iCONLOGiC

"Skills and Drills" Learning

Module 5: Triggers and Hotspots

In This Module You Will Learn About:

And You Will Learn To:

Triggers

Triggers are the key to managing interactivity in your Storyline eLearning courses. Triggers can be attached to slides or slide objects. They control what happens when a learner interacts with a slide object or enters or leaves a slide. For instance, in the Credit Score eCoach you have been building since the beginning of this book, there are multiple buttons on slide **2.2** of the **Your Credit Score** scene. During this module you will add Triggers to each of the buttons that will cause hidden Layers to appear or disappear. You'll also add a Continue button that moves the learner to a different slide, and you'll create a Trigger that adds a lightbox.

Student Activity: Delete Default Triggers

1. Open **TriggerMe** from the Storyline2Data folder.

2. Open slide **1.1 Introduction**.

   The **Triggers** panel (on the right side of the Storyline window) is where you manage all of a project's Triggers. By default, the Triggers panel includes a few **Jump to** Triggers that move learners to the next or previous slides. Because slide 1.1 is the first slide in the scene, you don't need the **Jump to previous slide** Trigger. And the **Continue Button** on the slide takes the place of the player's **Jump to next slide** Trigger. Because the Triggers on the Triggers panel aren't necessary, you'll delete them.
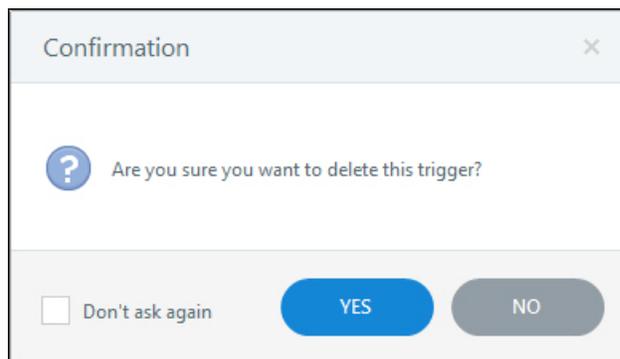
3. Delete Triggers.

   ❏ on the **Triggers** panel, click the words **Slide Triggers**

   The **Jump to next slide** Trigger within the Slide Triggers group is selected.

   ❏ on the toolbar at the top of the Triggers panel, click **Delete the selected trigger**
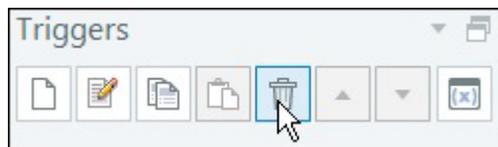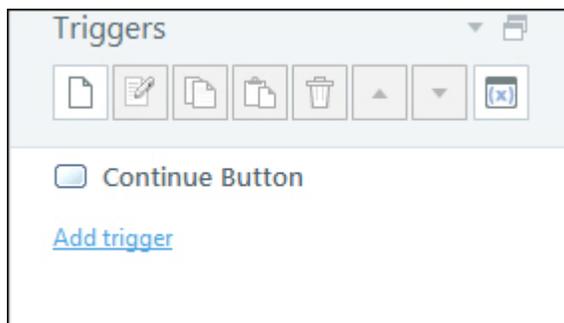

   ❏ click the **Yes** button to confirm the action

Deleting Triggers Confidence Check

1. Still working in the **TriggerMe** project, delete both Player Triggers from the **Triggers** panel (Jump to next slide and Jump to Previous slide) so that only the Continue Button remains.

2. Save your work.

Student Activity: Add a Trigger to a Button

1. Ensure that the **TriggerMe** project is still open and you're working on slide **1.1 Introduction**.

2. Add a **Jump to slide** Trigger to a button.

   ☐ on the slide, select the **Continue** button

   You can add a Trigger to a button easily via the Triggers panel. The Trigger can result in any number of actions. For instance, a Trigger can move a learner to a different slide, open a web page, show or hide a layer, open a lightbox, or change the state of an object (to name a few).

