

The Player

Introduction

The player is a customizable “skin” that contains your course slides and offers useful navigational, branding, and functional features. In addition to the provided features of a menu, resources, glossary, and slide notes, you can also add your own features to the top of the player, such as a link to a lightbox slide to serve as a help screen.

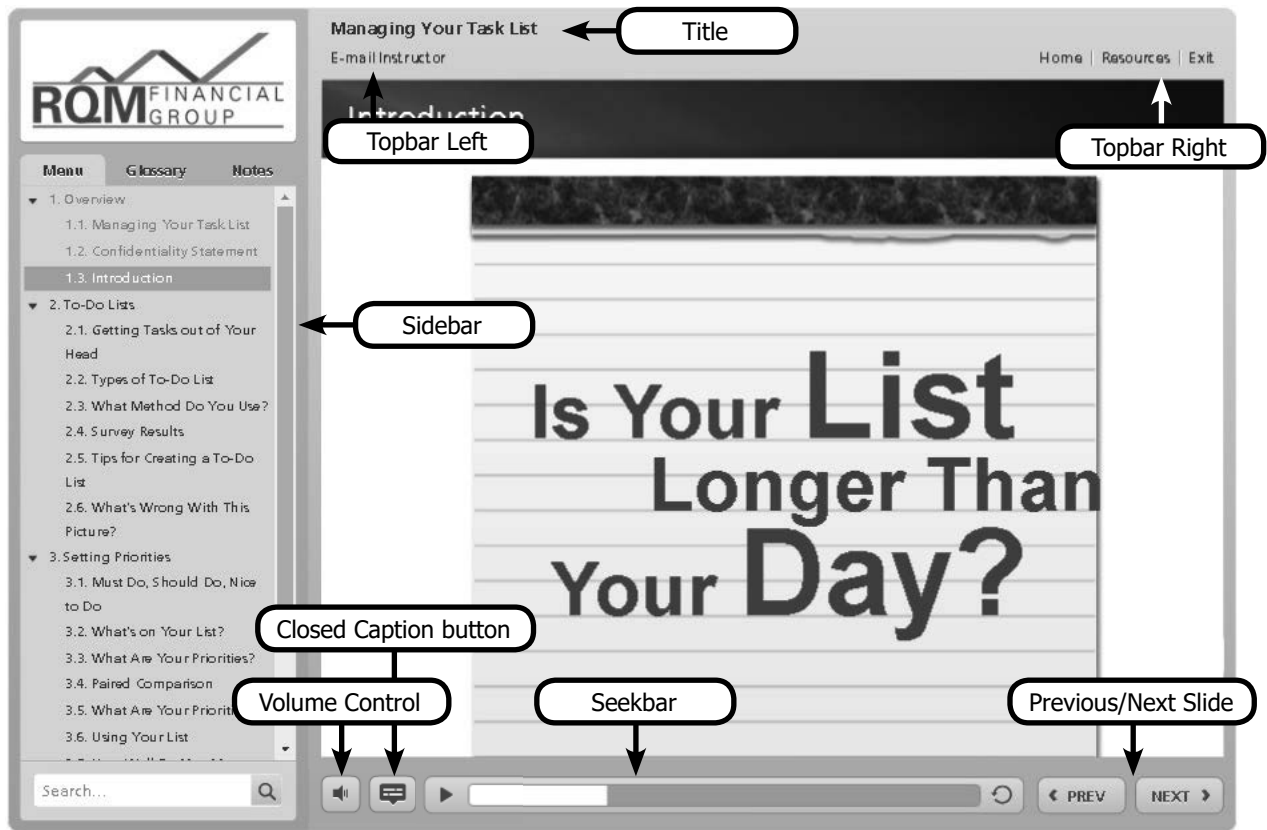
On mobile devices, the player becomes responsive, meaning it adjusts to a more streamlined version that works well on tablets and phones in either portrait or landscape view.

In this chapter, you’ll learn how to customize the features, visual appearance, and logic behind the player.

In This Chapter

- Player Overview
 - Features
 - Menu
 - Resources
 - Glossary
 - Colors & Effects
 - Text Labels
 - Other Settings
 - Player File Management
-

Getting to Know the Player



These features can be configured in the **Player Properties** dialog box (with the exception of **Prev** and **Next** buttons). Many of these items can be overridden at the slide level in **Slide Properties**.



