STORYLINE VS ARTICULATE RISE COMPARISON

Considerations	Storyline	Rise
Project Need	 Geared toward slide-based rich, interactive, and engaging experiences Requires more effort and time to develop 	 Geared toward information- heavy, simple, and clean experiences Requires less effort and time to develop
Authoring	 Desktop-based authoring Programming from scratch Highly customizable (audio, animations, triggers, & variables) Requires longer development time Steep development learning curve 	 Cloud-based authoring Rapid development Offers templated learning blocks Limited customizations (colors and fonts) Small development learning curve
End-User Experience	 Flexible course navigation and flow (free, locked, restricted, branching with triggers) Higher interactivity potential (e.g., games, simulations, scenarios interactions) Solid audio integration (voiceover on each slide and layer) 	 Modular lessons and stackable learning blocks (locked or free navigation, possible to lock preceding blocks on a lesson) Offers limited interactivity (markers, timelines, simple scenario branching) Limited audio integration (audio won't play automatically)
Hosting and Tracking	 Can be hosted and tracked in an LMS (exports as cmi5, xAPI (Tin Can API), SCORM 2004, SCORM 1.2, and AICC) Supports web-only exports 	 Can be hosted and tracked in an LMS (exports for AICC, SCORM 1.2, SCORM 2004, xAPI (Tin Can), and cmi5 learning management systems) Supports web-only exports
Content Updates and Management	 Potential for more effort to update content based on the course build complexity 	Potential for less effort to update content based on templated course simplicity
Responsiveness and Accessibility	Limited mobile responsiveness	 High mobile responsiveness Compliant with Web Content Accessibility Guidelines (WCAG) 2.1 Level AA.