   ☐ on the **Triggers** panel, click **Create a new trigger**
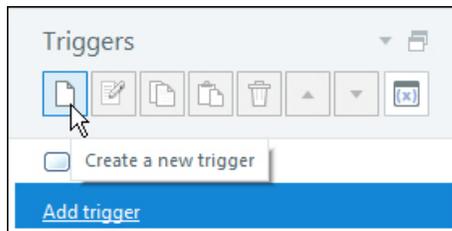
   The Trigger Wizard opens.

   ☐ from the **Action** drop-down menu, ensure **Jump to slide** is selected
   ☐ from the **Slide** drop-down menu, ensure **next slide** is selected
   ☐ from the **When** drop-down menu, ensure **User clicks** is selected
   ☐ from the **Object** drop-down menu, ensure **Continue button** is selected
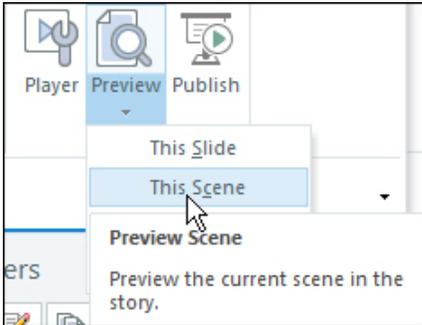
   Note: While you were asked to select the Continue on the slide prior to creating the Trigger, pre-selecting an object is not necessary since you can select any slide object from the Object drop-down menu.
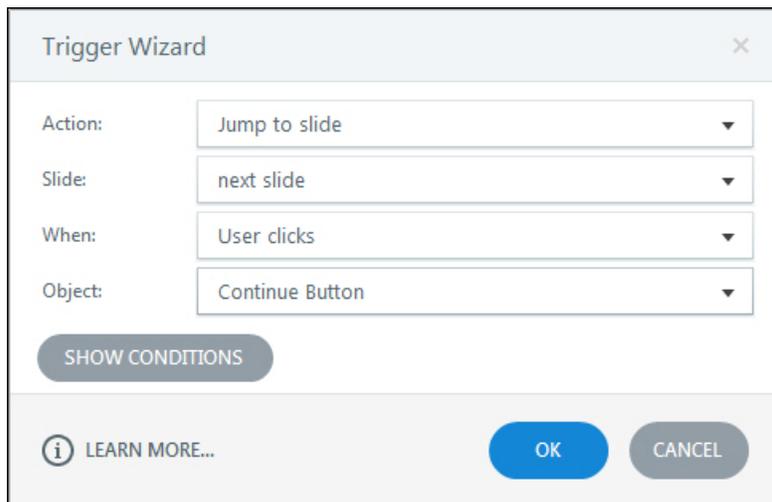
   ☐ click the **OK** button

3. Preview the scene and test the Trigger.

    ☐ click **Preview** and choose **This Scene** (you can also press [**f12**] to preview a selected scene)

    ☐ on the Preview, click the **Continue** button to jump to the next slide

    ☐ on the **Welcome** slide, click the **Prev** button to move back to the Introduction slide

    ☐ on the **Introduction** slide, click the **Next** button in the lower right of the slide

    Because you deleted the Player Triggers during the last activity, the **Prev** and **Next** buttons don't do anything. (They're not necessary anyways because the Continue button you added is controlling the action.) In this instance, it's a good idea to hide the unneeded player buttons from the slide.
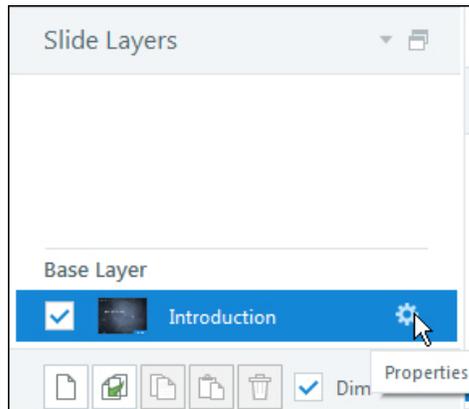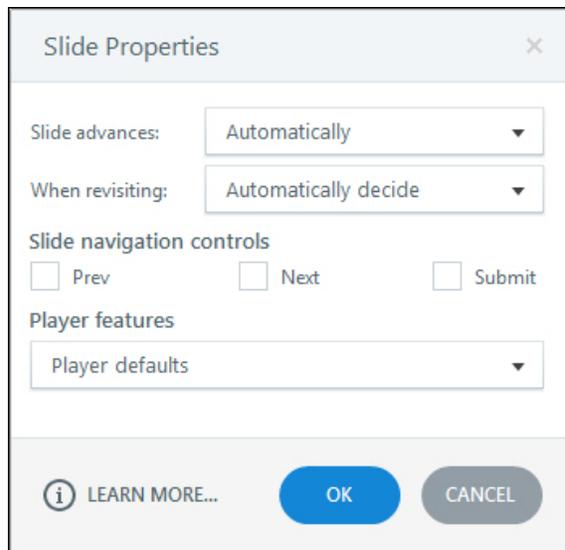
    ☐ close the Preview

