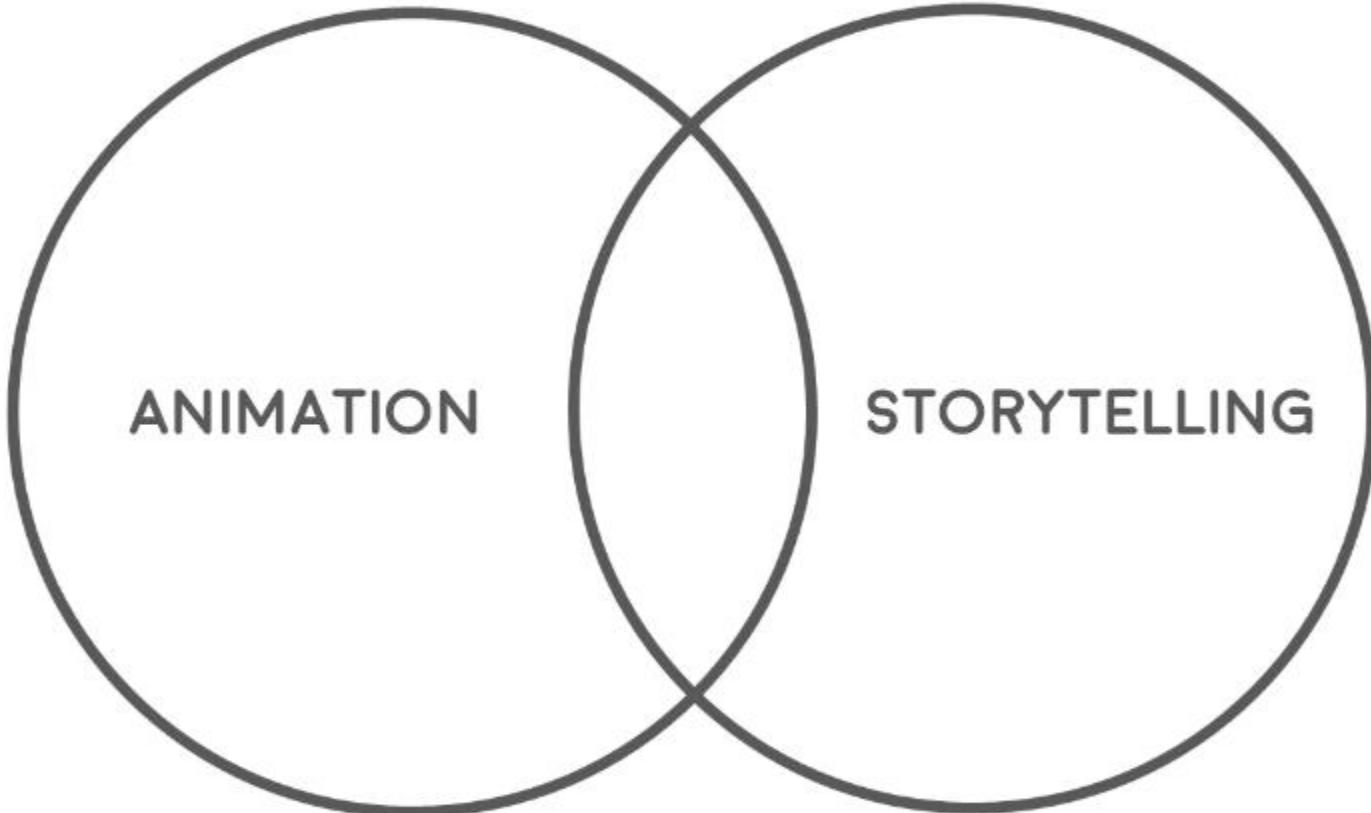


# E-LEARNING Uncovered

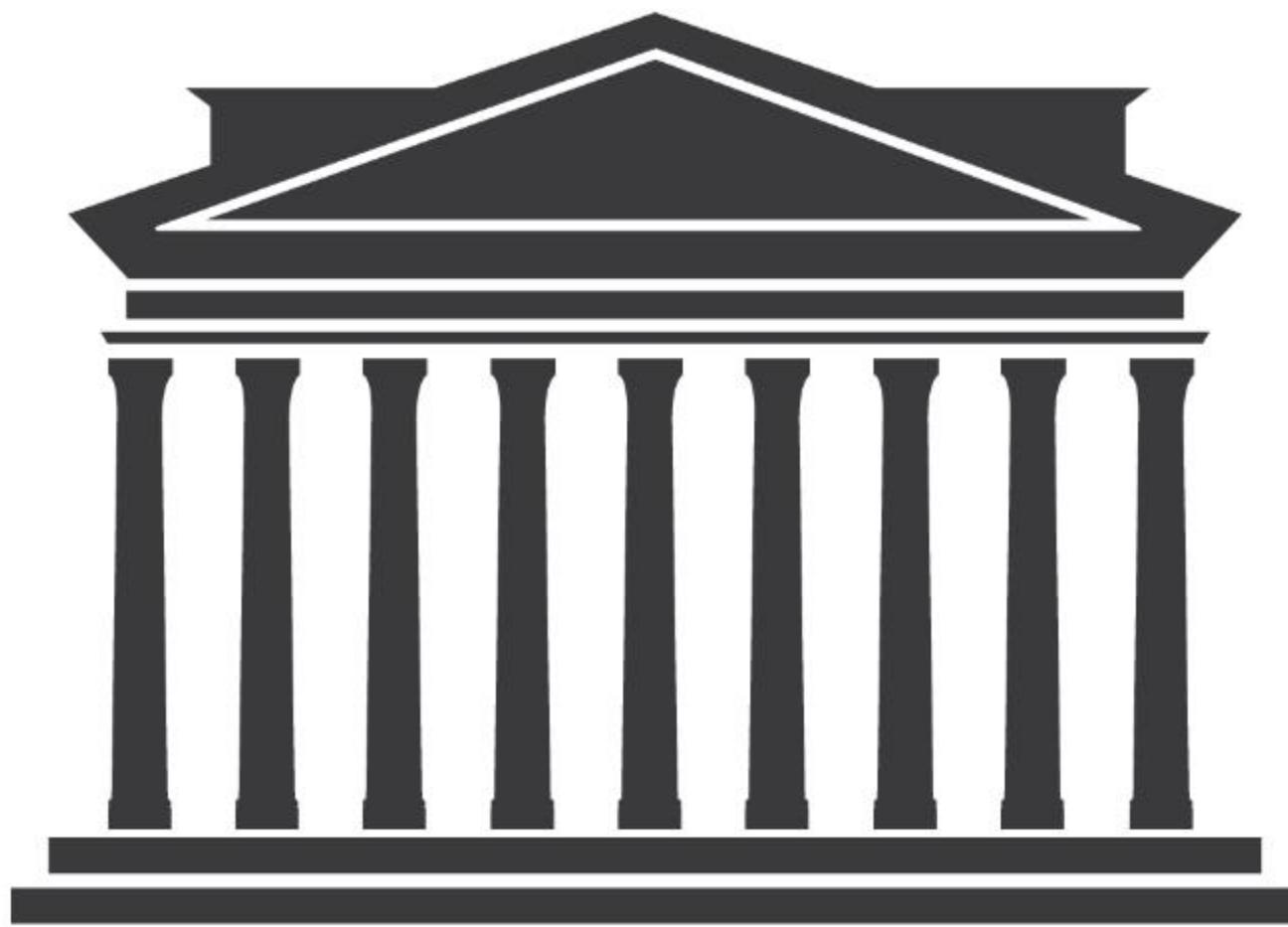
BY ARTISAN E-LEARNING

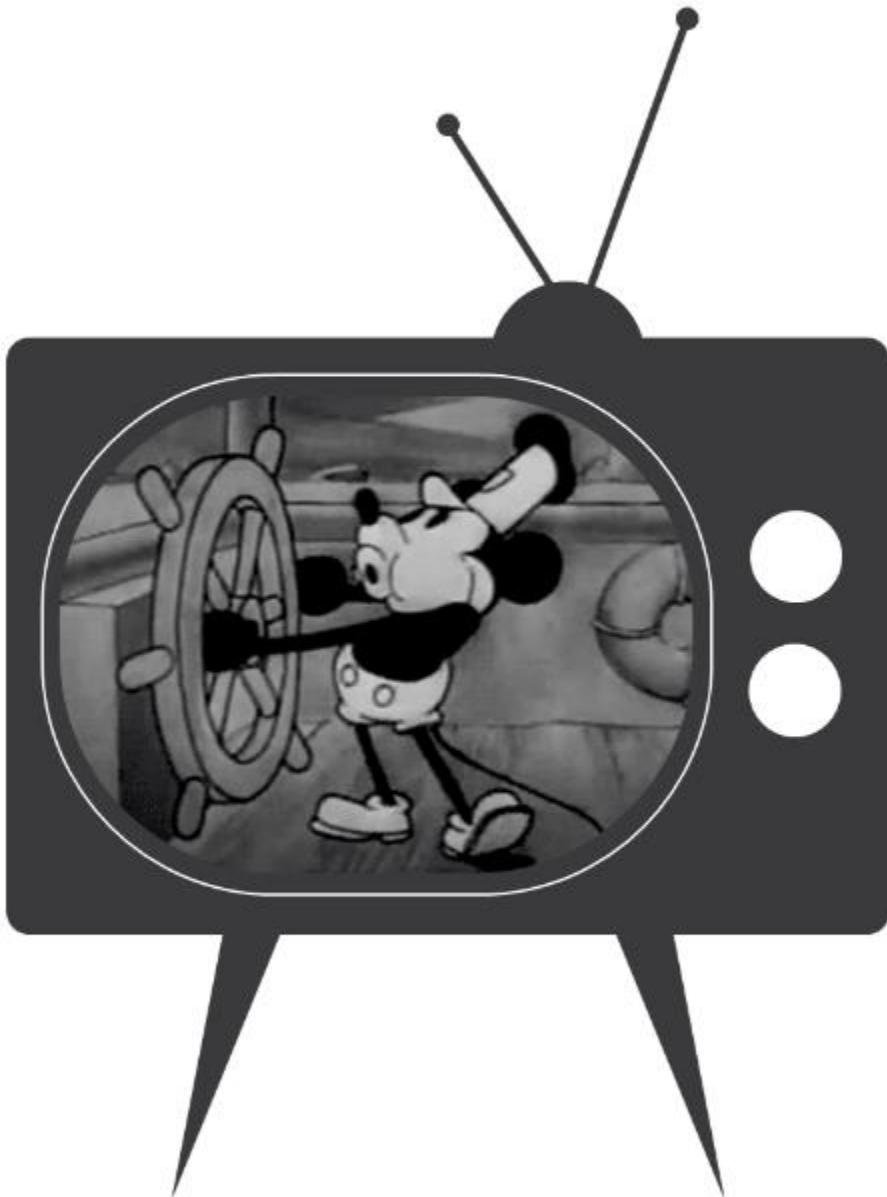
DESIGNING WITH  
**ANIMATION**  
TIM SLADE

# WHAT IS ANIMATION?











“

Why shouldn't I be using  
these fun animations?

”

“That was a fun slide transition!  
Should I put that in my next  
e-learning course?”

“Why don't these animated bean  
people help my learning content?”