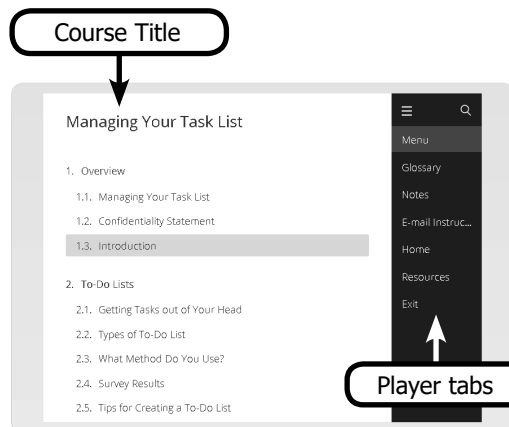
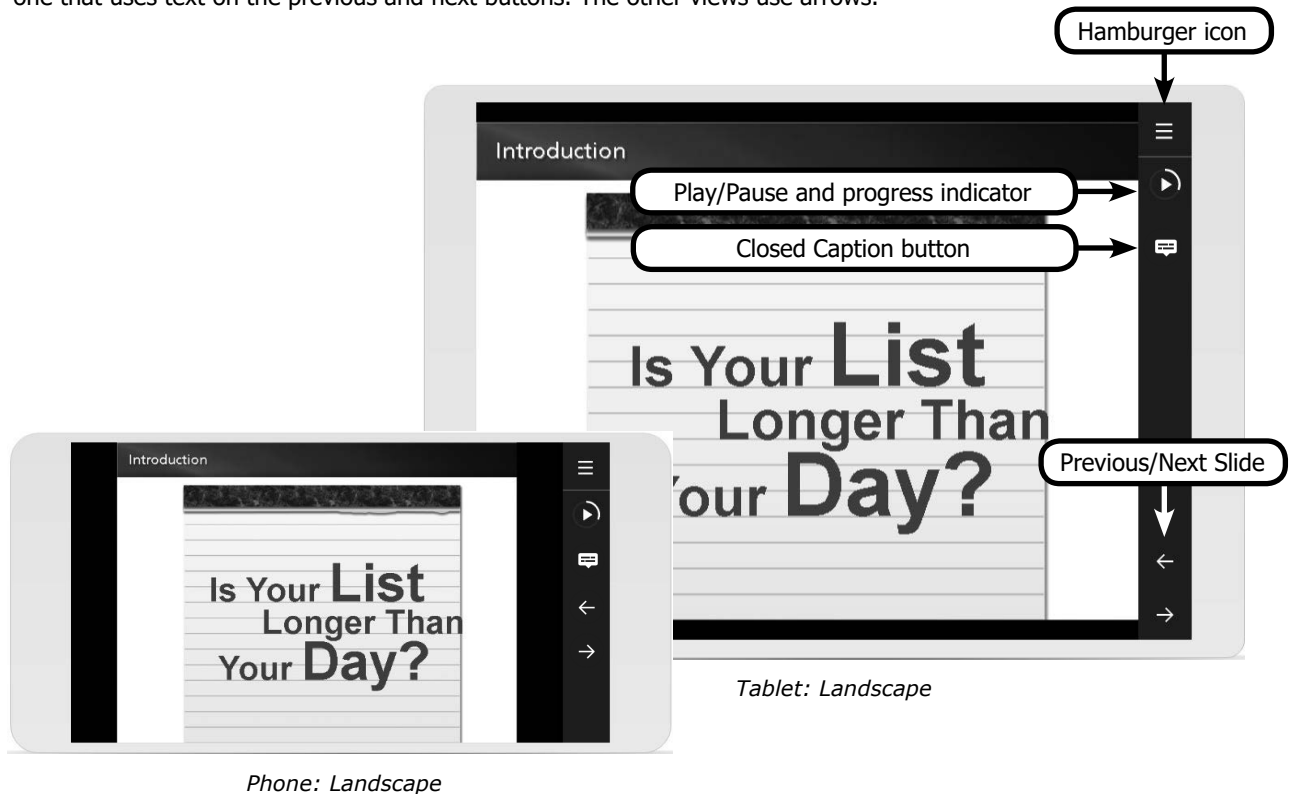
Slide Properties, p. 41
Slide Notes, p. 40

- **Resources:** Here you can create a list of useful links to either documents or web pages.
- **Menu:** The menu lists the slides in the course. If you enable navigation, the slide titles become hyperlinks to their respective slides.
- **Glossary:** Use this feature to create a glossary of terms that is available throughout the entire course.
- **Notes:** The text you enter in the **Notes** tab on your slides appears here in the **Notes** pane.
- **Left/Right Topbars:** You can add your own custom features to the top right and/or top left of the player. Name the toolbar item and set up the trigger manually for custom features.
- **Bottom Controls:** Depending upon how much control you want to give the student, you can enable the volume control and seekbar. If you added closed captions to audio or video files, you can enable the button to toggle them on and off.

The Mobile Responsive Player: Landscape

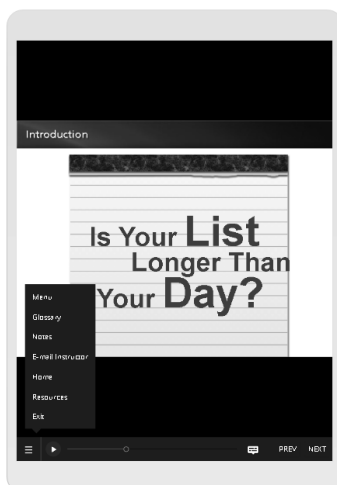
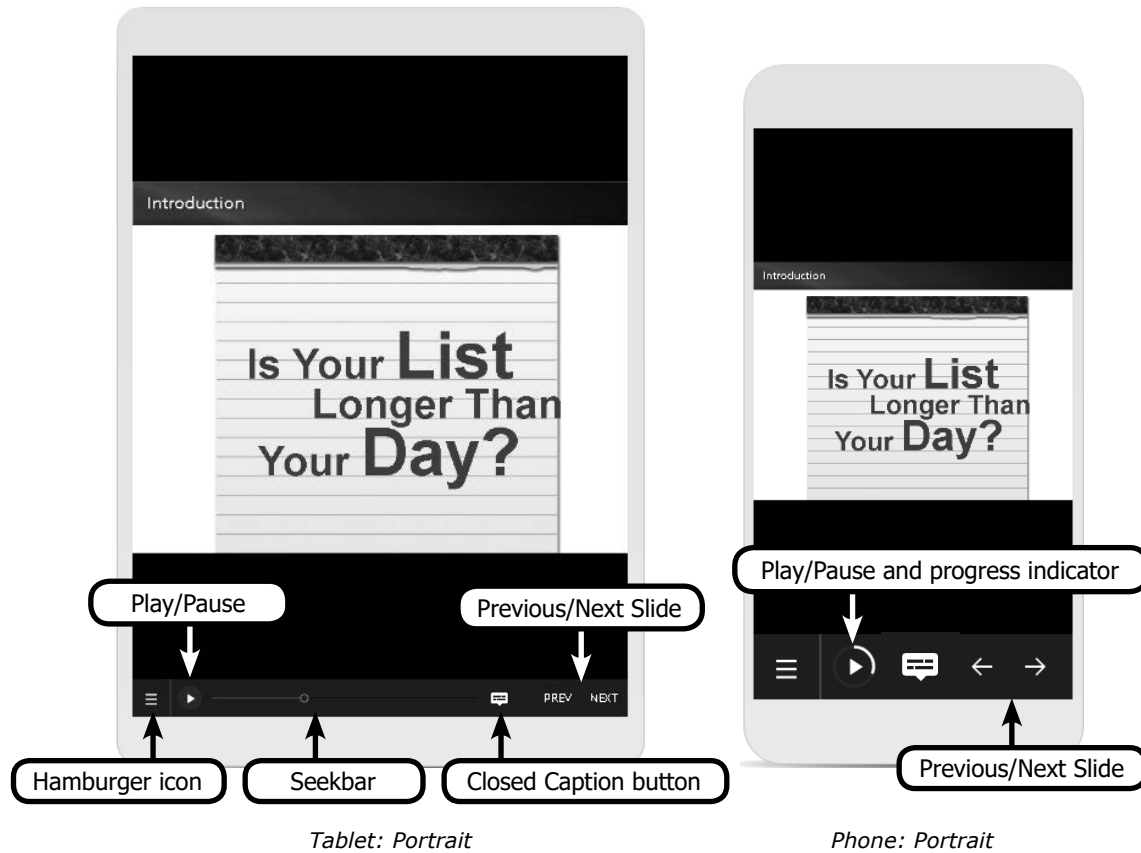
Storyline automatically adjusts the player when a student views it on a tablet or phone. The player further adjusts when viewed in landscape vs. portrait mode.

