**Course Title: Dot & Co Creative Studio- Guide to Creating a Wooden Sign**

**Target Audience:** New customers who have never painted a wooden sign before.

**Learning Objectives**:

1. List the materials needed to make a wooden sign.

**Color Palette/Fonts**

Font: Veranda 24 (Headings) Veranda 16 (Captions)

Color palette: pink (hex#FF8B9A), lilac (hex#AB8B9C), teal (hex#2D8D95), gold (hex#FBA849), light blue (hex#8BDFD2)

Slide master example:

1. Choose contrasting colors from a color chart.
2. Sequence the steps in creating a wooden sign.

**Seat Time:** 30 minutes

**Outline:**

* Course Intro
* Navigation
* Learning Objectives
* Contrasting Colors
* Knowledge Check
* Step-by-step Guide
* Shape

  Description automatically generated with medium confidenceKnowledge Check
* Step-by-step Guide Continued
* Summary
* Quiz Introduction
* Assessment
* Congratulations

**Directions:**

* Please focus on the accuracy and completeness of the content during this review cycle.
* “Page breaks” for the online course will be adjusted after the content is edited.
* Optional Tip: Hiding the top and bottom margins of this document (double-clicking between the pages to “Hide/Show White Space”) will enable you to go through the storyboard more smoothly.
* To provide feedback on this storyboard (edits, suggestions, etc):
  + You can edit directly in the document. To do this, please make sure track changes are on.
    - Click Review tab on top of the document.
    - Select the Track Changes drop down and make sure “For Everyone” is selected.
    - As you work with track changes, you can select “Simple Markup” (to the right of track changes). This removes all the red and changes shown on the side of the document. Changes are still being tracked.
  + You can also leave comments by:
    - Highlighting the area you are referring to, clicking the insert tab and selecting comment.
* Keep in mind:
  + You are encouraged to read the narration out loud to hear how it sounds to you. Narration is only heard, not seen. If needed, make the necessary adjustments/changes.
  + Please focus on capitalization, grammar, punctuation, etc. in the slide text section as this is what the learner will see on the screen.
  + If the flow of the course needs to be adjusted, you are welcome to make those changes as well (or leave a comment on the preferred order). Now is the time to make changes.
  + *Italicized words* are notes for the developer that provide additional guidance.
  + The numbers [1] [2] [3] etc in the narration column let the developer know the order of the audio.
* Questions for reviewers will be indicated with green highlighting. All questions will need to be resolved before programming can begin.

**Module Resources/References:**

* Paint Guide Infographic: <https://my.visme.co/view/ojgkwyq1-painting-guide-infographic>
* Paint Guide Infographic Printable
* Paint and Stain Guide

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| **Slide 1.1/Menu Title: Welcome** | | |  |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No master slide.  Background is hex#2D8D95.  Title banner with course title is displayed in a shape overlaying the background.  Custom Begin Course and Navigation buttons with icons. | [Slide Title]  **Dot & Co Creative Studio**  [Course Title]  Guide to Creating a Wooden Sign  [Buttons]  Begin Course  Navigation | Welcome to Dot & Co Creative Studio's guide to creating a wooden sign. We can't wait to see your creative vision come to life!  This course will guide you through the process of how to use a vinyl stencil to create a fully finished project made entirely by you!  If you are familiar with the course navigation player, click the begin course button to start. If you want to navigate the course, click the navigation button.  When you are ready, let's begin!**[Insert Script Text]** | The Begin Course and Navigation icons glow in time with the VO reference.  Begin Course button jumps to slide 1.3.  Navigation button jumps to slide 1.2. |

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| **Slide 1.2/ Menu Title: Navigation** | | |  |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use slide master.  Background: Large centered image of a palette with brush set to 25% transparency.  Callouts are used to point to the player features. | [Slide Title]  **Navigation**  [Callouts]  Next  Previous  Full Screen  Accessibility  Playback Speed  Volume  Replay  Seekbar  Pause/Play  Menu  Resources  [Directions]  Click next to continue. | [1] Please take a moment to review the course player so you feel comfortable navigating the course.  If you know your way around, you may proceed to the next slide by clicking the next button. Use the previous button to go back and review information on a slide directly before the one you are viewing. Click this icon to view this course in full-screen mode. Accessibility options are located here. This is the icon for playback speed. Use this icon to adjust the playback speed of the slide you are viewing. To adjust the volume, click the speaker icon located here. Click the replay arrow to see the entire slide again. The seek bar is located here and can be adjusted to listen to part of the slide again. You can pause the player by clicking the pause button here. Click the button again to continue playing from your last point. You may go to any part of the course by going to the menu on the left side of your screen. Click the part you would like to view.  [2] Finally, click the resources tab to learn more about the resources for this course. When you are comfortable with the navigation buttons, click the next button to proceed. | Callouts with text labels will fade in timed with their reference in the audio. |

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| **Slide 1.3/ Menu Title: Learning Objectives** | | |  |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Background: Use slide master with a semitransparent rectangular shape overlayed.  Each learning objective is displayed on a shape resembling a paint spot. | [Slide Title]  **You’ll Learn How To**  [Learning Objectives]   1. List the materials needed to make a wooden sign. 2. Choose contrasting colors from a color chart. 3. Sequence the steps needed to create a wooden sign.   [Directions]  Click next to continue. | In this course, you will learn how to list the materials needed to make a wooden sign, choose contrasting colors from a color chart and sequence the step needed to create a wooden sign.  Click next to continue. | The next button will be disabled when the timeline starts and will be normal when the timeline ends.  The learning objectives will grow and spin into position on the slide timed in with their reference on the VO.  Directions fade in timed with VO. |

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| **Slide 2.1/ Menu Title: Choose Your Character** | | |  |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use slide master.  Three avatars are displayed from the waist up inside of circles. Their heads come out of the circles. Circles are displayed in a row across the slide. | [Slide Title]  **Select Your Character**  Names are listed under the corresponding character:   * Isabella * Victoria * Caleb   [Isabella Caption]  Great Pick!  [Victoria Caption]  Let’s do this!  [Caleb Caption]  Nice choice!  [Directions]  Click next to continue. | Select the character you would like to play as during this course, then click next to confirm your selection.  Isabella- “Great pick”  Victoria- “Let’s do this”  Caleb- “Nice choice” | The next button will be disabled when the timeline starts and will be normal when the timeline ends.  Circle outline for each avatar gets thicker in hover state.  Corresponding caption is shown and corresponding audio is played when user clicks their character.  Set avatars to their characters name using a text variable.  Add transparent shapes to prevent user from clicking multiple characters. |

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| **Slide 2.2/ Menu Title: Check-in Scenario** | | |  |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  Add title banner with slide title.  Background image- painting studio with large tables and stools.  Clock is displayed on the wall that shows 3:00 when class begins.  Charlotte is standing behind the table greeting the avatar as they enter the studio.  Avatar is on the left side of the slide, facing right toward Charlotte.  Charlotte is on the right side of the slide, facing left toward Avatar.  Caption bubbles will track Charlotte and Avatar’s conversation on the screen.  Avatar has 1 pose: hands by side and talking.  Charlotte has 2 poses: Hand on hip/happy, hand on hip one hand out/happy.  Charlotte changes poses when asking Avatar what their name is. | [Slide Title]  **Check in Scenario**  [Charlotte Caption]  Hello, welcome to Dot & Co Creative Studio! I’m the owner, my name is Charlotte.  [Charlotte Caption]  What is the name so I can get you checked in for class today?  [Avatar Caption]  Hi, my name is %avatar%.  [Charlotte Caption]  It’s great to meet you. Have you ever been here before?  [Avatar Caption]  It’s my first time. I’m so excited! I have always wanted to take a painting class.  [Charlotte Caption]  I’m so glad you’re here. I put everything you need on your table. Let’s go look. | [Charlotte]  [1] Hello, Welcome to Dot & Co Creative Studio! I’m the owner, my name is Charlotte. What is your name so I can get you checked in for class today?  [Avatar]  [2] Hi, my name is (avatar name).  [Charlotte]  [3] It’s great to meet you. Have you ever been here before?  [Avatar]  [4] It’s my first time. I’m so excited! I have always wanted to take a painting class.  [Charlotte]  [5] I’m so glad you’re here. I put everything you need on your table. Let’s go look! | **On the remainder of slides where Avatar is present, the avatar will appear as whichever character the user selected on slide 2.1. When the timeline begins set the state of the avatar to Caleb, Victoria or Isabella if the text variable used in slide 2.1 is equal to their name.**  **When the timeline begins AND the avatar text variable was chosen in slide 2.1, the corresponding audio file will play at the cue point selected on the timeline.**  Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  Next button is hidden on this slide.  Jump to slide 2.3 when timeline ends on this slide. |