DIRECTIONAL  
ANIMATIONS

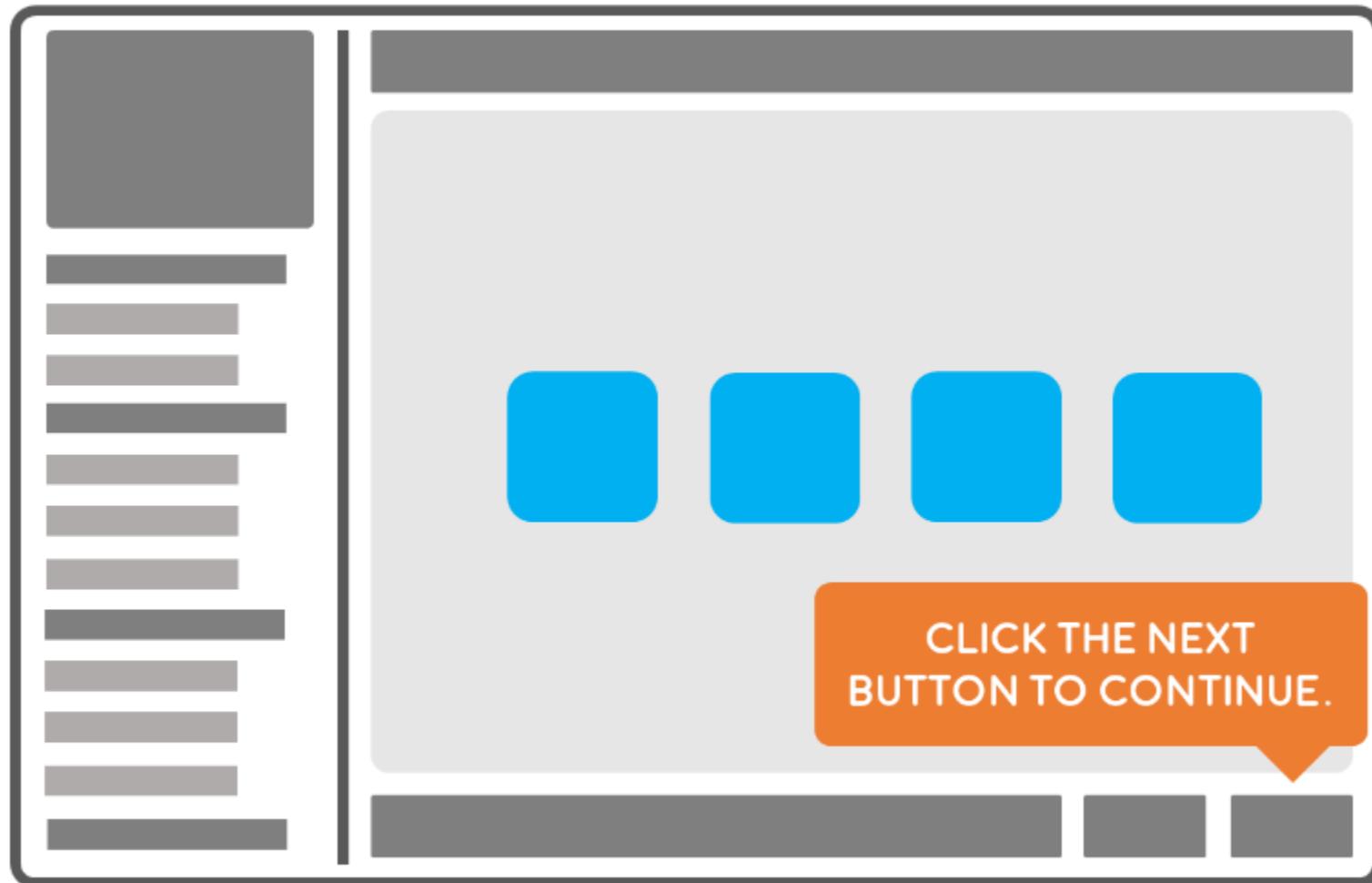


TRANSITIONAL  
ANIMATIONS



INSTRUCTIONAL  
ANIMATIONS

**CLICK THE NEXT  
BUTTON TO CONTINUE.**



CLICK THE NEXT  
BUTTON TO CONTINUE.

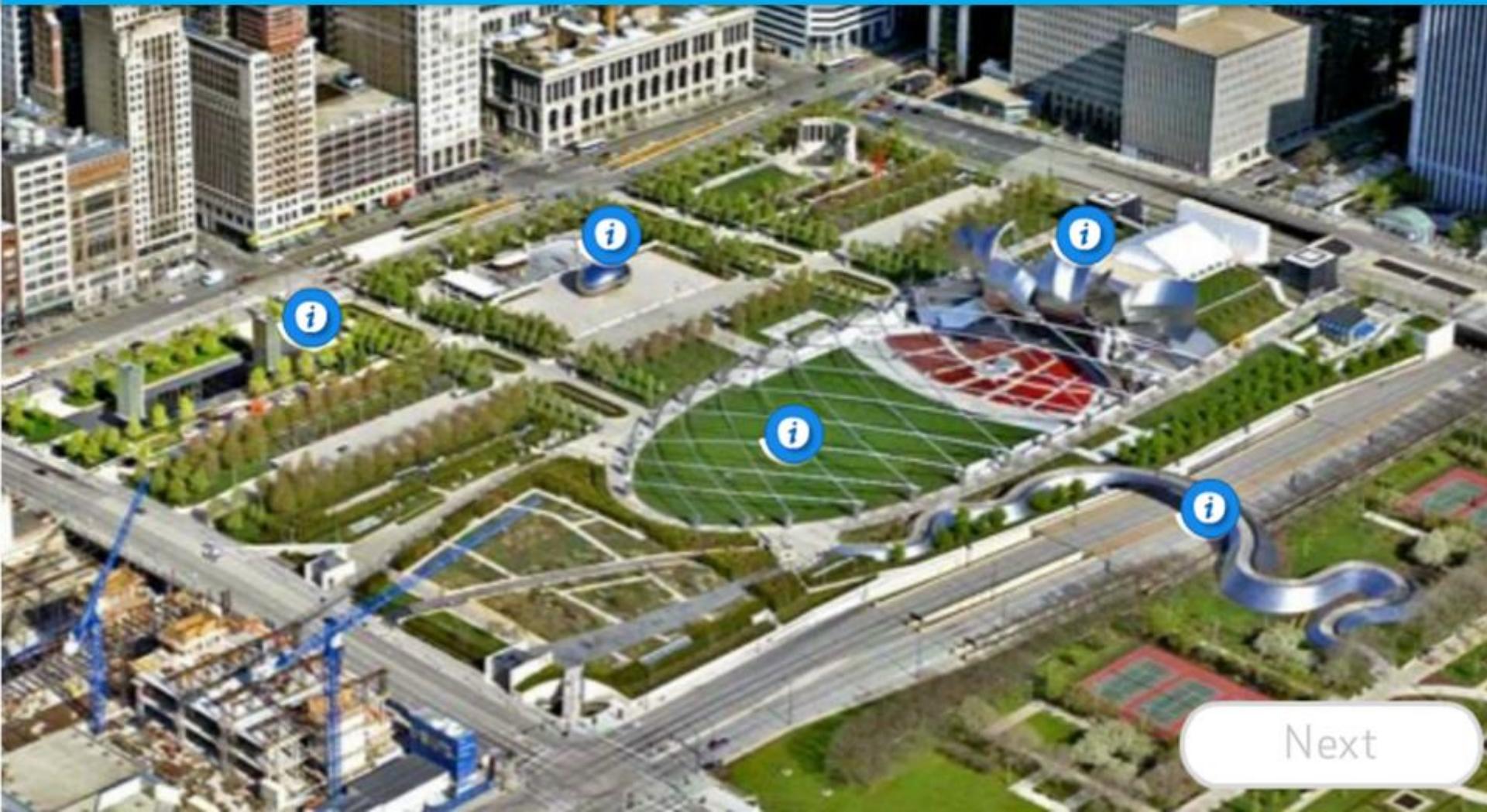


# SAFETY IN THE WORKPLACE >

CLICK THE NEXT BUTTON TO CONTINUE.