In the responsive player, there is no logo or volume control. All views have a play/pause button and a progress indicator, but only the tablet portrait view has a seekbar that controls the slide. The tablet portrait view is the only one that uses text on the previous and next buttons. The other views use arrows.



View when student clicks hamburger icon

The Mobile Responsive Player: Portrait



View when student clicks the hamburger icon



View when student selects a player tab from the list



BRIGHT IDEA

The mobile responsive player supports touchscreen gestures in HTML5 output on tablets and smartphones, including swiping, dragging, and pinch-to-zoom.

You can turn off swiping on a slide-by-slide basis in **Slide Properties**.



Slide Properties, p. 41

Modifying the Player

Preview and Manage the Responsive Player

In slide view or in preview mode, you can view a simulated version of what your course will look like on a mobile device.

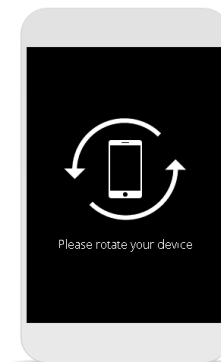
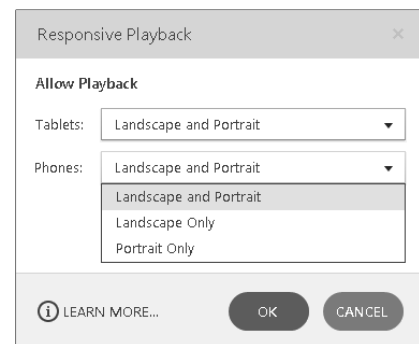
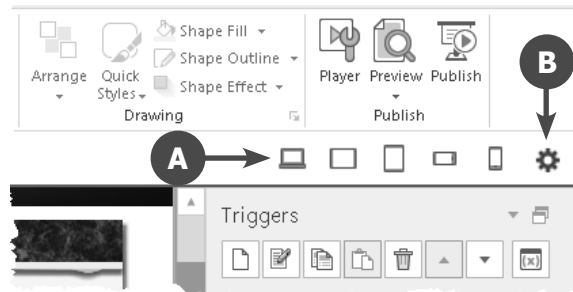
To preview the responsive player:

1. Click the icon for the view you want. **(A)**

If you want the responsive player to work only in portrait orientation or only in landscape orientation, you can change the settings. If you turn off one of the options and your students use that orientation, they get a message telling them to rotate their devices.

To enable/disable different views:

1. Click the **Responsive Playback Properties** icon. **(B)**
2. Click the **Tablets** or **Phones** menu.
3. Select the option you want.
4. Click **OK**.



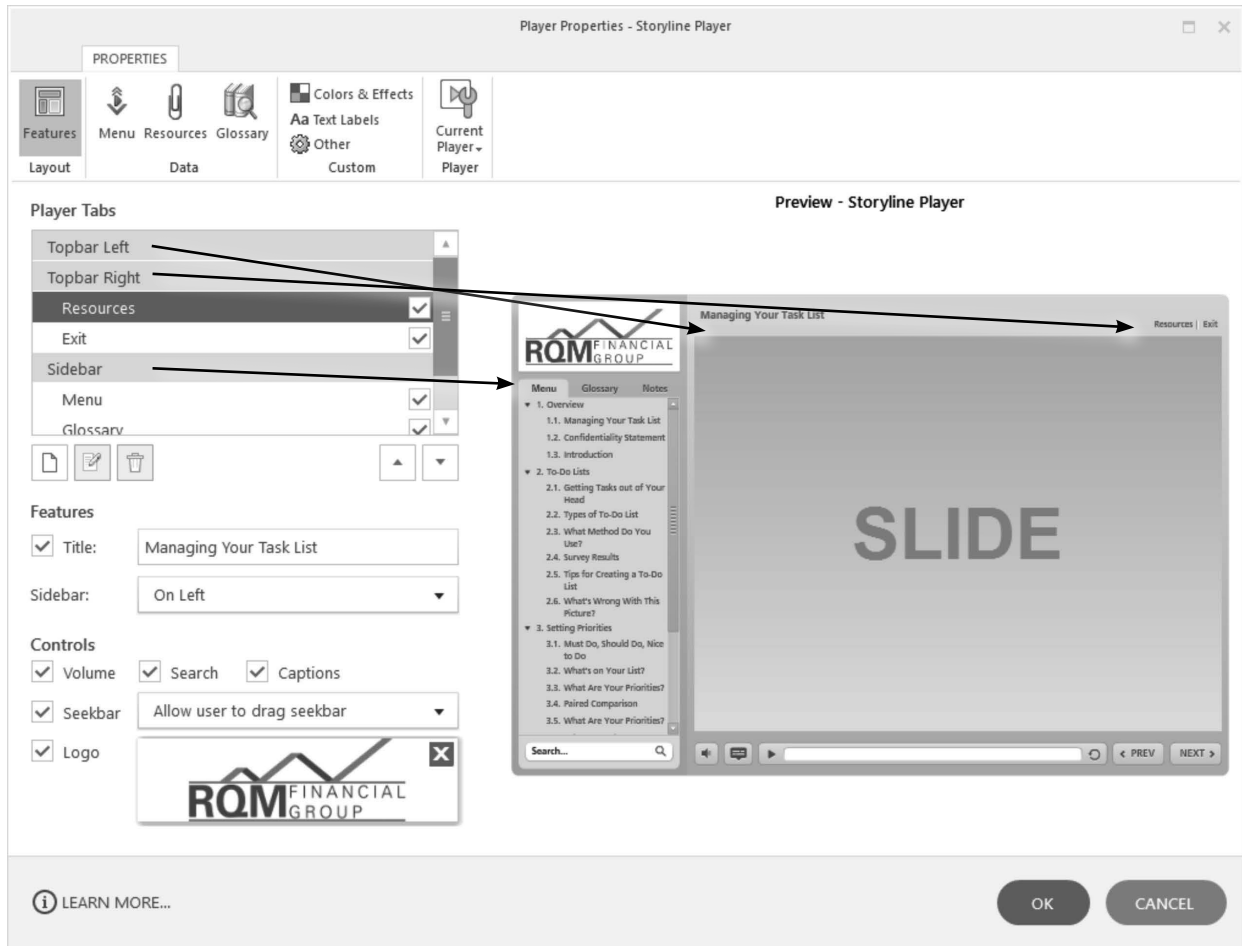
Edit the Player

1. Go to the **Home** tab.
2. Click the **Player** button.
3. Make your changes. (See following pages.)
4. Click the **OK** button.