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| **Slide 2.3/ Menu Title: Check-in Scenario (hidden from menu)** | | | **Objective: 1** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  Background: A zoomed in view of a table in the same studio space as the previous slide.  In a row on the table are a paint and stain guide, paintbrush, tape, weeding tool, sponges, wood and a stencil.  Caption bubbles track conversation on screen.  Charlotte is on the left side of the screen facing right. Avatar is on the right side of the screen facing left.  Both avatars are behind the art studio table and visible from the waist up.  Avatar has 1 pose, hands by side/happy.  Charlotte has 2 poses. First pose is hand on hip/talking. Second pose is hands on hips/happy. Third pose is both hands out. In the third pose, Charlotte is holding a nail gun in her right hand and hanging hardware in her left hand.  Charlotte’s pose changes from pose 1 to pose 2 when the guide is replaced with paint and primer. Charlotte changes from pose 2 to 3 when she tells Avatar about needing a nail gun and hardware to assemble their project. | [Charlotte Caption]  At your seat, you have a color chart, paintbrush, tape, a weeding tool, sponges, wood and your stencil.  [Charlotte Caption]  The guide will be replaced by your paint or stain and primer after you have chosen your colors.  [Charlotte Caption]  You will also need a nail gun and hanging hardware to assemble your project.  [Charlotte Caption]  Before you choose your colors, let’s learn more about contrast so your project really pops!  [Directions]  Click next to continue. | [Charlotte]  [1] At your seat, you have a color chart, paintbrush, tape, a weeding tool, sponges, wood and your stencil.  [2] The guide will be replaced by your paint or stain and primer after you have chosen your colors.  [3] You will also need a nail gun and hanging hardware to assemble your project.  [4] Before you choose your colors, let’s learn more about contrast so your project really pops!  [5] Click next to continue. | The next button will be disabled when the timeline starts and will be normal when the timeline ends.  Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  Items on table glow timed in with VO reference.  Paint guide fades out and paint and primer fades in timed with VO.  Nail gun and hardware fade in with VO reference in Charlotte’s outstretched hands.  Directions fade in timed with VO. |

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| **Slide 2.4/ Menu Title: Contrasting Colors** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  Background is the same art studio as in slide 2.2.  There is a large white rectangle that overlays most of the background image that will act as a background for text in a tab interaction. Tabs are listed across the top in corresponding colors to the title text inside.  Charlotte is displayed within the white rectangle on the right. She is pointing to the left to a picture that says “Choose contrasting colors” The word contrasting should be written with each letter in different colors some easier to read than others.  Charlotte has one pose: Hand on hip pointing/happy. | [Slide Title]  **Choose Contrasting Colors**  Strong contrast plays an important role in the success of your project. Having adequate contrast between your background and foreground ensures that your design will be visible and your text will have high readability.  While some of the colors on the following tables are vibrant, they are not necessarily the best choices for contrast because they can cause eye strain.  [Directions]  Click the tabs above to learn more about how to choose contrasting foreground colors for each of the background colors listed above. | [Charlotte]  [1] Strong contrast plays an important role in the success of your project. Having adequate contrast between your background and foreground ensures that your design will be visible, and your text will have high readability. While some of the colors on the following tables are vibrant, they are not necessarily the best choices for contrast because they can cause eye strain. Click the tabs above to learn more about how to choose contrasting foreground colors for each of the background colors listed above.  [2] After visiting every tab click next to continue. | The next button is disabled on this slide when the timeline starts.  Squares across the top will act as tabs that reveal corresponding layers. The learner can click on them and they will have the tab title text inside them.  Tabs have hover states.  The learner can click the tabs in any order, but when they select each one, the other one is disabled until the audio completes on the one they selected.  Slide text fades in by paragraph timed with the VO reference. |

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| **Slide 2.4a/ Menu Title:** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  This layer lies on top of the white box from slide 2.4. Text will display on top of the white box from slide 2.4.  There is a green check mark on the left side of the screen to indicate visually which colors are best for contrast.  This is a red X on the left side of the screen under the green check to indicate visually which colors are worst for contrast.  Charlotte is displayed from the waist up at the bottom right side of the white box pointing to the left as she was in slide 2.4.  Charlotte is pointing to a collection of rectangles on the right side of the white box. The rectangles have black boarders and are all filled with the same color as the corresponding tab layer. Each rectangle has one color word centered inside in the matching font color of the word. Example: Red is written in red font, orange is written in orange font, etc. | [Slide Title]  Red Contrasting Colors  [Text in rectangle]  The categories below list the best and worst colors to use on a red background.  Best:  Yellow, White  Worst:  Red, Orange, Green, Blue, Purple, Black, Brown, Gray | [Charlotte]  [1] Red contrasting colors The best colors to use on a red background are yellow and white. The worst colors to use on a red background are red, orange, green, blue, purple, black, brown and gray.  [2] Choose another tab to continue learning. | When the timeline ends on this layer, a true/false variable set to False will become True.  The Next button will be set to normal on this layer when the timeline ends if all other layers are set to true with the true false variable, or else the next button will be disabled.  Slide text fades in by paragraph timed with the VO reference. |

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| **Slide 2.4b/ Menu Title:** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Same as layer 2.4a. | [Slide Title]  Orange Contrasting Colors  [Text in rectangle]  The categories below list the best and worst colors to use on an orange background.  Best:  Yellow, Black, White, Brown  Worst:  Red, Orange, Green, Blue, Purple, Gray | [Charlotte]  [1] Orange contrasting colors The best colors to use on an orange background are yellow, black, white and brown. The worst colors to use on an orange background are red, orange, green, blue, purple and gray.  [2] Choose another tab to continue learning. | Same as layer 2.4a. |

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| **Slide 2.4c/ Menu Title:** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Same as layer 2.4a. | [Slide Title]  Yellow Contrasting Colors  [Text in rectangle]  The categories below list the best and worst colors to use on a yellow background.  Best:  Red, Blue, Purple, Black, Brown, Gray  Worst:  Orange, Yellow, Green, White | [Charlotte]  [1] Yellow contrasting colors The best colors to use on a yellow background are red, blue, purple, black, brown and gray. The worst colors to use on a yellow background are orange, yellow, green and white.  [2] Choose another tab to continue learning. | Same as layer 2.4a. |

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| **Slide 2.4d/ Menu Title:** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Same as layer 2.4a. | [Slide Title]  Green Contrasting Colors  [Text in rectangle]  The categories below list the best and worst colors to use on a green background.  Best:  Black, White, Yellow  Worst:  Red, Orange, Green, Blue, Purple, Brown, Gray | [Charlotte]  [1] Green contrasting colors The best colors to use on a green background are black, white and yellow. The worst colors to use on a green background are red, orange, green, blue, purple, brown and gray.  [2] Choose another tab to continue learning. | Same as layer 2.4a. |