CHICAGO

# Millennium Park



Next

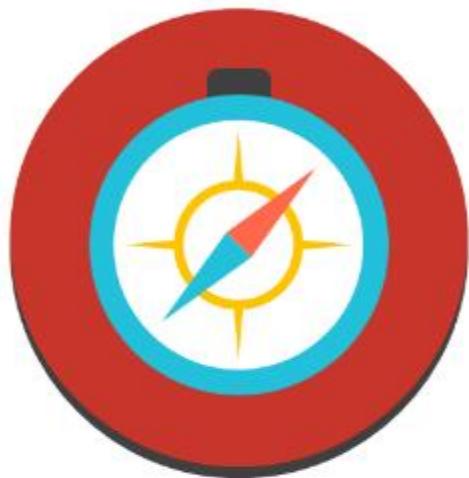


**PREVENT  
IDENTITY THEFT**

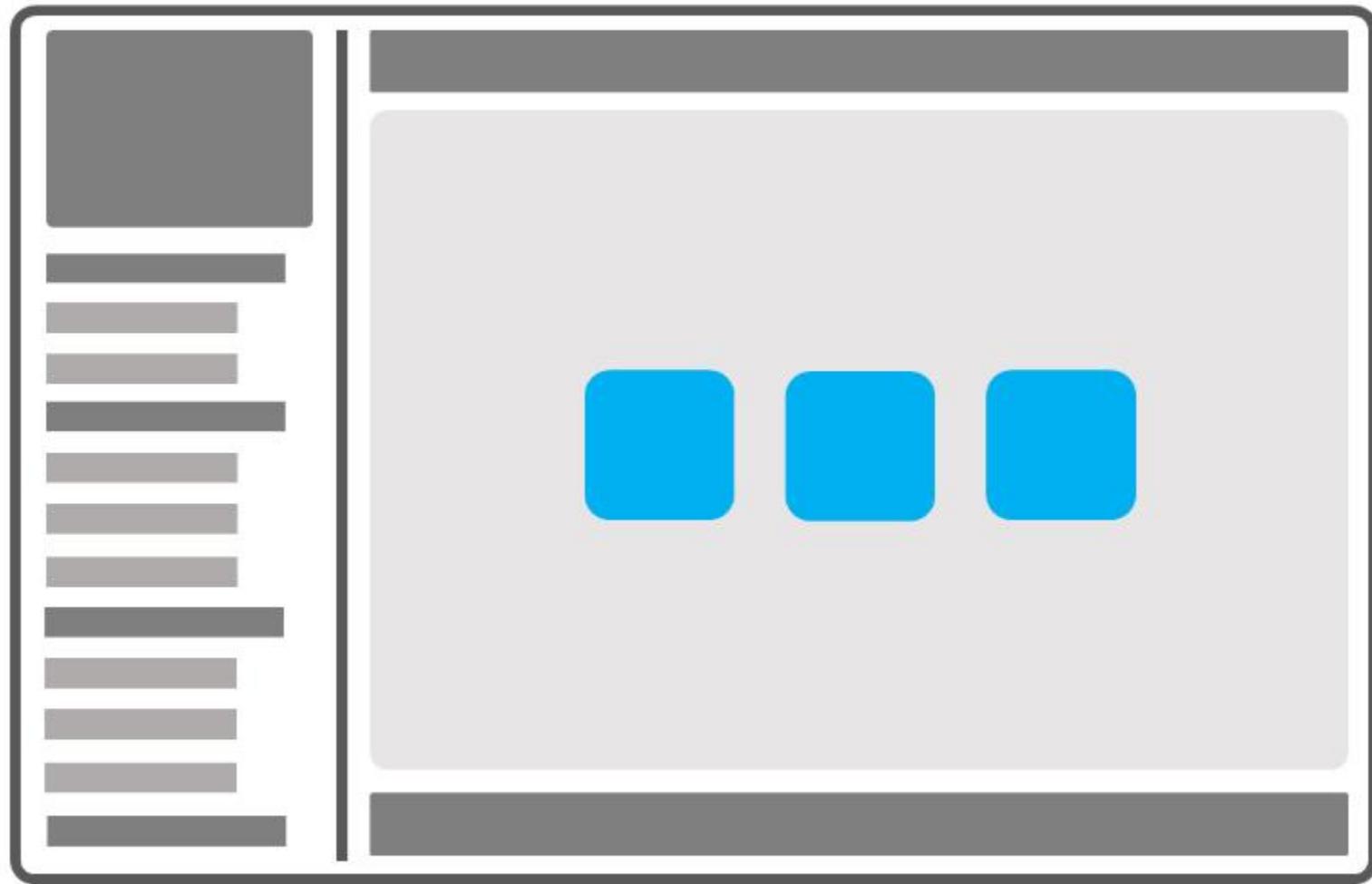


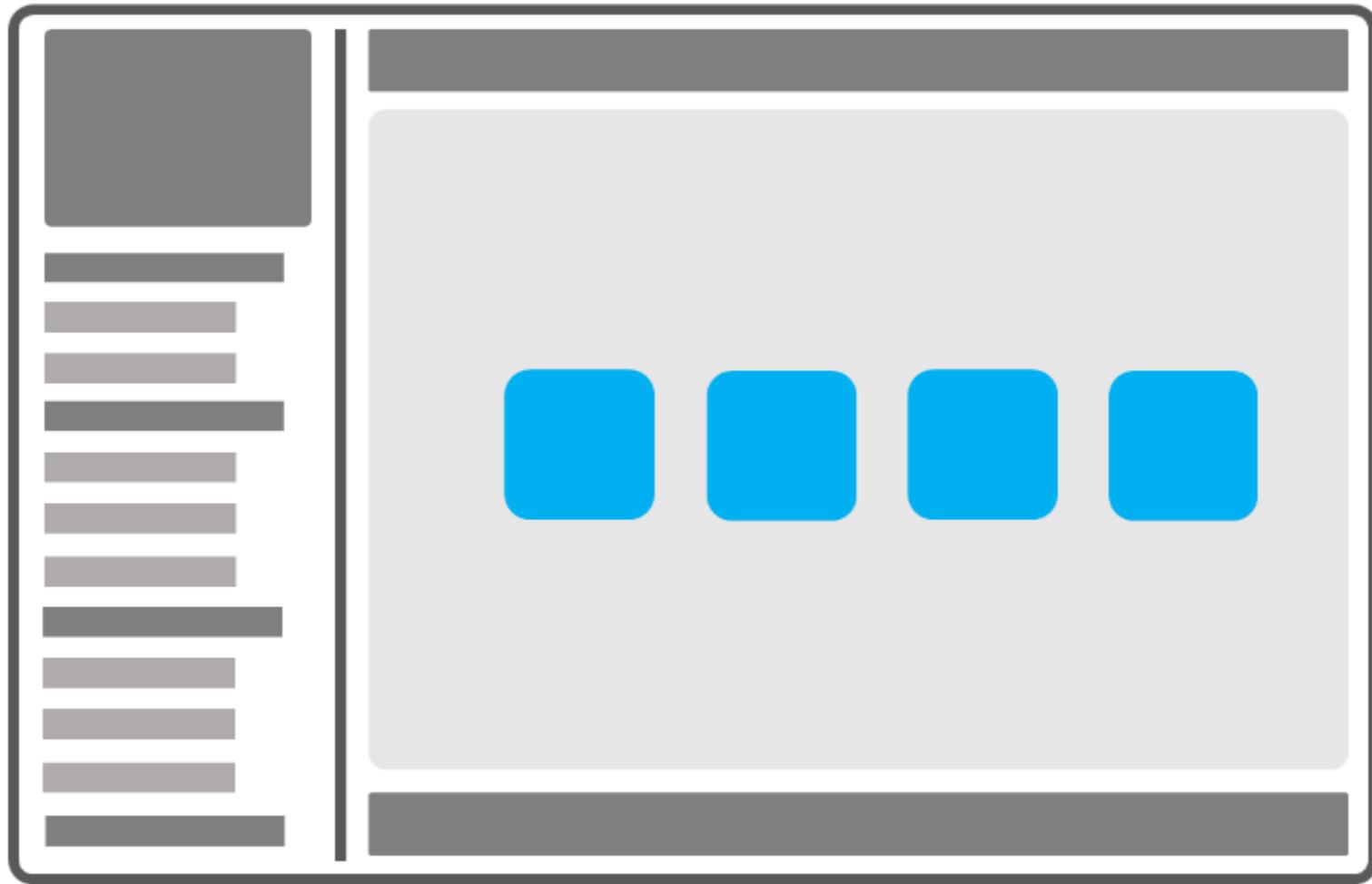