Player Features Tab

In the **Player Properties** dialog box, click the **Features** button to turn player features on and off and to designate where you want them.



Player Tabs

Use this section to enable, disable, and move the features that appear at the top and the side of the player.

To turn tabs on and off:

1. Check or uncheck the box next to that tab.

To move tabs to a different part of the player:

1. Select the tab in the list.
2. Click the up and down arrows.



BRIGHT IDEA

You can override some player settings on individual slides. For example, you might not want the **Resources** tab to appear on your final quiz slides.




Slide Properties, p. 41

Player Features Tab (cont'd)

In addition to the standard tabs of **Menu**, **Notes**, **Resources**, and **Glossary**, you can add your own player tabs. For example, you might want a link that closes the course or one that takes students to your website.

To add a custom player tab:


1. Click the **Add** button. 
2. In the **Trigger Wizard**, enter the name as you want it to appear in the player.
3. In the **Align** menu, indicate if you want it on the right or the left. (Custom features cannot be in the sidebar.)
4. Set up your trigger as you normally would.
5. Click the **OK** button.

Available actions:

- Change state of
- Jump to slide
- Jump to scene
- Lightbox slide
- Close lightbox
- Move
- Exit course
- Jump to URL/file
- Send email to
- Execute JavaScript

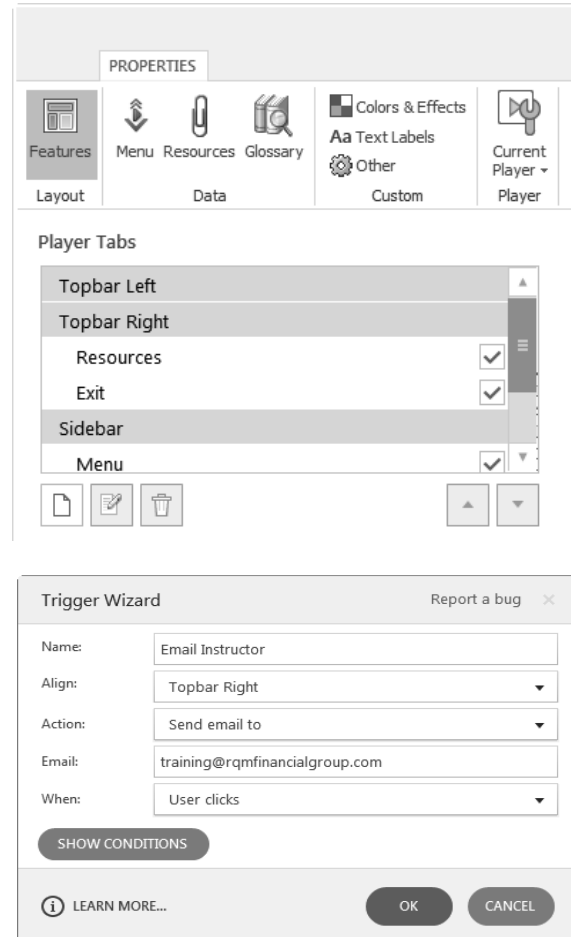
Tabs that you add yourself can be edited or deleted completely. For example, you can rename the tabs or change the triggers. The pre-existing tabs (**Resources**, **Menu**, and **Glossary**) can be modified using their respective menu buttons.

To edit a custom player tab:

1. Select the tab in the list.
2. Click the **Edit** button. 
3. Make your changes.
4. Click the **OK** button.

To delete a custom player tab:

1. Select the tab in the list.
2. Click the **Delete** button. 



Triggers, ch. 10

Player Features Tab (cont'd)

Features

Title: Check this box to display the title in the top left corner. The title defaults to the name of your **.story** file. Use the text field to change the displayed title.

Sidebar: Use this menu to put the sidebar on the left or the right side of the player.

Controls

Check or uncheck these boxes to turn these features on or off.

Volume: This adds a convenient volume control button at the bottom of the player. If you do not include this button, students can still control volume by using the settings on their computers or speakers.

Search: If you have the menu enabled, check this box to include a search field at the bottom of the menu panel. This lets the students search on-screen text, slide notes, and question feedback. It does not search alt text.

Captions: Check this box to enable the closed caption button in the player. The button will only appear on slides that have audio or video files with captions attached.



Closed Captioning, p. 97

Seekbar: This adds a progress bar at the bottom of the slide that lets the student see the progress, play and pause the slide, jump to a certain point, and restart the slide.

Use the drop-down menu to set the **Seekbar** to read-only. This means the student cannot jump forward on the slide.

Logo: If you want to include a logo on top of the sidebar, check this box, and then click the corresponding link to choose your logo file. The following file types are accepted: **.emf, .wmf, .jpg, .jpeg, .jfif, .jpe, .png, .bmp, .gif, .gfa, .tif, and .tiff.**

Features

☒ Title:


Sidebar:

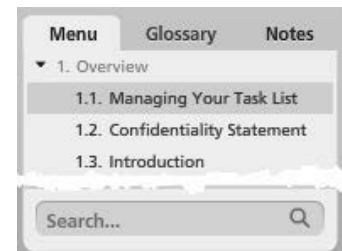
Controls

☒ Volume ☒ Search ☒ Captions

☒ Seekbar

☒ Logo 

 [LEARN MORE...](#)



Menu with search enabled



Volume control and seekbar

Controls

☒ Volume ☒ Search ☒ Captions

☒ Seekbar

☒ Logo

Menu Options

Click the **Menu** button to customize the **Menu** panel.

The menu is automatically generated with all your slides, based on the story structure. The scenes and slides are ordered based on the numbering in story view.

New Heading

Click this button to add informational headings. For example, you may want to make a sub-heading but don't want to use the first slide in that section for the heading. When students click these informational headings, they are taken to the first slide after the heading.

Insert From Project

If you previously deleted a slide from the menu (see below), you can add it back again by clicking this button and then selecting the slide from the list that appears.