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| **Slide 2.4e/ Menu Title:** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Same as layer 2.4a. | [Slide Title]  Blue Contrasting Colors  [Text in rectangle]  The categories below list the best and worst colors to use on a blue background.  Best:  Yellow, Green, White  Worst:  Red, Orange, Blue, Purple, Black, Brown, Gray | [Charlotte]  [1] Blue contrasting colors The best colors to use on a blue background are yellow, green and white. The worst colors to use on a blue background are red, orange, blue, purple, black, brown and gray.  [2] Choose another tab to continue learning. | Same as layer 2.4a. |

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| **Slide 2.4f/ Menu Title:** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Same as layer 2.4a. | [Slide Title]  Purple Contrasting Colors  [Text in rectangle]  The categories below list the best and worst colors to use on a purple background.  Best:  Yellow, White  Worst:  Red, Orange, Green, Blue, Purple, Black, Brown, Gray | [Charlotte]  [1] Purple contrasting colors The best colors to use on a purple background are yellow and white. The worst colors to use on a purple background are red, orange, green, blue, purple, black, brown and gray.  [2]Choose another tab to continue learning. | Same as layer 2.4a. |

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| **Slide 2.4g/ Menu Title:** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Same as layer 2.4a. | [Slide Title]  White Contrasting Colors  [Text in rectangle]  The categories below list the best and worst colors to use on a white background.  Best:  Red, Green, Blue, Purple, Black, Brown, Gray  Worst:  Orange, Yellow, White | [Charlotte]  [1] White contrasting colors The best colors to use on a white background are red, green, blue, purple, black, brown and gray. The worst colors to use on a white background are orange, yellow and white.  [2] Choose another tab to continue learning. | Same as layer 2.4a. |

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| **Slide 2.4h/ Menu Title:** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Same as layer 2.4a. | [Slide Title]  Black Contrasting Colors  [Text in rectangle]  The categories below list the best and worst colors to use on a black background.  Best:  Red, Orange, Yellow, Green, Purple, White  Worst:  Blue, Black, Brown, Gray | [Charlotte]  [1] Black contrasting colors The best colors to use on a black background are red, orange, yellow, green, purple and white. The worst colors to use on a black background are blue, black, brown and gray.  [2] Choose another tab to continue learning. | Same as layer 2.4a. |

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| **Slide 2.4i/ Menu Title:** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Same as layer 2.4a. | [Slide Title]  Brown Contrasting Colors  [Text in rectangle]  The categories below list the best and worst colors to use on a brown background.  Best:  Red, Orange, Yellow, Green, Purple, White  Worst:  Blue, Black, Brown, Gray | [Charlotte]  [1] Brown contrasting colors The best colors to use on a brown background are red, orange, yellow, green, purple and white. The worst colors to use on a brown background are blue, black, brown and gray.  [2] Choose another tab to continue learning. | Same as layer 2.4a. |

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| **Slide 2.4j/ Menu Title:** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Same as layer 2.4a. | [Slide Title]  Gray Contrasting Colors  [Text in rectangle]  The categories below list the best and worst colors to use on a gray background.  Best:  Orange, Yellow, White, Black  Worst:  Red, Green, Blue, Purple, Brown, Gray | [Charlotte]  [1] Gray contrasting colors The best colors to use on a gray background are orange, yellow, white and black. The worst colors to use on a gray background are red, green, blue, purple, brown and gray.  [2] Choose another tab to continue learning. | Same as layer 2.4a. |

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| **Slide 2.5/ Menu Title: Knowledge Check** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  Background: Same image from slide 2.2 without the tables.  An easel is on the left and a trash can is on the right.  Between the easel and trash can are two rectangles filled with the background color for one of the tabs from slide 2.4. The rectangles have a color word written in the same color as the color word displayed: example red is written in red, orange is written in orange, etc. One color word has high contrast against the background, the other has poor contrast. The high and poor contrast rectangles of the same background color are displayed side-by-side.  The high and poor contrasting rectangles for all other colors from slide 2.4 are stacked underneath the two rectangles on top so that the user can only see one pair at a time.  Background colors are listed in the same color order as the tabs from slide 2.4 that were displayed across the top of the screen.  Directions display on the bottom of the screen. | [Slide Title]  **Knowledge Check**  [Directions]  Let’s check your understanding. There is one good and one bad contrasting color shown for each background color above. Drag the good examples onto the easel. Drag the bad examples into the trash can. Click the check mark to submit your answer when you finish sorting.  [Answers]  *Red Background*   * White *(Easel)* * Green *(Trash)*   *Orange Background*   * White *(Easel)* * Blue *(Trash)*   *Yellow Background*   * White *(Trash)* * Gray *(Easel)*   *Green Background*   * Orange *(Trash)* * Black *(Easel)*   *Blue Background*   * Green *(Easel)* * Blue *(Trash)*   *Purple Background*   * Yellow *(Easel)* * Gray *(Trash)*   *White Background*   * Brown *(Easel)* * Yellow *(Trash)*   *Black Background*   * Green *(Easel)* * Blue *(Trash)*   *Brown Background*   * Orange *(Easel)* * Brown *(Trash)*   *Gray Background*   * Yellow *(Easel)* * Purple *(Trash)* | [Charlotte]  [1] Let’s check your understanding. There is one good and one bad contrasting color shown for each background color above. Drag the good examples onto the easel. Drag the bad examples into the trash can. Click the check mark to submit your answer when you finish sorting. | This knowledge check is a drag and drop interaction with the targets set as the trash can and easel. When the contrasting colors are dropped on either target they will become hidden.  This slide will jump to the end of the timeline when the timeline starts if a number variable that defaults to 0 is greater than or equal to 1. |

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| **Slide 2.5a/ Menu Title:** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  Same background as slide 2.5.  Charlotte appears on left side facing right.  Avatar appears on right side facing left.  Caption bubbles track their conversation on screen.  Charlotte has 1 pose: Hand on hip thumbs up/talking.  Avatar has 1 pose: Arms in air/happy.  A large green check mark is centered under the caption bubbles between them. | [Charlotte Caption]  You’ve got it! You understand how to choose contrasting colors and are ready to make your paint choices.  [Avatar Caption]  Let’s get started!  [Charlotte Caption]  Click the green check mark to continue. | [Charlotte]  [1] You’ve got it! You understand how to choose contrasting colors and are ready to make your paint choices.  [Avatar]  [2] Let’s get started!  [Charlotte]  [3] Click the green check mark to continue. | Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  Jump to slide 2.6 when the user clicks the check mark. |

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| **Slide 2.5b/ Menu Title:** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  Background: Same background as 2.5a.  Charlotte appears on the left facing right.  Avatar appears on the right facing left.  Charlotte has 2 poses: Hand on hip thumbs down/disappointed, and hands on hips/happy.  Avatar has 1 pose: hands on hips/neutral.  Charlotte changes poses when the correct way to sort appears on screen.  Caption bubbles track the conversation on screen.  There is a large red X centered below the caption bubbles between the characters.  The red X is replaced by the easel and trash can displaying the correct way to sort each of the rectangles.  Custom continue button displayed on bottom of screen near the end of the timeline to match up with VO. | [Charlotte Caption]  Not quite. The correct way to sort is pictured below.  *[Show answers from slide 2.5 on correct targets]*  [Avatar Caption]  Thanks for letting me know the correct way to sort these contrasting colors. I like your idea of going back to review the material again.  [Charlotte Caption]  You can go back to review contrasting colors at any time by clicking the menu. Click continue when you are finished reviewing this part of the course. | [Charlotte]  [1] Not quite. The correct way to sort is pictured below.  [Avatar]  [2] Thanks for letting me know the correct way to sort these contrasting colors. I like your idea of going back to review the material again.  [Charlotte]  [3] You can go back to review contrasting colors at any time by clicking the menu. Click continue when you are finished reviewing this part of the course. | Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  Red X will fade out and the drop targets will fade in between the characters.  Correct answers will appear on the correct drop target one set at a time and will fade in and out to reveal the next set of correct answers.  Continue button will fade in timed with VO.  Jump to slide 2.6 when the user clicks continue. |