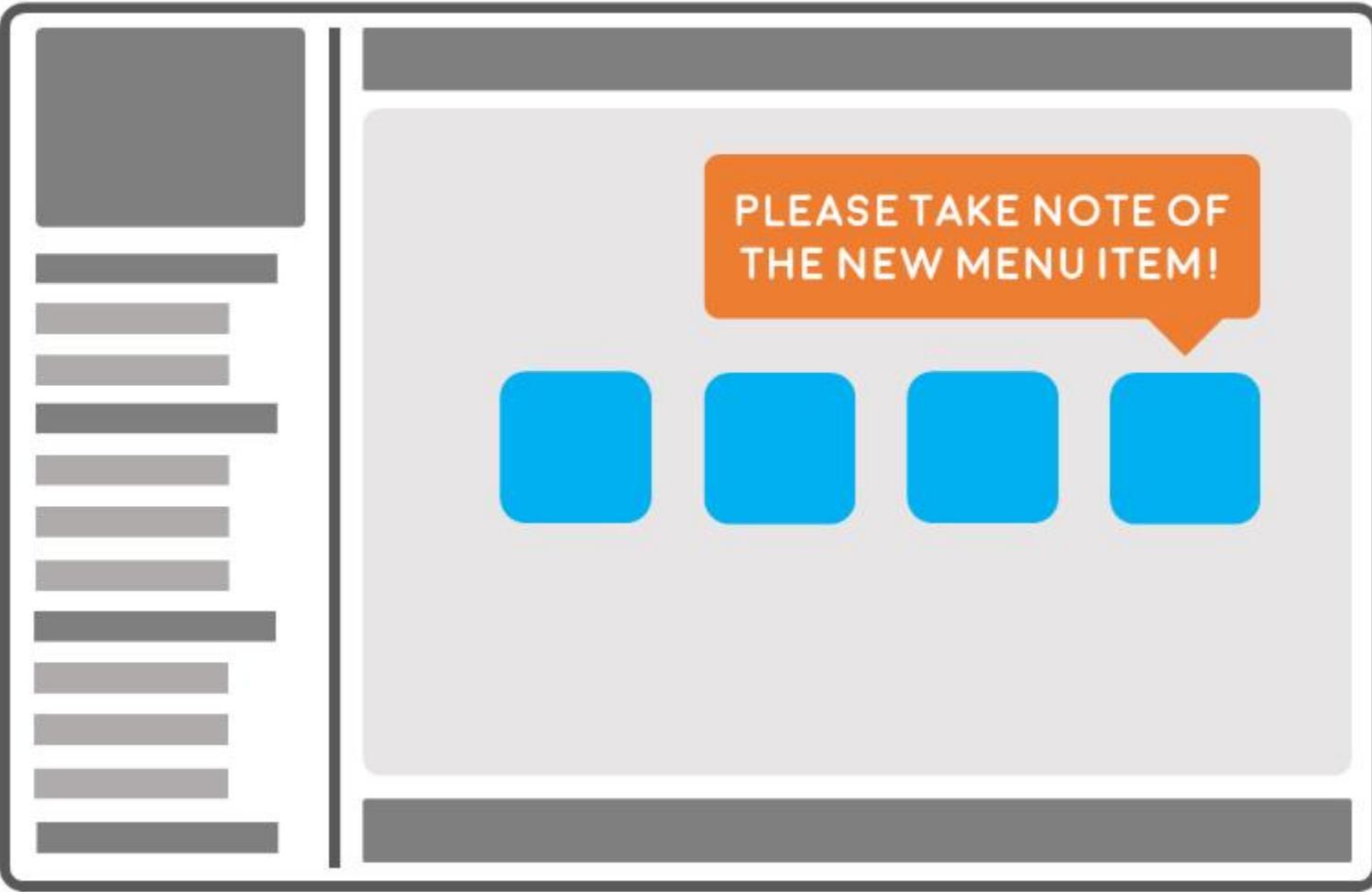
PREVENT  
**IDENTITY THEFT**



# TRANSITIONAL ANIMATIONS

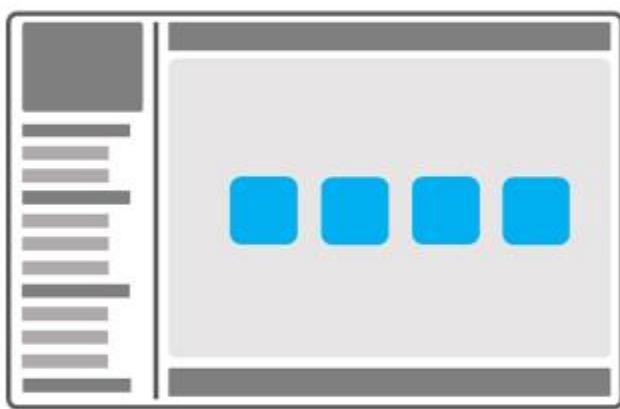
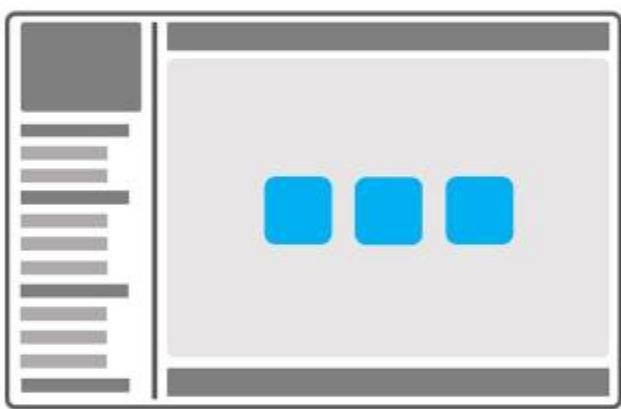