Delete Heading

Use this button to remove the selected slide title from the menu. For example, you might not want lightboxed slides to appear in the menu. Deleting the headings here in the menu does not affect how the slides work in the published course.

Move Up/Move Down

Use these buttons to change the order of selected slides. Changing the order in the menu does NOT change the order in which the slides play in the published course. Use this feature to move headings or to rearrange slides in the menu when you have a non-linear course that doesn't follow the standard slide order.

Demote/Promote

Use these buttons to create a hierarchical outline. By default, each scene becomes a first-level item, and the slides in that scene become second-level items. Use the **Demote** button to make a slide a lower-level item and the **Promote** button to make a slide a higher-level item.

Additional Options

Click this button to see additional menu options, detailed on the next page.

Reset From Story

If you've made modifications to the outline that you don't want to keep, click this button to reset the outline to use the naming, ordering, and hierarchy settings.



Menu

- ▼ 1 Overview
 - 1.1 Managing Your Task List
 - 1.2 Confidentiality Statement
 - 1.3 Introduction
- ▼ 2 To-Do Lists
 - 2.1 Getting Tasks out of Your Head
 - 2.2 Types of To-Do List
 - 2.3 What Method Do You Use?
 - 2.4 Survey Results
 - 2.5 Tips for Creating a To-Do List
 - 2.6 What's Wrong With This Picture?
- ▼ 3 Setting Priorities
 - 3.1 Must Do, Should Do, Nice to Do
 - 3.2 What's on Your List?
 - 3.3 What Are Your Priorities?
 - 3.4 Paired Comparison
- ▼ 4 Knowledge Check
 - 4.1 Question 1
 - 4.2 Question 2
 - 4.3 Question 3
 - 4.4 Question 4



New heading

Insert from project

Delete heading

Move up

Move down

Demote

Promote

Additional options

Reset from story

Menu Options (cont'd)

When you click the **Additional Options** button, a dialog box opens with more choices.



Navigation Restriction

This menu determines how the student can navigate through the course using the menu. These settings do not affect the use of the **Next** and **Prev** buttons on the player or any navigational buttons you add to the slides yourself.

- **Free:** The students can view the slides in any order, jumping around freely in the menu.
- **Restricted:** The students can only view the current and previous slides. Students cannot jump ahead.
- **Locked:** Students cannot use the menu to move from slide to slide—it is for informational purposes only.

Wrap Long Menu Titles

If the slide title is too long to fit on a single line in the menu, you can check this box to have it wrap to a second line. If you keep the box unchecked, the end of the title will be cut off.

Show Tooltip on Hover

If you have titles that are cut off because they are too long, and you did not select the wrap option, you can check this box so that the student can hover over the menu item to see a small pop-up box with the full title.

Auto-Collapse Menu as Learner Progresses

For projects with a multi-level menu, check this box if you want levels to collapse (only the “parent” heading shows, not the “child” slides). This is useful in a long course because the students are less likely to have to scroll down to see where they are in the course.

Number Entries in the Menu Automatically

By default, the menu that the student sees does not have any numbering (despite the fact that you see numbering in the panel where you edit the menu). Check this box if you want the student to see numbering. That numbering will be sequential from the top to the bottom of the menu, and may not match the numbers you see in the editing panel.



DESIGN TIPS

Free navigation is best when:

- You are building and reviewing the course and want to be able to jump around quickly. (You can turn it off for final publish later, if needed.)
- You want the students to choose what information they want to learn.
- It isn't critical that the students complete everything in the course.
- It doesn't matter in what order the student views the slides.

Restricted navigation is best when:

- It is critical that the students view all the content, such as with new hire orientation or compliance courses.
- You want the students to be able to go back to information they want to review.
- The content builds on itself, so you don't want students jumping ahead.
- You want to use the course for ongoing reference that the students can re-visit at any time.

Locked navigation is best when:

- It is critical that the students view all the content, such as with new hire orientation or compliance courses.
- You do not expect the students to go back into the course later for reference.

Setting Up Resources

Click the **Resources** button to add or edit items on the **Resources** list.

To change the description at the top of the list:

1. Type your text in the **Description** field.

To add a web link resource:

1. Click the **Add** button.
2. In the **Title** field, type the name of the resource as you want it to appear in the **Resources** list.
3. Select **URL**.
4. Type the web address you want to link to.
5. Click the **Save** button.

To add a file resource:

1. Click the **Add** button.
2. In the **Title** field, type the name of the resource as you want it to appear in the **Resources** list.
3. Select **File**.
4. Click the **Browse** button.
5. Find and select the file you want to use.
6. Click the **Open** button.
7. Click the **Save** button.

To edit a resource:

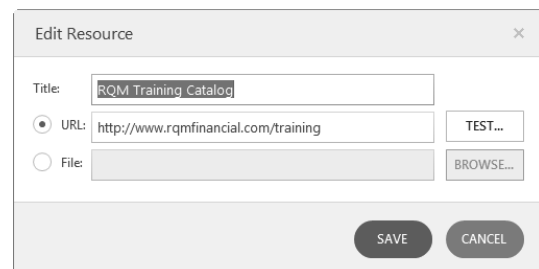
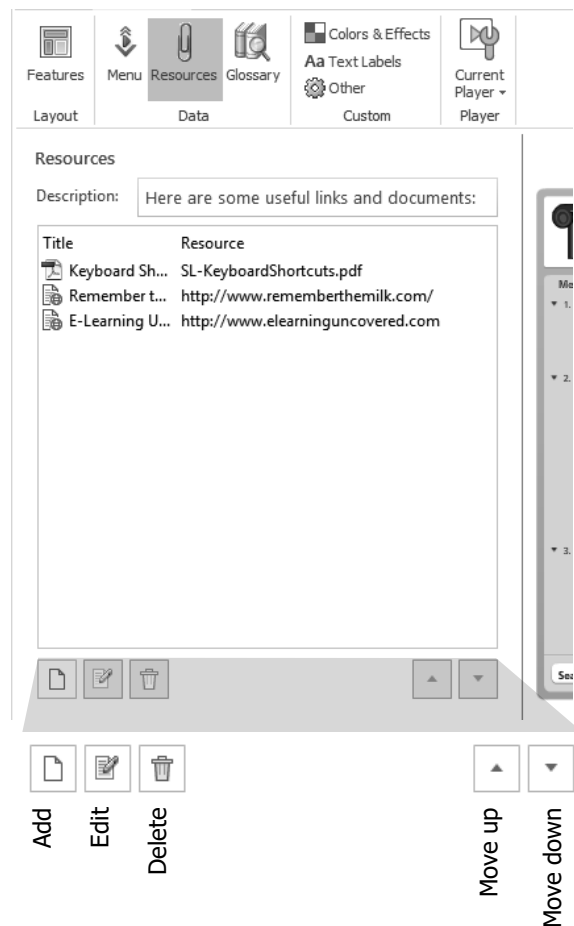
1. Select the entry.
2. Click the **Edit** button.
3. Make your changes.
4. Click the **Save** button.