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| **Slide 2.5c/ Menu Title:** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  Background: same as slide 2.5a.  Charlotte appears on left side of screen facing right.  Avatar appears on right side of screen facing left.  Charlotte has 1 pose: hand on hip finger on mouth/neutral.  Avatar has 1 pose: hand on hip one hand out/confused.  Caption bubbles track the conversation on screen.  Custom try again button displayed between characters. | [Charlotte Caption]  Try again. Remember, having adequate contrast between your background and foreground ensures that your design will be visible, and your text will have high readability.  [Avatar Caption]  That’s right. Let me try again. I’ll look for words that are easy to read against the background color.  [Charlotte Caption]  Click the try again button to retry this knowledge check.  [Button]  Try Again | [Charlotte]  [1] Try again. Remember, having adequate contrast between your background and foreground ensures that your design will be visible, and your text will have high readability.  [Avatar]  [2] That’s right. Let me try again. I’ll look for words that are easy to read against the background color.  [Charlotte]  [3] Click the try again button to retry this knowledge check. | Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  Try again button will fade in timed with VO.  Add a value of 1 to the number variable for slide 2.5 when the timeline starts on this layer.  Show layer 2.5b when the timeline starts on this layer if the number variable is greater than 1.  Hide this layer when the try again button is clicked and jump back to this slide to reset the answer choices so the user can try the knowledge check again. |

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| **Slide 2.5/ Menu Title: Check-in Scenario Continued (hidden from menu)** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  Same background as slide 2.3 so it appears that the characters are resuming their art lesson.  Paint guide, paintbrush, tape, weeding tool, sponges, wood and stencil remain on table.  Charlotte is displayed on the left facing right.  Avatar is displayed on the right facing left.  Charlotte has 2 poses: 1- arms out/talking, hands on hips/talking. Charlotte’s pose changes from pose 1 to pose 2 when Avatar’s first caption appears on screen.  Avatar has 1 pose: arms at sides/happy. | [Charlotte Caption]  Now that you know more about contrasting colors, are you ready to choose your paint?  [Avatar Caption]  I am ready. I just need to make sure that the colors I choose are easy to see when paired.  [Charlotte Caption]  Okay! Take a closer look at the paint and stain guide on the table to get familiar with your color choices. Click the guide to enlarge it. Click it again to close it when you’re done looking at the color options.  [Directions]  Click next to continue. | [Charlotte]  [1] Now that you know more about contrasting colors, are you ready to choose your paint?  [Avatar]  [2] I am ready. I just need to make sure that the colors I choose are easy to see when paired.  [Charlotte]  [3] Okay! Take a closer look at the paint and stain guide on the table to get familiar with your color choices. Click the guide to enlarge it.  [4] Click it again to close it when you’re done looking at the color options. Click next to continue. | Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  Set the next button to disabled when the timeline starts on this slide. Set the next button to normal when the user clicks on the color chart.  When the color chart is clicked, the selected state is shown and the color chart is enlarged to almost completely fill the slide. When clicked a second time, the color chart resumes the normal state.  Jump to slide 3.1 when the user clicks the next button.  Directions fade in timed with VO. |

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| **Slide 3.1/ Menu Title: Step-by-step Guide** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use slide master.  A white rectangle box overlays the background.  A painting is displayed on the left side of the white box with text on the right side.  Across the bottom of the screen under the white box, there is a slider with 5 steps. The slider has 6 locations so that the base layer is visible with the slider in the first position.  Slider has an image of a palette and brush as the thumb image. | [Slide Title]  **Step-by-Step Guide**  [Slider]  *Each line on the slider is labeled sequentially with the steps 1-5.*  [Rectangular Box Text]  Now that you understand contrasting colors and have picked your paint out. It’s time to learn how to create an amazing wooden sign like this one!  Just follow these simple steps to learn how!  Click and drag the paint set below to each step for more information. | [Charlotte]  [1] Now that you understand contrasting colors and have picked your paint out. It’s time to learn how to create an amazing wooden sign like this one! Just follow these simple steps to learn how! Click and drag the paint set below to each step for more information. | The next button is disabled when the timeline starts on this slide. The next button is set to normal when the slider moves to a value of 5 and all layers have been visited or else the next button remains disabled.  The slider will show each layer as the user drags the slider thumb to each hash mark.  Slide text fades in by paragraph timed with the VO reference for slides 3.1-3.1e |

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| **Slide 3.1a/ Menu Title:** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Slider and white box appear just as they did on slide 3.1.  Text appears on the right and an image on a piece of wood being painted with brown stain is pictured on the left.  A tip appears above the white rectangle. | [Slide Title]  **Painting Your Wood**  [Rectangular Box Text]  Put the wood on the blocks then apply your paint or stain the wood by making long sweeping motions.  Tip: Watch out for drips and runs. Clean them up right away!  Paint all sides of the wood, then allow dry time. Apply another coat if desired. | [Charlotte]  [1] Painting Your Wood Put the wood on the blocks then apply your paint or stain the wood by making long sweeping motions. Tip: Watch out for drips and runs. Clean them up right away! Paint all sides of the wood, then allow dry time. Apply another coat if desired. | A parallelogram will wipe across an image of wood timed with a paintbrush that flies in at the same time on the timeline so that it appears that the paintbrush is painting the wood paint on the wood.  Interaction is timed with the VO. |

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| **Slide 3.1b/ Menu Title:** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Slider and white box appear just as they did on slide 3.1.  Text appears on the right and an image of a stencil that matches the painting from slide 3.1 appears on the left.  The stencil has some areas that are white and some areas that are blue to represent that weeding has occurred.  A tip appears above the white rectangle. | [Slide Title]  **Weeding Your Stencil**  [Rectangular Box Text]  Use your weeding tool to remove unwanted pieces of vinyl from your design. When you weed, you are removing the parts of your stencil where you want paint to go.  Tip: If you accidentally remove a piece of weeding you need, stick it back down. | [Charlotte]  [1] Weeding Your Stencil Use your weeding tool to remove unwanted pieces of vinyl from your design.  [2] When you weed, you are removing the parts of your stencil where you want paint to go.  [3] Tip: If you accidentally remove a piece of weeding you need, stick it back down. | A weeding tool will follow a motion path across the stencil image from the top corner to the opposite bottom corner.  Interaction is timed with the VO. |

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| **Slide 3.1c/ Menu Title:** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Slider and white box appear just as they did on slide 3.1.  Text appears on the right and an image of the stencil covered in tape appears on the left. | [Slide Title]  **Taping Your Stencil**  [Rectangular Box Text]  Tear off credit card sized pieces of tape and cover up the area of your design that you weeded. | [Charlotte]  [1] Taping Your Stencil Tear off credit card sized pieces of tape and cover up the area of your design that you weeded. | Multiple white rectangles that represent tape pieces will float in to cover the stencil almost entirely.  Interaction is timed with the VO. |

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| **Slide 3.1d/ Menu Title:** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Slider and white box appear just as they did on slide 3.1.  Text appears on the right and an image of peeled up backing appears on the left.    There is a piece of wood that appears on top of the peeled up backing.  A tip appears above the white rectangle. | [Slide Title]  **Peeling Your Stencil**  [Rectangular Box Text]  Peeling Your Stencil Flip the stencil over and rub a piece of wood over it to make sure the tape firmly adheres.  Peel the backing off carefully avoiding touching the sticky side of the vinyl.  Tip: Make sure none of the stencil pieces come off when peeling the backing off | [Charlotte]  [1] Peeling Your Stencil Flip the stencil over and rub a piece of wood over it to make sure the tape firmly adheres. Peel the backing off carefully avoiding touching the sticky side of the vinyl. Tip: Make sure none of the stencil pieces come off when peeling the backing off | A piece of wood will follow a motion path from the right to the left then from the left to the right on top of an image of a peeling up stencil.  When that interaction completes, an image of a hand will follow a curved motion path from the left of the peeling stencil to the bottom right corner to give the illusion of peeling.  Interactions are timed with the VO. |