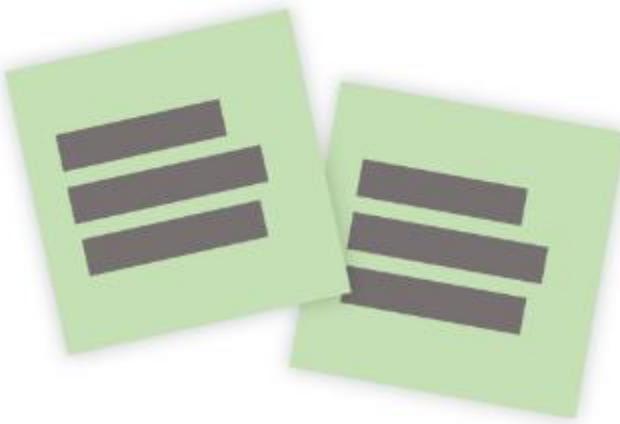
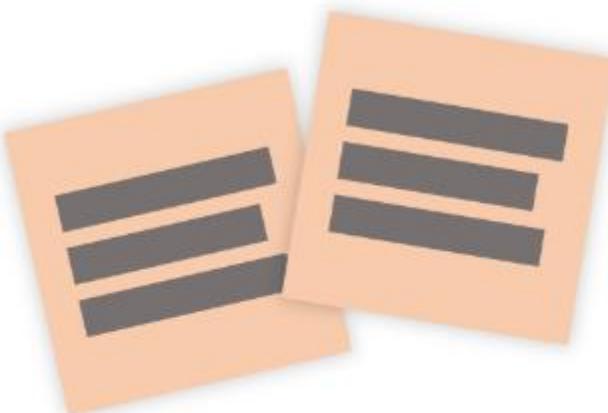
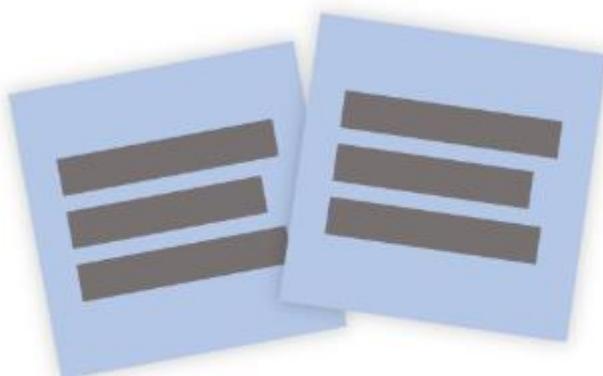


PLEASE TAKE NOTE OF  
THE NEW MENU ITEM!



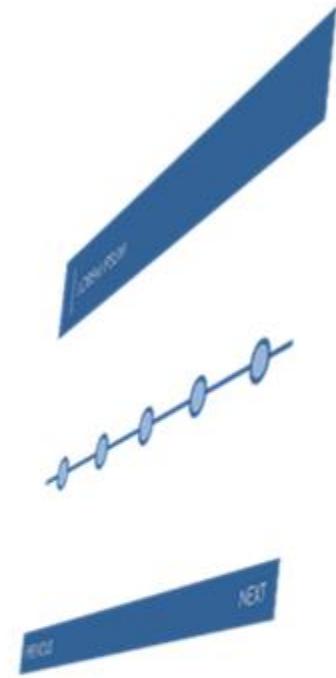






# E-LEARNING COURSES ARE BUILT IN LAYERS





INTERFACE



CONTENT



BACKGROUND

## LEARNING OBJECTIVES

AFTER COMPLETING  
THIS COURSE YOU  
WILL BE ABLE TO...

*Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore aliqua.*

*Sed ut perspiciatis unde omnis iste natus error sit voluptatem accusantium dolor emque laudantium sed do.*

*Neque porro quisquam est, qui dolorem ipsum quia dolor sit amet, consectetur, adipisci velit, sed quia non numquam eius.*

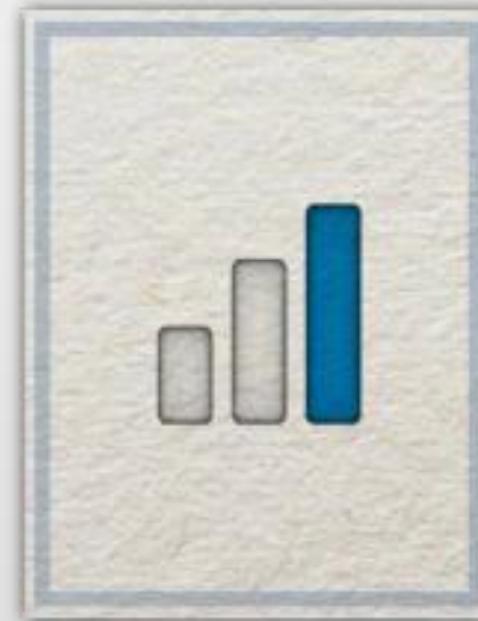
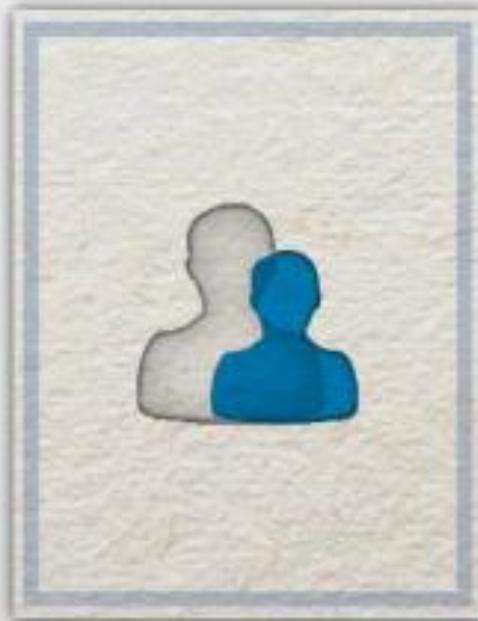
CONTINUE

# WELCOME



VALUES  
PEOPLE  
OFFICES

# VALUES



# Call Center **Training**





THE  
MEN'S  
FALL  
ISSUE



UNDE OMNIS ISTE NATUS  
**LOREM  
IPSUM DOLOR**

**UT ENIM AD**  
SED UT PERSPCIATIS

*Excepteur sint occaecat  
cupidatat non proident, sunt in  
culpa qui officia deserunt mollit  
anim id est laborum.*

OMNIS ISTE

**EAQUE IPSA**  
NEQUE PORRO DOLOREM

*Duis aute irure dolor in  
reprehenderit in voluptate velit  
esse cillum dolore eu fugiat  
nulla pariatur.*

DOLOR UNDE



LABORE ET MAGNA

# Alter Ego

## CONTENTS

**UT ENIM AD**

SED UT PERSPCIATIS

GO

**EAQUE IPSA**

NEQUE PORRO DOLOREM

GO

**LABORE ET**

AD TEMPOR UT ENIM

GO



## HOW TO BRINE?

WHY BRINE?

BRINING = MOISTURE + FLAVOR

HOW TO  
BRINE?

1. COMBINE WATER + SALT + SUGAR
2. SUBMERGE TURKEY IN SOLUTION

HOW LONG  
TO BRINE?

TIME = 1 HOUR + PER POUND

Cooking the turkey depends on how you want it to taste. After patting the turkey dry, you will want to season it with salt and pepper and insert the aromatics of choice into the cavity.