To delete a resource:

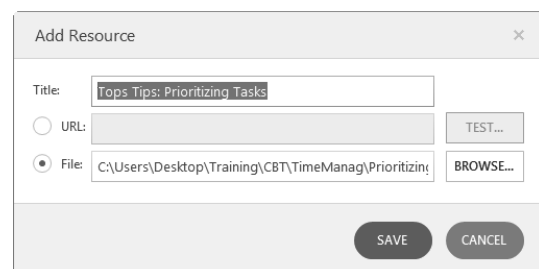
1. Select the resource.
2. Click the **Delete** button.

To change the order of the resources:

1. Select the item you want to move.
2. Click the **Move up** or **Move down** buttons.



Link to a website



Link to a file

Setting Up the Glossary

Click the **Glossary** button to add or edit items in the glossary. Entries are arranged in alphabetical order, regardless of the order in which you enter them.

To add a glossary entry:

- 1. Click the **Add** button.
- 2. In the **Term** field, type the item to be defined.
- 3. In the **Definition** field, type the definition.
- 4. Click the **Save** button.

To edit an entry:

- 1. Select the entry.
- 2. Click the **Edit** button.
- 3. Make your changes.
- 4. Click the **Save** button.

To delete an entry:

- 1. Select the entry.
- 2. Click the **Delete** button.

Features

Menu

Resources

Glossary

Colors & Effects

Aa Text Labels

Other

Layout

Data

Custom

Current Player

Player

Glossary

Immediate Task:

A to-do item that must be completed promptly without delay, usually within the next 2 business days.

Long-Term Task:

A task that will either be worked on over an extended period of time or one that does not need to be completed for some period of time.

Must-Do Task:

An item or task with the highest priority. Must-do tasks have urgency and critical consequences if not

Nice-to-Do Task:

An item or task with the lowest priority. Nice-to-do tasks have benefits but may not have consequences, and are usually longer term.

Online List:

A task list created with one of many available web-based programs.

Outlook List:

A task list created with Microsoft® Outlook.

Paired Comparison:

A method of evaluating the relative importance of individual items on a task list. Each task is compared one at a time with every other task.

Add

Edit

Delete

Glossary Term

Term:

Immediate Task

Definition:

A to-do item that must be completed promptly without delay, usually within the next 2 business days.

SAVE

CANCEL

Change Colors & Effects

Click the **Colors & Effects** button to change the colors and font for the player.

Color Schemes

The color scheme governs the colors used for the individual player elements such as background fills, text, hover colors, etc. You can select from a pre-made list of color schemes, or create your own.

To apply a pre-made color scheme:

1. Click the **Color Scheme** menu.
2. Select the color scheme you want.

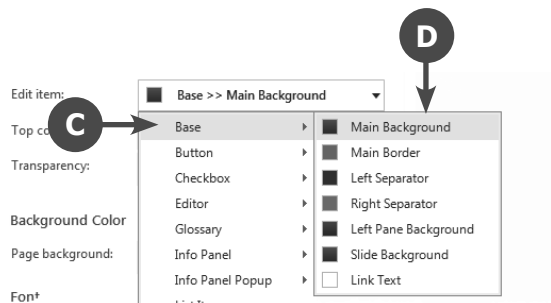
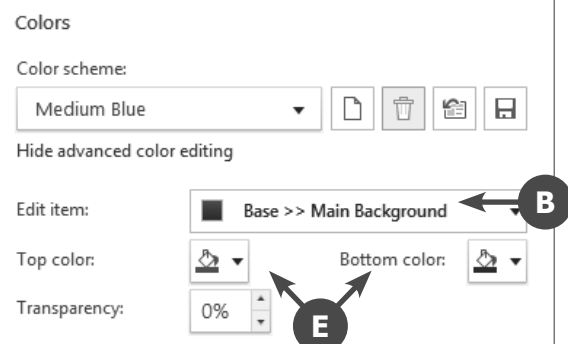
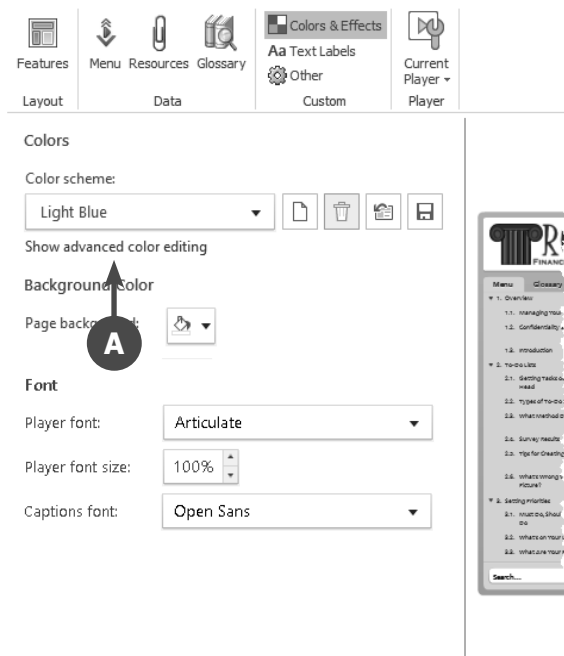
To edit a color scheme:

1. Click the **Color scheme** drop-down menu.
2. Select the color scheme most similar to what you want.
3. Click the **Show advanced color editing** link. **(A)**
4. Click the **Edit item** menu. **(B)**
5. Select the item type you want to modify. **(C)**
6. Select the item's feature you want to modify. **(D)**
7. Click either of the color drop-down menus. **(E)**
8. Select the color you want.
9. In the **Transparency** field, change the number if you want the feature to be partially (between 0 and 100) or fully (100) transparent.
10. Repeat the process from step 4 to change additional items and features.

Some items only have one color choice; others have two.