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| **Slide 3.1e/ Menu Title:** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Slider and white box appear just as they did on slide 3.1.  Text appears on the right and in image of the stencil covered in tape appears on the left. Two hands are pictured on top of the stencil and tape.  A tip appears above the white rectangle. | [Slide Title]  **Applying Your Stencil**  [Rectangular Box Text]  Lay the stencil, sticky side down, onto your wood base.  Line up the stencil like you want it, then press down from the center and smooth out toward the edges.  [Directions]  Click next to continue. | Charlotte: Applying Your Stencil Lay the stencil, sticky side down, onto your wood base. Line up the stencil like you want it, then press down from the center and smooth out toward the edges. Tip: use a piece of wood to make sure your stencil is firmly adhered to the wood before moving on to the next step. | A left and right hand will float in timed with the VO to give the illusion of pressing down from the center and smoothing out toward the edges. |

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| **Slide 3.2/ Menu Title: Knowledge Check** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  Background is the same image of the studio as in slide 2.3 except the materials needed to make the sign are no longer on the table.  There is a frame in the top right corner that holds each step from slide 3.1a-e.  Each of the steps is represented with the corresponding image to give the user a way to recall the sequence. Steps are stack on top of each other so the user can only see one step at a time.  On the table there are 5 targets that say Step 1-Step 5.  Charlotte is on the left facing right.  Avatar is on the right facing left.  Charlotte has 2 poses: pose 1- hand on hip arm by side/talking, pose 2-  Charlotte’s pose changes from pose 1 to 2 when she tells the user to drag each item in the frame onto the step on the table.  Avatar has 1 pose: arms by sides/happy. | [Slide Title]  **Knowledge Check**  [Charlotte Caption]  Before we continue, let’s make sure you can correctly order the steps you have learned.  [Avatar Caption]  That was a lot to remember, but you did a great job explaining it. I’m sure I can get it!  [Charlotte Caption]  Great! Drag each item in the frame above onto the matching step number below.  [Targets]  Step 1- Paint Your Wood  Step 2- Weed Your stencil  Step 3- Tape Your Stencil  Step 4- Peel Your Stencil  Step 5- Apply Your Stencil | [Charlotte]  [1] Before we continue, let’s make sure you can correctly order the steps you have learned.  [Avatar]  [2] That was a lot to remember, but you did a great job explaining it. I’m sure I can get it!  [Charlotte]  [3] Great! Drag each item in the frame above onto the matching step number below. | Use the same numbered variable from the previous knowledge check to jump to the end of the timeline on this slide with the timeline starts if the variable is greater than or equal to 1.  Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  This knowledge check is a drag and drop interaction. The targets on the table correspond to the steps the user just learned. Drag items are revealed one at a time and only one item can be placed on each target. Drag items may be placed on any target.  Directions fade in timed with VO. |

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| **Slide 3.2a/ Menu Title:** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  Background: Same as slide 3.2.  Charlotte and avatar’s positions are the same on screen as they were in slide 3.2.  Charlotte has 1 pose: hand on hip hand out/ talking.  Avatar has 1 pose: arms in air/happy.  Caption bubbles track the conversation on screen.  There is a green check in the frame in the top right corner of the slide. | [Slide Title]  **Correct!**  [Charlotte Caption]  Great work, you ordered the steps correctly! You are ready to learn what to do next.  [Avatar Caption]  Alright! I am ready to learn the rest of the steps so I can make my sign!  [Directions]  Click the check mark to continue. | [Charlotte]  [1] Great work, you ordered the steps correctly! You are ready to learn what to do next.  [Avatar]  [2] Alright! I am ready to learn the rest of the steps so I can make my sign!  [Charlotte]  [3] Click the check mark to continue. | Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  Base layer is paused on this layer.  Jump to slide 3.3 when the user clicks the check mark in the frame.  Directions fade in timed with VO. |

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| **Slide 3.2b/ Menu Title:** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  Background: Same as slide 3.2.  Charlotte and avatar’s positions are the same on screen as they were in slide 3.2.  Charlotte has 1 pose: hands by side/talking.  Avatar has 2 poses: 1-arms crossed/disappointed, 2- hands on hips/talking.  Avatar changes poses from pose 1 to 2 when they thank Charlotte for explaining things.  Caption bubbles track the conversation on screen.  There is a red X in the frame in the top right corner of the slide.  The correct order of the steps from slide 3.2 are displayed on the table. | [Slide Title]  **Incorrect**  [Charlotte Caption]  Not quite. Before we move on I want to remind you that the steps are: 1. Paint the wood, 2. Weed the stencil, 3. Tape the stencil, 4. Peel the stencil, 5. Apply the stencil.  [Avatar Caption]  Thanks for explaining the steps again. I understand how to order them and am ready to move on.  [Directions]  Click the red X above to continue. | [Charlotte]  [1] Not quite. Before we move on I want to remind you that the steps are: 1. Paint the wood, 2. Weed the stencil, 3. Tape the stencil, 4. Peel the stencil, 5. Apply the stencil.  [Avatar]  [2] Thanks for explaining the steps again. I understand how to order them and am ready to move on.  [Charlotte]  [3] Click the red X above to continue. | Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  Base layer is paused on this layer.  Each step fades in on screen timed with the VO.  Jump to slide 3.3 when the user clicks on the red X in the frame.  Directions fade in timed with VO. |

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| **Slide 3.2c/ Menu Title:** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  Background: Same as slide 3.2.  Charlotte and avatar’s positions are the same on screen as they were in slide 3.2.  Charlotte has 1 pose: hand on hip hand out/ talking.  Avatar has 1 pose: finger at mouth/thinking.  Caption bubbles track the conversation on screen.  There is a message displayed in the frame in the top right corner of the slide that says Try Again. | [Slide Title]  **Try Again**  [Charlotte Caption]  Not quite. Try it one more time. I know you can get it!  [Avatar Caption]  I think I know where I made my mistake. I’ll try again.  [Directions]  Click the message above to try again. | [Charlotte]  [1] Not quite. Try it one more time. I know you can get it!  [Avatar]  [2] I think I know where I made my mistake. I’ll try again.  [Charlotte]  [3] Click the message above to try again. | Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  Base layer is paused on this layer.  Add 1 to the number variable when the timeline starts on this layer.  Show the incorrect layer when the timeline starts on this layer if the number variable is greater than 1.  Hide this layer when the user clicks the try again button in the frame.  Jump to this slide when the user clicks try again.  Directions fade in timed with VO. |

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| **Slide 3.3/ Menu Title: Step-by-step Guide** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use slide master.  A white rectangle box overlays the background.  A painting is displayed on the left side of the white box with text on the right side.  Across the bottom of the screen under the white box, there is a slider with 5 steps. The slider has 6 locations so that the base layer is visible with the slider in the first position.  Slider has an image of a palette and brush as the thumb image. | [Slide Title]  **Step-by-Step Guide**  [Slider]  *Each line on the slider is labeled sequentially with the steps 1-5.*  [Rectangular Box Text]  It is time to finish learning the steps to create your own wooden sign.  Only a few more steps to learn and you will be ready to get started.  Click and drag the paint set below to each step for more information. | [Charlotte]  [1] It is time to finish learning the steps to create your own wooden sign. Only a few more steps to learn and you will be ready to get started. Click and drag the paint set below to each step for more information. | Set the next button to disabled when the timeline starts on this slide. Set the next button to normal when the slider has a value equal to 5 and all layers have been visited.  Show each layer when the user drags the slider thumb to the corresponding hash mark.  All layers for this slide will have text that fades in timed with the VO.  Base layer on all this slide’s layers will be paused when on the layer. |