Student Activity: Hide Player Buttons

1. Ensure that the **TriggerMe** project is still open and you're working on slide **1.1 Introduction**.

2. Hide Player Buttons.

   ☐ on the **Slide Layers** panel, **Base Layer** area, click **Properties** (the Gear icon shown below)

   The **Slide Properties** dialog box opens.

   ☐ from the **Slide navigation controls** area, deselect **Prev** and **Next**

   ☐ click the **OK** button

3. Preview the scene.

4. On the Preview, notice that the Player buttons have been removed from slide **1.1** and the only way to navigate is by clicking the **Continue** button.

5. Close the Preview.

Adding Triggers Confidence Check

1. Still working in the **TriggerMe** project, remove the Player Next button from slide **1.2**.

2. On slide **1.2**, add a Trigger to the **Continue** button that Jumps to the next slide.

3. Save your work.

4. Close any open slides and return to Story View.

Student Activity: Add Triggers to Layers

1. Ensure the **TriggerMe** project is still open.

2. Open slide **2.2 Factors That Affect Your Credit Score**.

3. Add a Trigger to a button that displays a hidden layer.

   ☐ on slide 2.2, click the **Payment History** button

   ☐ on the **Triggers** panel, click **Create a new trigger**

   The Trigger Wizard opens.

   ☐ from the **Action** drop-down menu, choose **Show layer**

   ☐ from the **Layer** drop-down menu, choose **Payment History Layer**

   ☐ from the **When** drop-down menu, ensure **User clicks** is selected

   ☐ from the **Object** drop-down menu, ensure **Payment History Button** is selected
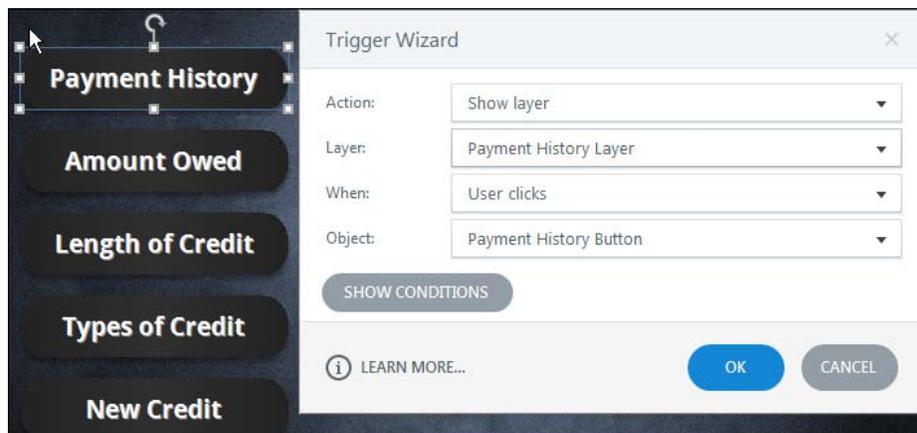
   ☐ click the **OK** button

4. Preview the slide and click the **Payment History** button.

   The Payment History Layer should appear when the Payment History button is clicked.

5. Close the Preview.

Showing Layers Confidence Check

1. Still working in the **TriggerMe** project, slide **2.2**, add Triggers to the remaining buttons that display their corresponding layers.

2. Preview the slide and test the Triggers.

   Notice that when you click from button to button, the previous layer automatically hides, which is awesome. When you're done clicking the final button, it would be nice if the last layer hides as well. You'll take care of that next by adding a Hide Layer trigger to each layer.