CAUTION

Your color and font choices do not affect the mobile responsive player. Those colors and fonts cannot be modified.



Change Colors & Effects (cont'd)

To duplicate an existing color scheme (so you can create a new one based on it):

1. Select the color scheme from the drop-down menu.
2. Click the **Duplicate the selected color scheme** button.

To delete a saved color scheme:

1. Select the color scheme from the drop-down menu.
2. Click the **Delete the selected color scheme** button.

To restore a color scheme to its previously saved settings:

1. Select the color scheme from the drop-down menu.
2. Click the **Reset the color scheme** button.

To save a modified color scheme:

1. Click the **Save the selected color theme to a file** button.
2. Enter a name for the theme.
3. Click the **OK** button.

Background Color

If the student's browser is larger than the course, this is the color that will fill the extra space.

Font

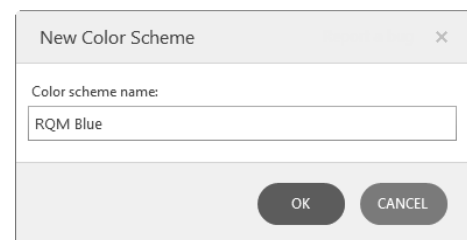
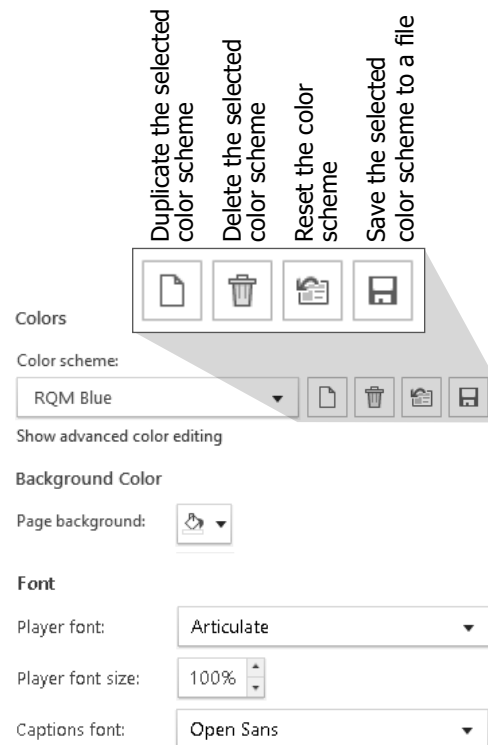
Player font: This is the font used for all player text and system-generated messages.

Player font size: You can make the text in the player and system-generated messages larger or smaller by increasing or decreasing this number.

Captions font: If your course includes closed captioning, you can designate the font you want for the captions.

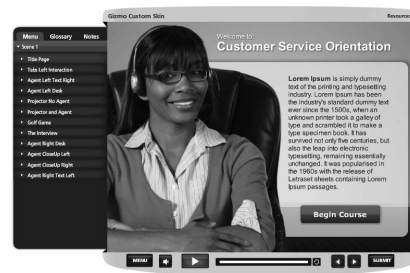


Closed Captioning, p. 97



DESIGN TIP

You can find pre-made player templates from third-party sources online.



Sample player courtesy of eLearning Brothers' eLearning Template Library

Change Text Labels

Text labels are system-generated messages that may appear throughout the published course. For example, students might get a message telling them they must answer a quiz question before continuing.

Click the **Text Labels** button to change the text for any of these system-generated labels. For example, you might want to call the **Notes** tab the **Transcript** tab, or you may want to modify the message that displays when the student returns to the course.

To change the language used for the labels:


1. Click the **Language** drop-down menu.
2. Select the language you want.

To customize individual labels:

1. Find the row for the text you want to change.
2. Edit the text in the **Custom Text** column.


If you are customizing the labels for just the project you are in, you don't have to do anything else. However, if you are likely to need the same customizations in a different project, then you may want to save the file. Text labels are saved as **.xml** files.

To save a set of labels:

1. Click the **Save** button. 
2. Find and select the location for the file.
3. Enter a name for the file.
4. Click the **Save** button.

If you saved a label set on your computer, it will be available to you in the **Language** drop-down menu. If you want to use a label set that someone else created and saved, you can load it onto your computer to appear on your drop-down list.

To load a set of labels:

1. Click the **Load** button. 
2. Find and select the label file you want to use.
3. Click the **Open** button.



BRIGHT IDEAS

- Click the **Update Preview** button to see your text labels in the preview area on the right.
- If you don't like the changes you've made, you can reset the text labels at any time. Simply re-select the original option from the **Language** drop-down menu. For example, if you select **English** from the menu, the text labels change back to the English defaults.

The screenshot shows the Articulate Storyline 3 interface with the **Text Labels** editor open. The top toolbar includes buttons for Features, Menu, Resources, Glossary, Colors & Effects, and Current Player. The **Text Labels** button is highlighted. Below the toolbar, the **Player Text Labels** section shows a language dropdown set to **English** and a **Save** button. A table lists system-generated labels and their custom text:

	Buttons/Messages	Custom Text
1	And	and
2	AttemptQuizWarningSlide	Attempt Quiz Warning
3	Check To Include Header	Check to include
4	Clear Search Button	Clear and return to Menu
5	ClearText	Clear
6	CompleteQuizWarningSli..	Complete Quiz Warning
7	Continue	Continue

Below the table is an **UPDATE PREVIEW** button. On the right side of the interface, a preview area shows a course menu with a search bar.

Built-In	
Arabic	
Chinese Simplified	
Chinese Traditional	
Czech	
Danish	
Dutch	
English	
Finnish	
French	
German	
Greek	
Hebrew	
Hindi	
Hungarian	
Indonesian	
Italian	
Japanese	
Korean	
Norwegian	
Polish	
Portuguese	
Romanian	
Russian	
Serbian	
Spanish	
Swedish	
Turkish	
Vietnamese	

Other Player Settings

Click the **Other** button to change other player settings.

Browser Settings

Published projects play in a browser (except when using the Articulate Mobile Player app).

Browser Size

- **Display at user's current browser size:** The window matches the user's current browser size.
- **Resize browser to optimal size:** The browser window appears at the same size as the course.
- **Resize browser to fill screen:** The browser window fills the user's screen.

Player Size

- **Scale player to fill browser window:** The published course size matches the browser size (may be smaller or larger than the story size).
- **Lock player at optimal size:** The published course size matches the story size (shows at 100%).