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| **Slide 3.3a/ Menu Title:** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Slider and white box appear just as they did on slide 3.3.  Text appears on the right and an image of a stencil that matches the painting from slide 3.3 appears on the left.  The stencil has some areas that are white and some areas that are blue to represent that weeding has occurred.  Some of the stencil is taped and some tape is missing to show that it’s being removed.  A tip appears above the white rectangle. | [Slide Title]  **Remove the Tape**  [Rectangular Box Text]  Roll the pieces of tape off one at a time to reveal the stencil underneath.  If a part of the stencil comes off, carefully press it back down without touching the sticky side.  Tip, If any parts of your stencil come off, stick them back on without touching the sticky part of your vinyl. | [Charlotte]  [1] Remove the tape. Roll the pieces of tape off one at a time to reveal the stencil underneath. If a part of the stencil comes off, carefully press it back down without touching the sticky side. Tip, If any parts of your stencil come off, stick them back on without touching the sticky part of your vinyl. | White rectangles that represent tape pieces will fade out timed with the VO. |

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| **Slide 3.3b/ Menu Title:** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Slider and white box appear just as they did on slide 3.3.  Text appears on the right and an image of a stencil that matches the painting from slide 3.3 appears on the left.  The stencil has some areas that are white and some areas that are blue to represent that weeding has occurred.  A sponge and some primer in a container appear on the bottom left of the screen.  A tip appears above the white rectangle. | [Slide Title]  **Priming and Painting Your Stencil**  [Rectangular Box Text]  Dip the sponge into your primer and wipe all the excess primer off. Gently dab, don’t rub the sponge across any areas of exposed wood where paint will be added.  Allow dry time and repeat with paint.  Tip, use several light layers of paint rather than a heavy layer to avoid paint bleed under the stencil. | [Charlotte]  [1] Priming and painting your stencil. Dip the sponge into your primer and wipe all the excess primer off. Gently dab, don’t rub the sponge across any areas of exposed wood where paint will be added. Allow dry time and repeat with paint. Tip, use several light layers of paint rather than a heavy layer to avoid paint bleed under the stencil. | An image of primer and a sponge will appear timed with the VO. The sponge will follow a motion path to appear that it is being dipped into the primer.  Separate images of a sponge will fade in and out on a stencil on the timeline with the VO to show how to dab, not swipe the primer. |

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| **Slide 3.3c/ Menu Title:** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Slider and white box appear just as they did on slide 3.3.  Text appears on the right and an image of a stencil that matches the painting from slide 3.3 appears on the left.  The painting is the same image as the painting from 3.3 in full color.  Paint and a weeding tool appear on the bottom left of the white rectangle. | [Slide Title]  **Removing Your Stencil**  [Rectangular Box Text]  Once the paint is dry, peel the edge of the stencil up and remove it against the grain of the wood.  Use your weeding tool to touch up paint mistakes by scratching off extra paint or adding paint where needed. | [Charlotte]  [1] Removing your stencil.  Once the paint is dry, peel the edge of the stencil up and remove it against the grain of the wood. Use your weeding tool to touch up paint mistakes by scratching off extra paint or adding paint where needed. | An image of a finished painting is on screen. Paint and a weeding tool fade in timed with VO as the weeding tool follows a motion path then fades out to appear as though it is being dipped into the paint.  A second weeding tool fades in on the painting and follows a motion path to appear as though the weeding tool is touching up paint. |

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| **Slide 3.3d/ Menu Title:** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Slider and white box appear just as they did on slide 3.3.  Text appears on the right and an image of a stencil that matches the painting from slide 3.3 appears on the left.  The painting is the same image as the painting from 3.3 in full color.  Nail guns appear at the top, middle and bottom of the painting.  A tip appears above the white rectangle. | [Slide Title]  **Assemble Your Frame**  [Rectangular Box Text]  Decide which side of your frame you want facing out.  Move your sign to the edge of the table. use the nail gun to nail each end and the middle of the frame onto the sign.  Tip, to avoid injury make sure your hands are not near the gun tip. | [Charlotte]  [1] Assemble your frame. Decide which side of your frame you want facing out. Move your sign to the edge of the table. use the nail gun to nail each end and the middle of the frame onto the sign. Tip, to avoid injury make sure your hands are not near the gun tip. | Three nail gun images fly in and fade out timed with the VO.  One gun at the top, one in the middle and one at the bottom of the painting. |

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| **Slide 3.3e/ Menu Title:** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Slider and white box appear just as they did on slide 3.3.  Text appears on the right and a brown rectangle appears on the left side of the screen.  The brown rectangle has 2 eye hooks that appear toward the top of the shape and a chain that go between the two eye hooks. | [Slide Title]  **Add Your Hardware**  [Rectangular Box Text]  Flip your sign over and screw the two eye hooks into the back the same distance down from the top.  Thread the hanging wire through the hooks and twist.  [Directions]  Click next to continue. | [Charlotte]  [1] Add your hardware. Flip your sign over and screw the two eye hooks into the back the same distance down from the top. Thread the hanging wire through the hooks and twist. Click next to continue. | Two eye hooks appear and spin timed with VO.  A wire fades in timed with the VO.  Directions fade in timed with VO. |

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| **Slide 3.4/ Menu Title: Classroom Scenario (hidden from menu)** | | |  |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  The same background and materials on the table as seen in slide 2.3.  The paint guide is replaced with paint and primer toward the end of the timeline.  Charlotte is on the left facing right.  Avatar is on the right facing left.  Caption bubbles track the conversation on screen.  Charlotte has 2 poses: both hands out/talking, hands by side/happy, hands on hips/talking.  Charlotte’s pose changes from pose 1 to 2 when her first caption ends, her pose changes from 2 to 3 when the paint and primer appear on the table.  Avatar has 1 pose: arms at sides/happy. | [Charlotte Caption]  Do you feel like you are ready to try painting your own wooden sign?  [Avatar Caption]  You have taught me everything I need to know. I think I am ready to start painting!  [Charlotte Caption]  Here is your primer and paint so you can get started.  [Directions]  Click the stencil to see what %avatar% creates. | [Charlotte]  [1] Do you feel like you are ready to try painting your own wooden sign?  [Avatar]  [2] You have taught me everything I need to know. I think I am ready to start painting!  [Charlotte]  [3] Here is your primer and paint so you can get started.  [4] Click the stencil to see what they create! | Set the state of the next button to disabled with the timeline starts on this slide.  A hotspot over the stencil will reveal layer 3.4a when the user clicks it.  The color chart will fade out and the paint and primer will fade in timed with VO.  Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  Directions fade in timed with VO. |

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| **Slide 3.4a/ Menu Title:** | | |  |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  The same background as in slide 2.5.  The clock now reads 6:00 because class is over.  Caption bubbles track the conversation on screen.  Charlotte has 2 poses: Pose 1- hands by side/happy, Pose 2- hand on hip thumb up/talking.  Charlotte changes poses from pose 1 to 2 when her caption comes on screen.  Avatar has 1 pose: hands out/happy. In Avatar’s hands, they are holding a painting that they created during their class. | [Avatar Caption]  Wow, I can’t believe that I was able to create this awesome piece of art! Your lesson made it so easy. Thank you!  [Charlotte Caption]  You did a wonderful job choosing contrasting colors and following all the steps! Your painting looks great!  [Directions]  Click next to continue. | [Avatar]  [1] Wow, I can’t believe that I was able to create this awesome piece of art! Your lesson made it so easy. Thank you!  [Charlotte]  [2] You did a wonderful job choosing contrasting colors and following all the steps! Your painting looks great!  [3] Click next to continue. | Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  Directions fade in timed with VO. |