3. Close the Preview.

4. Save your work and close the project.

Student Activity: Add a Hide Layer Trigger

1. Open **HideLayerMe** from the Storyline2Data folder.

2. Add a Hide layer trigger to a layer object.

   ❑ open slide **2.2**

   ❑ on the **Slide Layers** panel, select the **Payment History Layer**

   Notice that a simple object has been added to the layer (and all of the other layers as well). This object was drawn using an oval shape. (You learned how to draw shapes on page 61.) You'll be adding a Trigger to this shape that hides the open layer.

   ❑ select the shape (the circle with the X)

   ❑ on the **Triggers** panel, click **Create a new trigger**

   The Trigger Wizard opens.

   ❑ from the **Action** drop-down menu, choose **Hide layer**

   ❑ from the **Layer** drop-down menu, ensure **This Layer** is selected

   ❑ from the **When** drop-down menu, ensure **User clicks** is selected

   ❑ from the **Object** drop-down menu, ensure **Oval 1** is selected
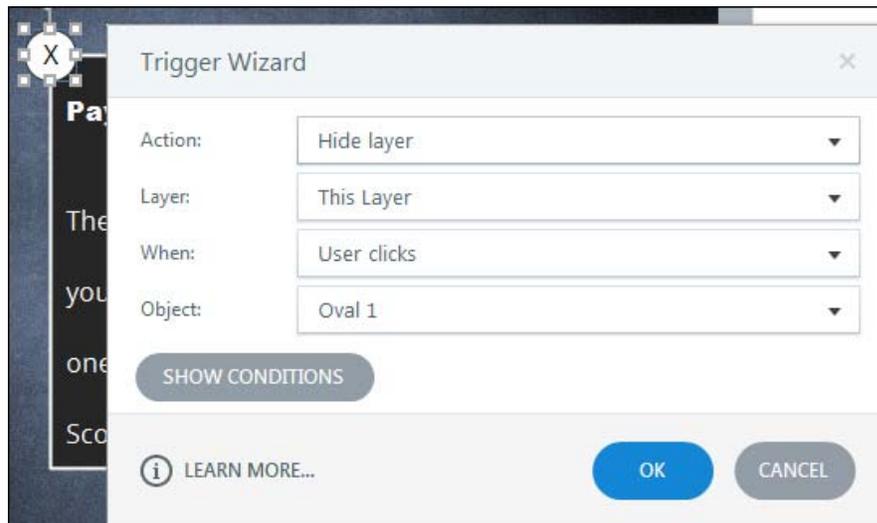
   ❑ click the **OK** button

3. Preview the slide and click the **Payment History** button.

   The hidden **Payment History Layer** should appear.

4. Click the oval object to close the layer.

5. Close the Preview.

Hide Layers Confidence Check

1. Still working in the **HideLayerMe** project, slide **2.2**, add a **Hide layer** trigger to the oval object on the remaining layers.

2. Preview the slide and test the Triggers.

3. Close the Preview.

4. Save your work.

Student Activity: Add a Slide Trigger

1. Ensure that the **HideLayerMe** project is still open and you are working on side 2.2.

2. On the Slide Layers panel, select the **Base Layer**.

3. Add a slide Trigger.

   ❐ ensure that nothing on slide **2.2** is selected and then, on the **Triggers** panel, click **Create a new trigger**

   The Trigger Wizard opens.

   ❐ from the **Action** drop-down menu, choose **Change state of**

   ❐ from the **On Object** drop-down menu, choose **Next Button**

   ❐ from the **To State** drop-down menu, choose **Hidden**

   ❐ from the **When** drop-down menu, ensure that **Timeline starts** is selected

   ❐ from the **Object** drop-down menu, ensure that **2.2 Factors That Affect Your Credit Score** is selected

Trigger Wizard		✕
Action:	Change state of	▼
On Object:	Next Button	▼
To State:	Hidden	▼
When:	Timeline starts	▼
Object:	2.2 Factors That Affect Your Credit Score	▼

SHOW CONDITIONS

ⓘ LEARN MORE...   OK   CANCEL

   ❐ click the **OK** button

4. Preview the slide and notice that the **Next** button (typically in the lower right of the slide) is hidden. Learners will not be able to move forward in the lesson until they have interacted with every button on the slide. You'll add a conditional Trigger that takes that behavior into account.