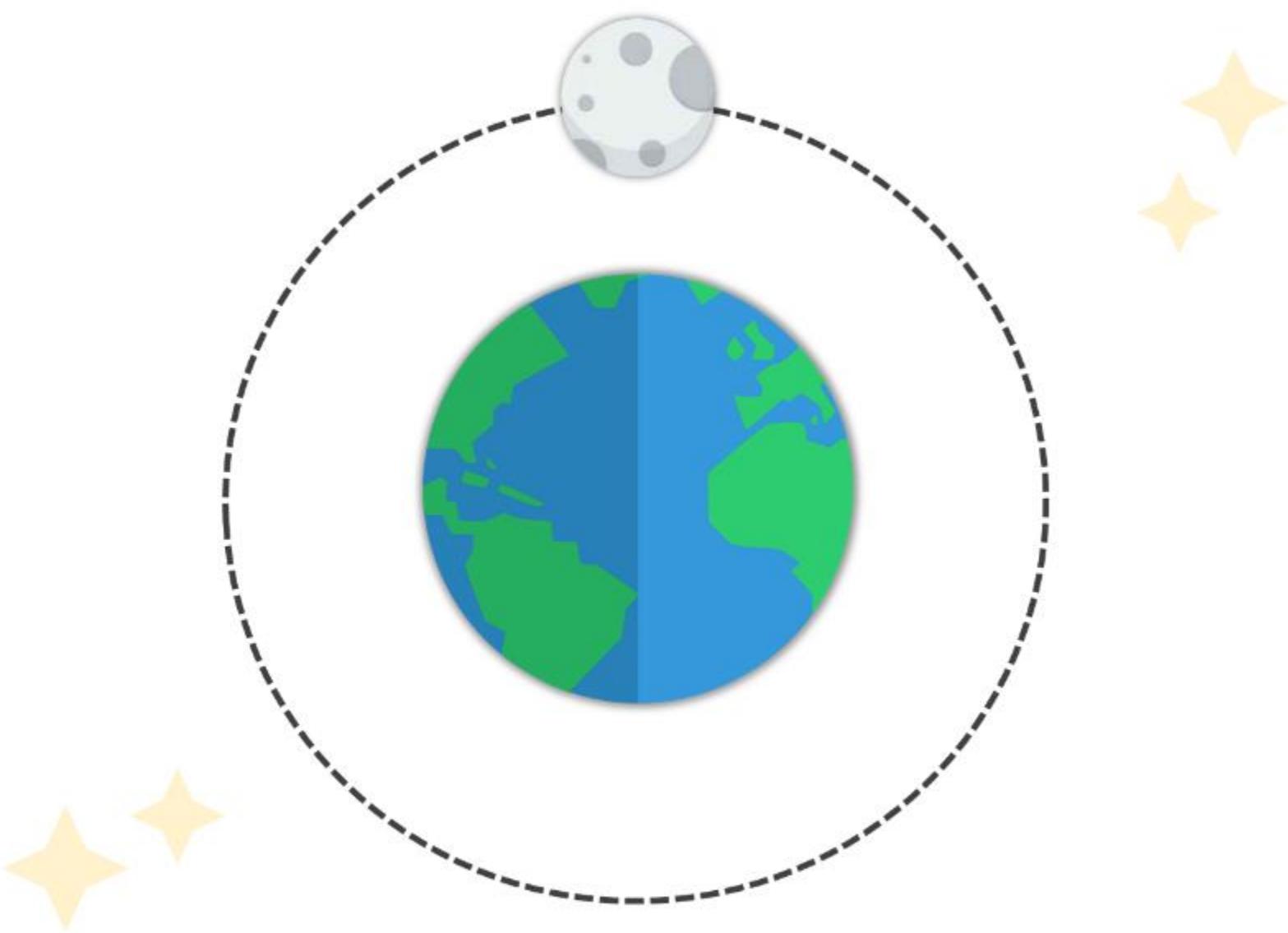
Remember, a turkey is only as good as you make it!