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| **Slide 3.5/ Menu Title: Summary** | | | **Objective: 1, 2, 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use slide master.  Charlotte is facing forward toward the user on the left side of the screen.  There are 3 circles with icons in them that represent the 3 learning objectives.  A caption bubble is to the right of Charlotte and tracks the directions on this slide. | [Slide Title]  **Summary**  [Buttons]   * List the materials * Choose contrasting colors * Sequence the steps   [Charlotte Caption]  Time for one final review of what you learned before you take the quiz. Click the icons to summarize this course. Click next when you’re done reviewing. | [Charlotte]  [1] Time for one final review of what you learned before you take the quiz. Click the icons to summarize this course. Click next when you’re done reviewing. | Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  The next button will be disabled when the timeline starts on this slide. The next button will be normal when the state of all the buttons is visited.  Each icon will be a custom button that shows the corresponding layer when clicked.  Base layer will be paused for all layers of this slide. |

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| **Slide 3.5a/ Menu Title:** | | | **Objective: 1** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use slide master.  This layer shows Charlotte, the caption bubble with new text, the slide master and the title from slide 3.5.  On the right side of the screen a large checklist displays a list of the materials needed to create a wooden sign.  A checkbox appears under the caption bubble with text. | [Slide Title]  **Summary**  *The following items are listed in the clipboard as a checklist.*   * Paint and Stain Guide * Paint and Stain * Primer * Weeding Tool * Sponges and Paintbrush * Tape * Wood * Stencil * Nail Gun and Hardware   [Directions]  Click the box above when you are finished reviewing this section of the course. | [Charlotte]  [1] The materials you will need to complete your sign are a paint and stain guide for choosing your contrasting colors, paint and stain that you have chosen from your guide, primer for preparing your painting surface, a weeding tool to remove unwanted pieces of your stencil design, sponges and a paintbrush for applying your paint or stain, tape for transferring your stencil onto your wood surface, a wood base and wooden frame pieces, a stencil that you have chosen to paint, and a nail gun and hardware for assembling your project. Click the box above when you're finished reviewing this section of the course. | Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  Each listed item on the clipboard will fade in on screen timed with the VO.  The layer will be hidden and the state of the customer button for this layer on the base layer will be set to viewed when the user clicks on the check box above the directions. |

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| **Slide 3.5b/ Menu Title:** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use slide master.  This layer shows Charlotte, the caption bubble with new text, the slide master and the title from slide 3.5.  On the right side of the screen there are rectangular shaped bars filled with the background colors of the tabs on slide 2.4. Each bar has the best contrasting colors written in it in the corresponding text color: example- red written in red, orange written in orange etc.  A checkbox appears under the caption bubble with text. | [Slide Title]  **Summary**  *Red Background*   * Yellow, White   *Orange Background*   * Yellow, Black, White, Brown   *Yellow Background*   * Red, Blue, Purple, Black, Brown, Gray   *Green Background*   * Yellow, Black, White   *Blue Background*   * Yellow, Green, White   *Purple Background*   * Yellow, White   *White Background*   * Red, Green, Blue, Purple, Black, Brown, Gray   *Black Background*   * Red, Orange, Yellow, Green, Purple, White   *Brown Background*   * Red, Orange, Yellow, Green, Purple, White   *Gray Background*   * Orange, Yellow, White, Black   [Directions]  Click the box above when you’re finished reviewing this section of the course. | [Charlotte]  [1] Having adequate contrast between your background and foreground ensures that your design will be visible and your text will have high readability. Vibrant colors are not always the best choice because they can cause eye strain on certain backgrounds.  Here is a review of the best contrasting colors for each background color. Click the box above when you’re finished reviewing this section of the course. | Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  The layer will be hidden and the state of the customer button for this layer on the base layer will be set to viewed when the user clicks on the check box above the directions. |

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| **Slide 3.5c/ Menu Title:** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use slide master.  This layer shows Charlotte, the slide master and the title from slide 3.5.  An infographic of the step-by-step painting guide is visible on the right side of the screen.  A checkbox appears under the caption bubble with text. | [Slide Title]  **Summary**  [Directions]  Click the box above when you’re finished reviewing this section of the course. | [Charlotte]  [1] Click the box above when you’re finished reviewing this section of the course. | When the timeline starts on this layer it will lightbox slide 3.6.  When the lightbox is closed the user will return to this slide and be able to interact with it.  The user can click the image of the infographic to enlarge it for better viewing.  The layer will be hidden and the state of the customer button for this layer on the base layer will be set to viewed when the user clicks on the check box above the directions. |

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| **Slide 3.6/ Menu Title: Lightbox Step-by-step Guide** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use slide master.  New title: Painting guide.  Charlotte is on the left side of the screen facing forward toward the user. Caption bubbles track the directions on screen.  A painting guide infographic is on the right side of the screen. The infographic enlarges when clicked and resumes normal size if clicked again.  Custom continue button is visible under the caption bubbles. | [Slide Title]  **Painting Guide**  [Charlotte Caption]  Click the Painting Guide to enlarge it. This infographic can also be found in the resources tab.  [Button]  Click to Continue | [Charlotte]  [1] Click the Painting Guide to enlarge it. This infographic can also be found in the resources tab. Click to continue | Caption bubbles track the conversation with slide text fading in and out on time with the timeline and timed with the VO.  The lightbox will be closed when the user clicks on the continue button. |

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| **Slide 4.1/ Menu Title: Quiz Introduction** | | |  |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use slide master with semitransparent rectangular overlay as seen in slide 1.3.  An image of a checklist is visible on the right side of the screen.  An introduction to the quiz with text in bulleted form is visible on the right. | [Slide Title]  **Final Graded Quiz**   * Question format: 5 variable questions. * Must earn 80% to pass. * Use the menu to review any unknown material before beginning. * When you are ready, click next to continue. | [Charlotte]  [1] Welcome to the final graded quiz. This part of the course will test your knowledge of what you have learned. There are 5 questions that vary in format. You must earn 80 percent or greater to pass. If you don’t pass, you will be able to retry the quiz. If you are unsure of any material, review the parts of the course you want to study by clicking them in the menu before beginning this quiz. When you are ready, click next to continue. | Bulleted points of text will fade in on screen as they time in on the timeline with VO.  The next button will be disabled with the timeline begins and will be set to normal when the timeline ends.  Score by question with 1 attempt for each quiz question as the learner progresses through the quiz. They will be able to retake the entire quiz at the end if they do not pass.  When user clicks submit, submit multiple choice and advance to next slide.  The user will not get immediate feedback with correct or incorrect layers. All questions are answered sequentially first in the graded assessment, then they will receive their score on the results page.  If they do not pass the can come back and review the quiz. |

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| **Slide 4.2/ Menu Title: Question 1 (hidden from menu)** | | | **Objective: 1** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use same slide master and semitransparent overlay as seen in slide 4.1.  Picture of question marks is visible on the right.  Question appears at the top of the screen and answers appear on the left under the question. | [Slide Title]  **Quiz Question 1**  [Question]  Which list of materials below correctly identifies all of the materials you need to create a wooden sign?  [Directions]  Click the check to submit.  [Answer Choices]   1. **Paint and stain guide, paint, stain, primer, weeding tool, sponges, paintbrush, tape, wood, stencil, nail gun, hardware [CORRECT ANSWER]** 2. Paint and stain guide, primer, paper, weeding tool, sponges, paintbrush, tape, palette, nail gun, hardware 3. Primer, paint, stain, weeding tool, sponges, paintbrush, tape, wood, stencil, nail gun, hardware 4. Paint, stain, weeding tool, sponges, tape, wood, stencil, nail gun | [Charlotte]  [1] Which list of materials below correctly identifies all of the materials you need to create a wooden sign? Click the check to submit. | Same as Slide 4.2.  Answer format: Multiple choice. |