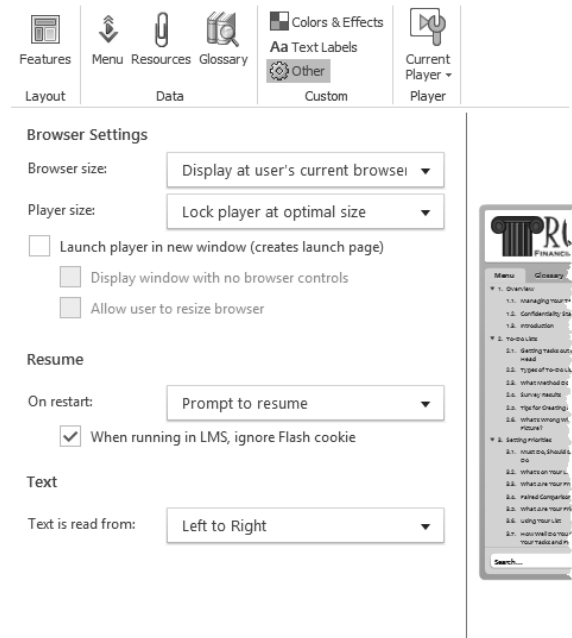
Story Size, p. 19

Launch Player in New Window

If you check this box, the course opens to a blank page with a **Launch** button, which opens the presentation in a new window. This is most often used if you are not using a learning management system. Selecting this setting gives you two additional options normally governed by the LMS:

- **Display window with no browser controls:** This turns off the student's browser toolbars. This gives more room for the course and prevents the student from using the browser's **Back** button.
- **Allow user to resize browser:** Check this box if you want to give the student control over the browser size.

If you are using an LMS, do a test to make sure this feature doesn't interfere with tracking.



Resize browser to fill screen & scale presentation to fill browser



Resize browser to fill screen & lock presentation to optimal size



Resize browser to optimal size & lock presentation to optimal size

Other Player Settings (cont'd)

Resume

These options govern what happens when a student exits a course and then comes back to it.

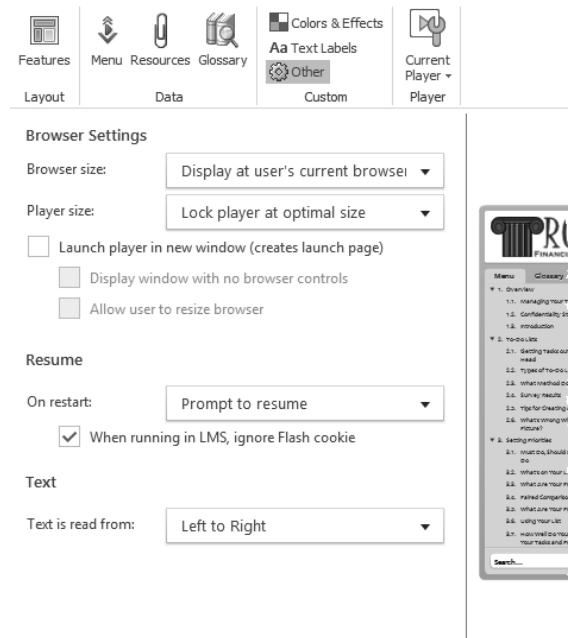
- **Prompt to resume:** Check this option to ask your students if they want to resume where they left off last time or start over at the beginning of the course.
- **Always resume:** Choose this option if the course should resume where the student left off without asking.
- **Never resume:** Choose this option if the course should start over without asking.

When Running in LMS, Ignore Flash Cookie

The prompt-to-resume feature can be managed by your learning management system (if your LMS supports that feature) or by Flash “cookies” stored on the user’s computer. If you uncheck this box, the course (when in an LMS) will first use the data from the LMS to resume the course where the user left off. If you are not using an LMS or if the LMS does not support the resume feature, the course will resume based on the Flash cookie.

Text Is Read From

Change this setting from **Left to Right** to **Right to Left** if you are using a language that reads right to left.



Managing Player Files

Use the **Current Player** drop-down button to manage your player files, such as opening, saving, importing, exporting, resetting, and deleting.

To open a different player file:

1. Click the **Current Player** drop-down button.
2. Select **Open**.
3. Select the player you want to use.

To save the current player file:

1. Click the **Current Player** drop-down button.
2. Select **Save**.

To save the current player file under a different name:

1. Click the **Current Player** drop-down button.
2. Select **Save as**.
3. Enter a new name.
4. Click the **OK** button.

To import a player file:

1. Click the **Current Player** drop-down button.
2. Select **Import**.
3. Find and select the file you want to import.
4. Click the **Open** button.

To export a player file:

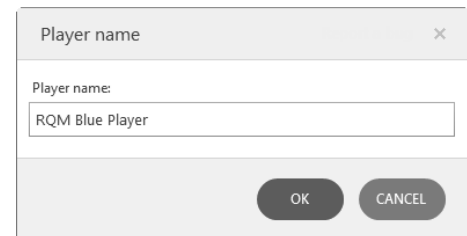
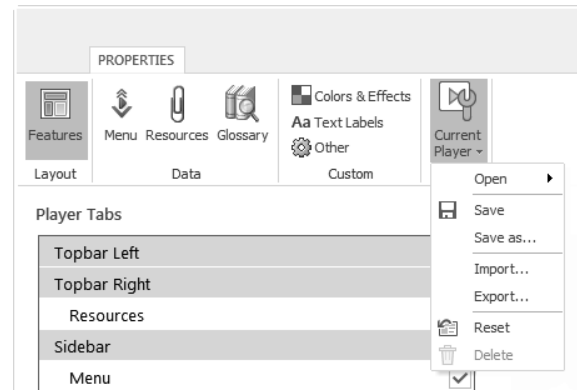
1. Click the **Current Player** drop-down button.
2. Select **Export**.
3. Find and select the location where you want to save the file.
4. Enter a name for the file.
5. Click the **Save** button.

To reset a player to its previously saved settings:

1. Click the **Current Player** drop-down button.
2. Select **Reset**.

To delete the currently open player file:

1. Click the **Current Player** drop-down button.
2. Select **Delete**.
3. Click **Yes**.



BRIGHT IDEAS

- Use **Open** if the file is already saved on your computer. Use **Import** if the file is saved somewhere else.
- Use the **Export** option when you want to share the files with someone else who can then import the file.