

Test the module
Export the simulation, different export types and their use

«My first eLearning course» Training Program

Duration: 4 x 0.5 days

Objective

Upon completion of the training program, the participant will have acquired the skills to develop an entire eLearning course.

Program

eLearning instructional design

Identify the objectives of the training program
Map knowledge and skills
Approaches and producing the synopsis

Making the educational tree

Build teaching outlines: granularity, progressivity, navigation, scriptwriting and storytelling
Structure and rewrite the informational content
Produce the educational scenario
Assess knowledge and skills, the role of feedback
How to choose and write questions and exercises
The goals-methods-tools alignment

Create and animate elements on the screen

Tools for creating and editing objects and interaction models
Integrating characters and interaction models
Settings for interactive objects
The importation, use and management of external media
Integrate content by importing Powerpoint slides
Editing sound recordings
The ITyStudio translation tool

Target audience

Trainers, eLearning designers, eLearning project managers, anyone who needs to create an eLearning module.

Prerequisites

proficiency in Articulate Storyline 2 software.

Integrate evaluations

Setting up knowledge questions and exercises
Question types
Configuring questions, scores and feedbacks
Advanced and variable actions
The most common teaching structures and scenarios

Publishing the module

The different export formats (web, SCORM, etc.)
Publication options
Imports/exports for translation in other languages

TRAINING BUDGET

IPM TRAINING PROGRAM

Price for 3 days of in-company training (from 2 to 6 people)

4 500€

STORYLINE 2 TRAINING PROGRAM

Price for 3 days of in-company training (from 2 to 6 people)

3 600€

ITYSTUDIO TRAINING PROGRAM

Price for 2 days of in-company training (from 2 to 6 people)

3 000€

«MY FIRST eLEARNING COURSE” TRAINING PROGRAM

Price for 4 x 1/2 days of in-company training (from 2 to 6 people)

2 400€

COACHING

Price for one day of individual coaching

1 000€

PS The programs described on the previous pages concern our «standard» training programs. According to your needs and the level of your learners, we can tailor their content and their duration.

The amounts above are indicated without taxes

SUPPORT : Pack FlexO²

Objective

Take advantage of our expertise through an hourly technical aid.

Prerequisites

Applicable to a project developed by our care or following a training program given by Itycom.

Terms of use

Applicable to a project developed by our care or following a training program given by Itycom.

The following services are included in the contract

- Graphical design
- Technical development
- Graphical integration

The following services are not included in the contract

- Any support for a production requiring code or content maintenance by the ITycom teams.
- Interventions leading to a direct or indirect modification of the functional, technical or financial scope of a project.
- Interventions outside of business hours.

Implementation

- Any request for intervention as part of this contract must be done via a written request by email to the person in charge of the project.
- A qualification is then performed by the Itycom teams and a proposal is then submitted to the customer in order to validate the scope of use of the tickets.
- After reception of the customer's agreement, Itycom undertakes to perform the service before the deadline established with the customer.

Available options

- FlexO² 10 contrat (10 tickets) : **1 000€** HT
- FlexO² 20 contrat (20 tickets) : **1 900€** HT
- FlexO² 40 contrat (40 tickets) : **3 600€** HT

Billing terms

- Billing upon order.
- Validity period: 1 year from the order date.

SUPPORT : Pack FlexO²+

Objective

Take advantage of our expertise through an hourly technical aid.

Prerequisites

applicable to a project developed by our care or following a training program given by Itycom.

Terms of use

Applicable to a project developed by our care or following a training program given by Itycom.

On-site interventions are possible. In that case, a package of 10 tickets will be debited for one day of service.

The following services are included in the contract

- Graphical design,
- Technical development,
- Graphical integration.

The following services are not included in the contract

- Any support for a production requiring code or content maintenance by the ITycom teams.
- Interventions outside of business hours.

Implementation

- Any request for intervention as part of this contract must be done via a written request by email to the person in charge of the project.
- A qualification is then performed by the Itycom teams and a proposal is then submitted to the customer in order to validate the scope of use of the tickets.
- After reception of the customer's agreement, Itycom undertakes to perform the service before the deadline established with the customer.

Available options

- FlexO²+ 10 contrat (10 tickets) : **1 500€ HT**
- FlexO²+ 20 contrat (20 tickets) : **2 850€ HT**
- FlexO²+ 40 contrat (40 tickets) : **5 400€ HT**

Billing terms

- Billing upon order.
- Validity period: 1 year from the order date.



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