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| **Slide 4.3/ Menu Title: Question 2 (hidden from menu)** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use same slide master and semitransparent overlay as seen in slide 4.1.  Picture of color chart is visible on the right.  Question appears at the top of the screen and answers appear on the left under the question. | [Slide Title]  **Quiz Question 2**  [Question]  Which colors from the color chart contrast best against brown stain #3?  [Directions]  Select all that apply then click the check to submit.  [Answer Choices]   1. **Warm Red #7 [CORRECT ANSWER]** 2. **Warm Orange #4 [CORRECT ANSWER]** 3. **Warm Yellow #2 [CORRECT ANSWER]** 4. **Cool Green #20 [CORRECT ANSWER]** 5. Cool Blue #11 6. **Neutral White #1 [CORRECT ANSWER]** | [Charlotte]  [1] Which colors from the color chart contrast best against brown stain number three? Select all that apply then click the check to submit. | Same as Slide 4.2.  Answer format: Select Multiple. |

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| **Slide 4.4/ Menu Title: Question 3 (hidden from menu)** | | | **Objective: 2** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use same slide master and semitransparent overlay as seen in slide 4.1.  Picture of color chart is visible on the right.  Question appears at the top of the screen and answers appear on the left under the question. | [Slide Title]  **Quiz Question 3**  [Question]  Which colors from the color chart contrast best against warm color #2?  [Directions]  Select all that apply then click the check to submit.  [Answers]   1. **Warm Red #7 [CORRECT ANSWER]** 2. **Cool Blue #10 [CORRECT ANSWER]** 3. Neutral White #1 4. **Neutral Black #11 [CORRECT ANSWER]** 5. **Neutral Gray #8 [CORRECT ANSWER]** 6. **Warm Brown #18 [CORRECT ANSWER]** | [Charlotte]  [1] Which colors from the color chart contrast best against warm color number two? Select all that apply then click the check to submit. | Same as Slide 4.2.  Answer format: Select Multiple. |

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| **Slide 4.5/ Menu Title: Question 4 (hidden from menu)** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use same slide master and semitransparent overlay as seen in slide 4.1.  Picture of question marks is visible on the right.  Question appears at the top of the screen and answers appear on the left under the question. | [Slide Title]  **Quiz Question 4**  [Question]  What is the correct order of the first 5 steps in creating your wooden sign?  [Directions]  Sequence the steps below and click the check to submit.  [Answers]  Step 1: **Painting Your Wood [CORRECT ANSWER]**  Step 2: **Weeding Your Stencil [CORRECT ANSWER]**  Step 3: **Taping Your Stencil [CORRECT ANSWER]**  Step 4: **Peeling Your Stencil [CORRECT ANSWER]**  Step 5: **Applying Your Stencil [CORRECT ANSWER]** | [Charlotte]  [1] What is the correct order of the first 5 steps in creating your wooden sign? Sequence the steps below and click the check to submit. | Same as Slide 4.2.  Answer format: Sequence. |

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| **Slide 4.6/ Menu Title: Question 5 (hidden from menu)** | | | **Objective: 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use same slide master and semitransparent overlay as seen in slide 4.1.  Picture of question marks is visible on the right.  Question appears at the top of the screen and answers appear on the left under the question. | [Slide Title]  **Quiz Question 5**  [Question]  What is the correct order of the last 5 steps in creating your wooden sign?  [Directions]  Sequence the steps below and click the check to submit.  [Answers]  Step 6: **Remove the Tape [CORRECT ANSWER]**  Step 7: **Prime/Paint Your Stencil [CORRECT ANSWER]**  Step 8: **Remove the Stencil [CORRECT ANSWER]**  Step 9: **Assemble the Frame [CORRECT ANSWER]**  Step 10: **Add the Hardware [CORRECT ANSWER]** | [Charlotte]  [1] What is the correct order of the last 5 steps in creating your wooden sign? Sequence the steps below and click the check to submit. | Same as Slide 4.2.  Answer format: Sequence. |

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| **Slide 4.7/ Menu Title: Results Slide** | | | **Objective: 1, 2, 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use same slide master and semitransparent overlay as seen in slide 4.1.  White square is on the left side of the screen.  Inside the square there is space for the users score. | [Slide Title]  **Quiz Results**  YOUR SCORE: XX%  PASSING SCORE: YY% | *[Narration only on layers]* | Use a result slide to show success layer 4.7a when the timeline starts if results are equal to or greater than the passing score.  Show failure layer 4.7b when the timeline starts if results are less than passing score.  Base layer will be visible (show through) from success or failure layers.  Results variable reference shows the percent score only.  Built in graded quiz variable reference displays learner score where XX appears on slide.  80% to pass shown where YY appears on slide. |

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| **Slide 4.7a/ Menu Title:** | | | **Objective: 1, 2, 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use same slide master and semitransparent overlay as seen in slide 4.1.  White square is on the left side of the screen.  User’s score is shown inside of the white Your Score box.  Under the white box, there are custom buttons for reviewing the quiz and continuing.  On the right there is a large check mark that Charlotte and Avatar are standing next to. Both characters are facing forward.  Charlotte and Avatar have the same pose: hands in air/happy. | [Slide Title]  **Quiz Results**  Nice job, you passed!  [Directions]  Click Review to see your results or click Continue to move on.  [Buttons]  Review Quiz  Continue | [Charlotte]  [1] Nice job. You passed! Click Review to see your results or click Continue to move on. | Review button shows correct/incorrect responses when reviewing.  Continue button jumps to slide 4.8 |

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| **Slide 4.7b/ Menu Title:** | | | **Objective: 1, 2, 3** |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use same slide master and semitransparent overlay as seen in slide 4.1.  White square is on the left side of the screen.  User’s score is shown inside of the white Your Score box.  Under the white box, there are custom buttons for reviewing the quiz and retrying the quiz.  On the right there is a large red X that Charlotte and Avatar are standing next to. Both characters are facing forward.  Charlotte has 1 pose: hand on hip thumbs down/disappointed.  Avatar has 1 pose: arms crossed/disappointed. | [Slide Title]  **Quiz Results**  Sorry, you did not pass.  [Directions]  Click Review to see your results or click Retry Quiz to try the quiz again.  [Buttons]  Review Quiz  Retry Quiz | [Charlotte]  [1] Sorry, you did not pass. Click Review to see your results or click retry Quiz to try the quiz again. | Retake button resets results slide and jumps to slide 4.2  Review button shows correct/incorrect responses when reviewing. |

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| **Slide 4.8/ Menu Title: Enter Your Name (hidden from menu)** | | |  |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use slide master.  Charlotte appears from waist up on the right taking up half the screen.  There is a caption bubble to her left with a place for the user to enter their name. | [Slide Title]  **Certificate**  [Charlotte Caption]  Please enter your first and last name to access your certificate:  XX  Click next to continue. | [Charlotte]  [1] Please enter your first and last name then click next to continue to a printable certificate of completion for this course. | A text variable will allow the user to enter their name into a box where the XX is.  Jump to slide 4.9 when the user clicks next. |

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| **Slide 4.9/ Menu Title: Certificate of Completion** | | |  |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| No slide master.  Background: A custom created certification of completion.  There is a custom print button that lets the user print their certificate off. | Certificate of Completion  The certificate is presented to:  XX  For successfully completing Dot & Co’s Guide to Creating a Wooden Sign  Date: YY  Instructor Signature: Charlotte Linder | [Charlotte]  [1] Click the print button to print off a copy of this certificate of completion. | The text variable from slide 4.8 will display the text the user enters where XX is shown when the timeline begins.  Javascript will enable the current date where YY is shown when the timeline begins.  When the user clicks the Print button, the print dialog box will open and the Print button will disappear from the timeline. |

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| **Slide 4.10/ Menu Title: Congratulations** | | |  |
| **Visual / Display:** | **Slide Text:** | **Narration / Voiceover:** | **Animation / Interaction:** |
| Use slide master.  Charlotte appears from waist up on the right, taking up half the side of the screen.  There is a caption bubble to her left telling the user they are finished with the course.  Customer exit button. | [Slide Title]  **Congratulations!**  [Charlotte Caption]  You have completed this course. Click the button below to exit.  [Button]  Exit Course | Charlotte: Congratulations! You have completed this course. Click the button below to exit. | Caption bubble will display the caption.  Exit course button will exit the course. |