5. Close the Preview.

Student Activity: Add a Conditional Trigger

1. Ensure that the **HideLayerMe** project is still open and you are working on side **2.2**.

2. On the Slide Layers panel, ensure that you are working on the **Base Layer**.

3. Add a conditional Trigger.

    ❒ ensure that nothing on slide **2.2** is selected and then, on the **Triggers** panel, click **Create a new trigger**

    The Trigger Wizard opens.

    ❒ from the **Action** drop-down menu, ensure that **Change state of** is selected

    ❒ from the **On Object** drop-down menu, choose **Next Button**

    ❒ from the **To State** drop-down menu, ensure that **Normal** is selected

    ❒ from the **When** drop-down menu, choose **State**

    ❒ from the **On** drop-down menu, ensure that **All of** is selected

    ❒ from the list beneath **All of**, select all of the buttons (put a check in each box)

    ❒ ensure that **Are** is selected from the next drop-down menu

    ❒ choose **Visited** from the final drop-down menu


    ❒ click the **OK** button

4. Preview the slide and notice that there isn't a Next button to take you to the next slide.

5. Interact with all of the slide buttons. When you're finished, notice that the **Next** button automatically appears on the slide.

‹ PREV   **NEXT ›**

6. Close the Preview.

7. Save your work.
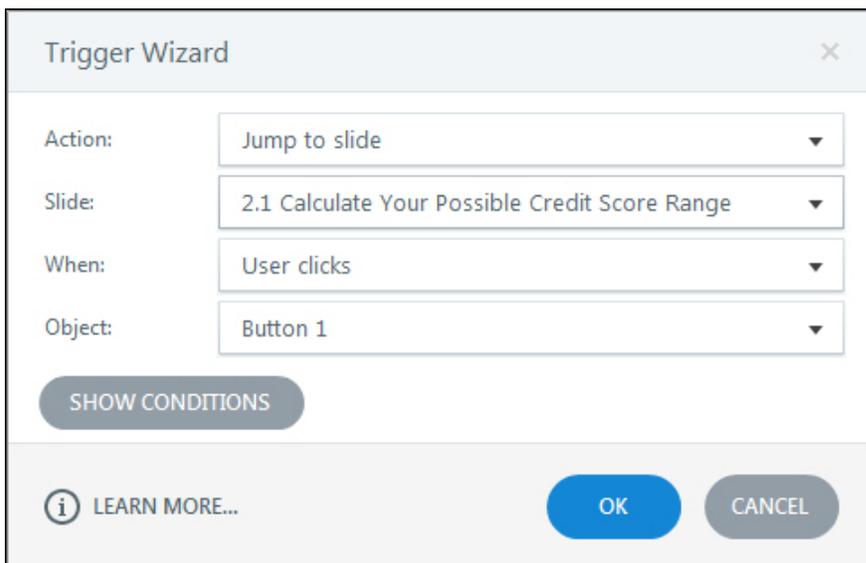
8. Close the slide.

Student Activity: Edit a Trigger

1. Ensure that the **HideLayerMe** project is still open.

2. Open slide **1.2** (in the Introduction scene).

3. Edit the Continue button's Trigger so that the learner jumps to the first slide of a different scene.

   ☐ on slide 1.2, select the **Continue** button

   ☐ on the Triggers panel, click **Edit the selected trigger**
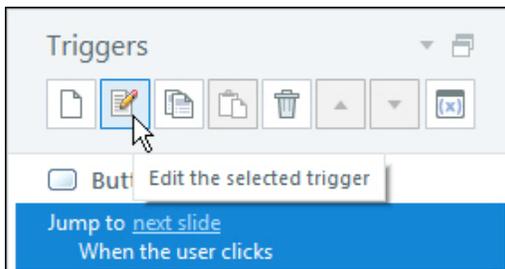
The Trigger Wizard opens.

