

ITYSTUDIO TRAINING

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 authoring-tool and will be able to create contents on their own with a well-advanced first simulation

Target audience

Trainers, e-Learning designers, e-Learning Project Managers, anyone who needs to create a Serious Game / Simulation / Gamified e-Learning 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 e-Learning notions

- What are the differences in application?
- Create new models

Create an Istystudio 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