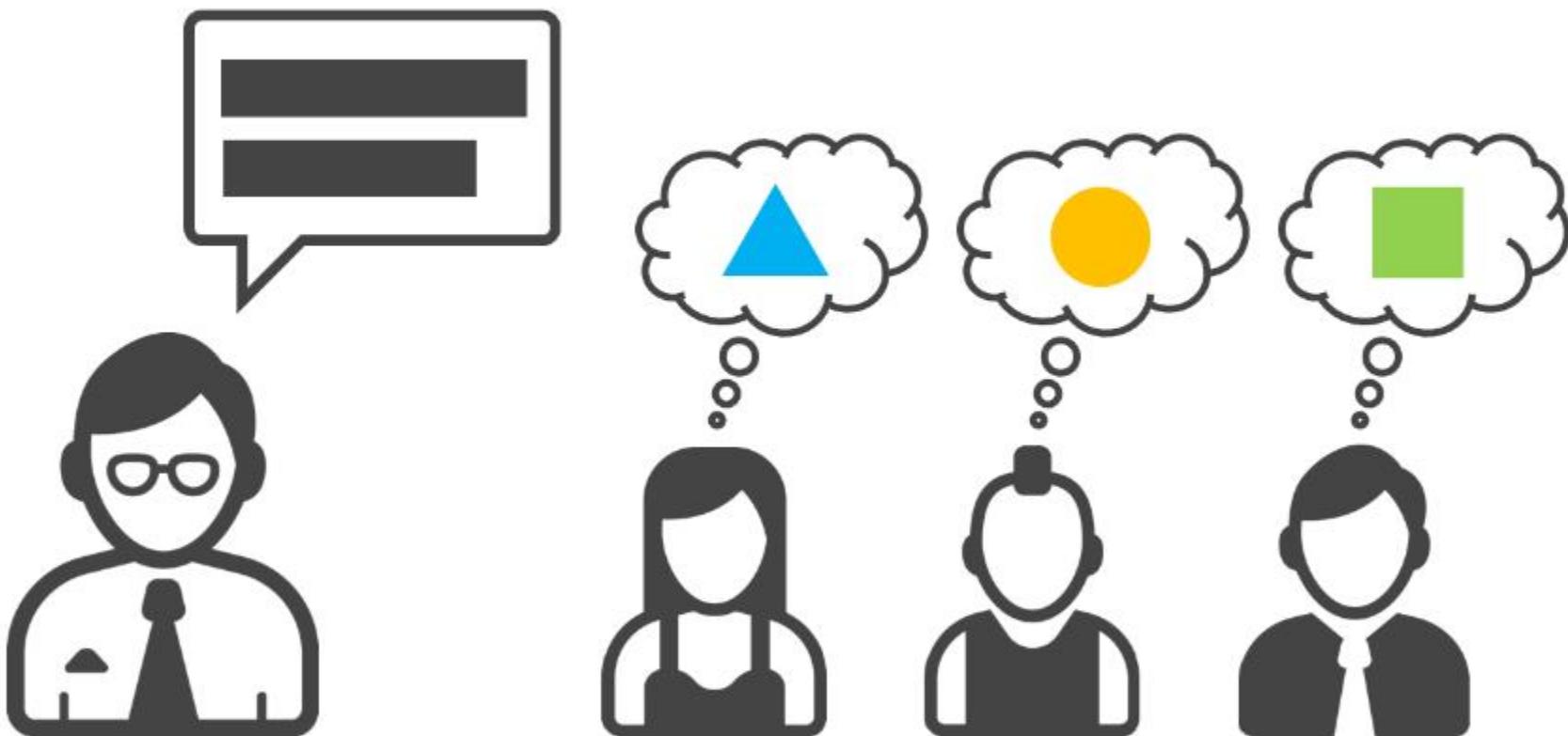


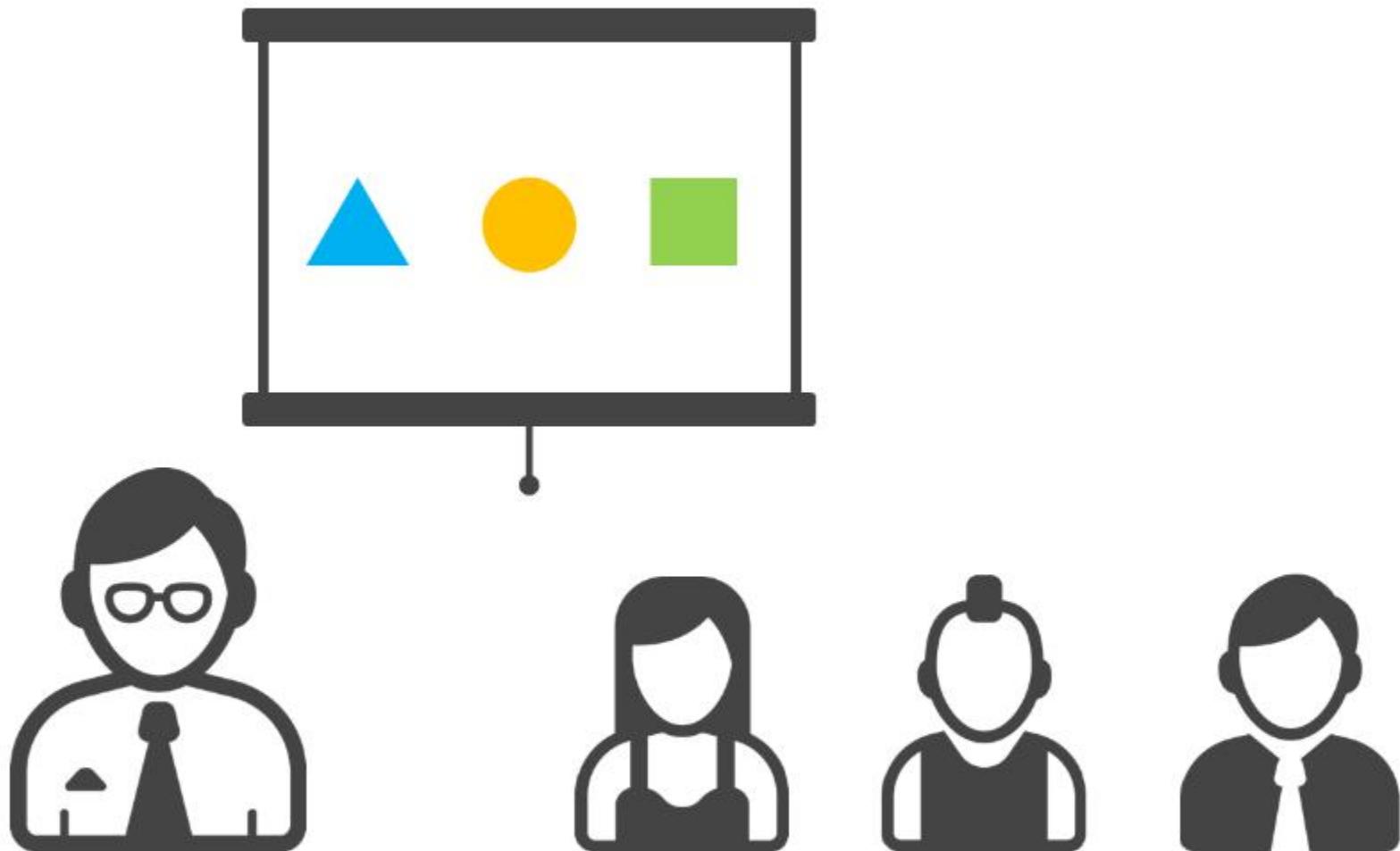
## INSTRUCTIONAL ANIMATIONS

# NON-VERBAL COMMUNICATION

THE MOON ORBITS  
THE EARTH.







CONCEPTUAL

TECHNICAL



# INVENTORY SHORTAGE

## Inventory Shortage

- Inventory shortage is a measurement of the difference in inventory between a physical count and the amount recorded.
- Causes may range from operational errors or theft.
- An inventory percentage is calculated by dividing the total amount of shortage by the sales base of a store.
  - This percentage represent the amount of shortage.
  - The smaller the percentage, the better.

# Inventory Shortage



Shortage  
**\$90**

A yellow price tag with a blue string and a circular hole at the bottom right. The word 'Shortage' is written in red cursive above the number '\$90', which is also written in large red bold digits.

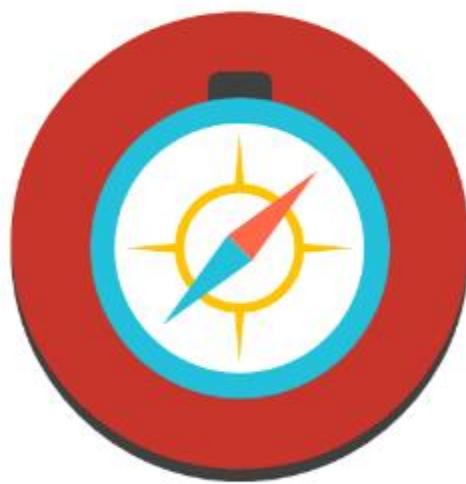
# INVENTORY TAGS

# Inventory Tag Placement

- Inventory tags should be placed in numerical order.
- Inventory tags should be place on fixtures from front to back, left to right.
- Department walls should be tagged last.

AREA TICKET		4701-9
AREA	DEPT.	
NOTES		
AREA TOTALS		
UNIT COUNT		
VALUE		
# BARCODES		
PRINT AUDITOR'S LAST NAME, FIRST INITIAL.		
WORKSHEET #		
VERIFIED BY		





**INSTRUCTIONAL  
DESIGN**

**GRAPHIC  
DESIGN**

**INTERFACE  
DESIGN**

**ANIMATION  
DESIGN**

**USE ANIMATIONS TO  
HELP LEARNERS SEE  
WHAT YOU'RE SAYING.**

# 3 RULES FOR DESIGNING WITH ANIMATION.

**USE ANIMATIONS TO  
HELP LEARNERS SEE  
WHAT YOU'RE SAYING.**

**USE ANIMATIONS WITH  
PURPOSE & INTENTION.**

**WHEN IN DOUBT.  
FADE IN & FADE OUT.**

# E-LEARNING UNCOVERED

BY ARTISAN E-LEARNING

WWW.ELEARNINGUNCOVERED.COM & WWW.ARTISANELEARNING.COM



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TIM SLADE