   ☐ from the **Action** drop-down menu choose **Jump to slide**

   ☐ from the **Slide** drop-down menu, choose **2.1 Calculate Your Possible…**

   ☐ from the **When** drop-down menu, ensure **User clicks** is selected

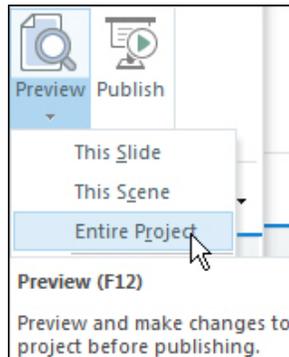   ☐ from the **Object** drop-down menu, ensure **Button 1** is selected

   ☐ click the **OK** button

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4. Preview the **Entire Project**.

5. Click the button on slide **1.1** to go to slide **1.2**. Once you're on slide 1.2, clicking Continue takes you to the next scene, slide 2.1.

6. Close the Preview.

7. Save your work.

8. Close the slide.

9. Close the project.

Hotspots

Hotspots are areas of a slide that can be made interactive. You can draw a Hotspot on top of anything that you can see on any slide. Once you've created the Hotspot, you can easily add Triggers to initiate the interactivity.

Student Activity: Add a Hotspot and Lightbox Trigger

1. Open **LightBoxMe** from the Storyline2Data folder.

2. Open slide **4.1 Credit Score Estimator**.

3. Insert an image.

   ☐ select the **Insert** tab on the Ribbon

   ☐ from the Illustrations group, click **Picture**

   ☐ from the **Storyline2Data** folder, open the **images_animation** folder

   ☐ open **credit-score-estimator**

4. Resize the image until your slide is similar to the image below.
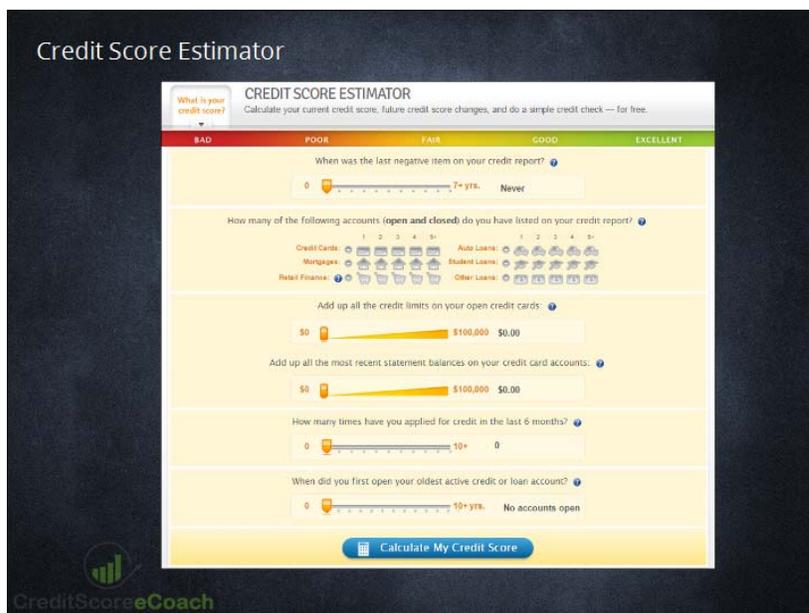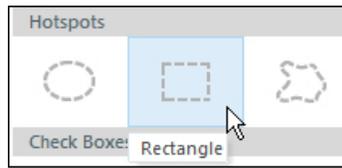

   In a moment you'll be adding a Lightbox Trigger to a hotspot. A Lightbox is typically used to display an existing slide in a pop-up window.

5. Close the slide.

6. Open slide **2.4 Credit Score Resources**.

7. Add a Hotspot over a slide object.

   ☐ click the **Insert** tab on the Ribbon

   ☐ from the **Interactive Objects** group, click **Controls**

❏ from the **Hotspots** area, select the **Rectangle** hotspot

❏ on slide **2.4**, draw a hotspot over the words "Check out this credit estimator resource"

8. Add a Lightbox Trigger to the Hotspot.

❏ ensure that the Hotspot is selected and, on the **Triggers** panel, click **Create a new trigger**

The **Trigger Wizard** opens.

❏ from the **Action** drop-down menu choose **Lightbox slide**

❏ from the **Slide** drop-down menu, choose **4.1 Credit Score Estimator**

❏ from the **When** drop-down menu, ensure **User clicks** is selected

❏ from the **Object** drop-down menu, ensure **Hotspot 1** is selected
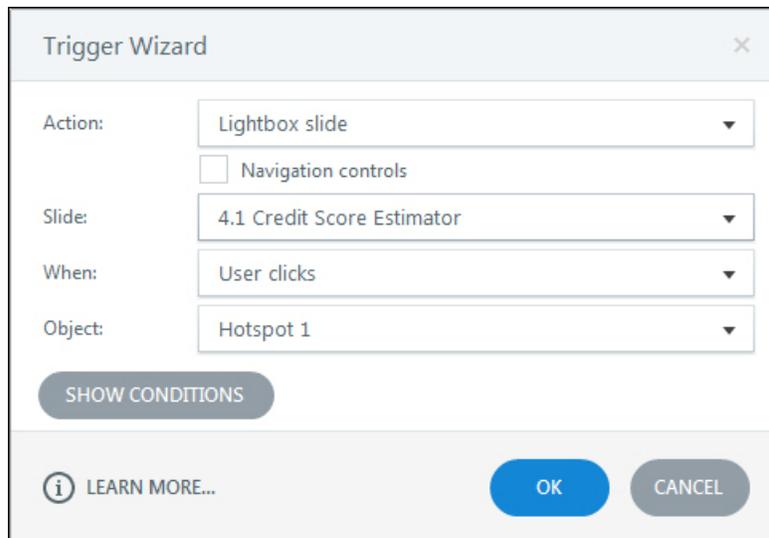
❏ click the **OK** button

9. Preview the **Entire Project**.

10. Use the Menu at the left to go to the **Credit Score Resources** slide.

    Note: If **Credit Score Resources** does not appear in the menu, close the Preview. Select the **Home** tab on the Ribbon and, from the **Publish** group, click **Player**. Select the **Menu** tab and, from the bottom of the Menu, click **Reset from Story**. Click the **OK** button to close the Player Properties. Preview the project again and use the Menu at the left to go to the **Credit Score Resources**.

11. Click the Hotspot you drew over the text to open the Lightbox slide.
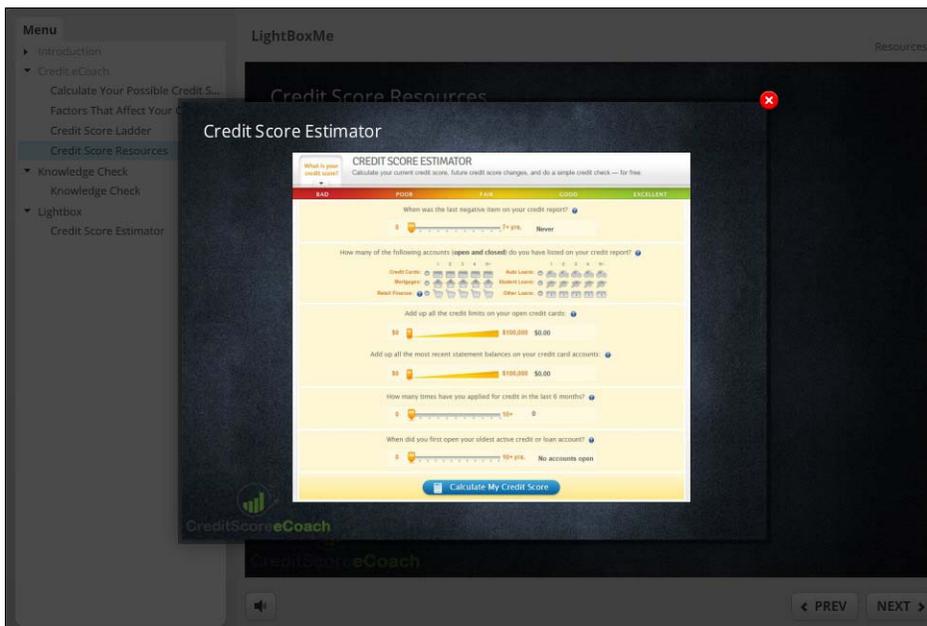
12. Close the Lightbox slide.

13. Close the Preview.

14. Close the slide.

15. Save and close the project.

Notes