

[ChatGPT prompt] Dial Use Cases

In Storyline 360, can you give me some use cases of its dial interaction?

Absolutely! Articulate Storyline 360's **dial interaction** is a versatile feature that allows users to rotate a dial to trigger different outcomes. It's great for interactive learning experiences, especially when you want users to explore content at their own pace or simulate real-world actions. Here are several **use cases**:

1. Process or Timeline Navigation

Use Case: Let learners rotate the dial to explore steps in a process or timeline.

Example:

- A dial reveals each stage in the product development cycle.
- Turning the dial clockwise moves from concept to launch.

Why it works: It gives learners control over the sequence, reinforcing understanding of order and relationships.

2. Simulating Equipment or Tool Controls

Use Case: Mimic the control of real-world tools or machinery.

Example:

- A medical equipment training module where the user turns a dial to adjust dosage.
- A flight simulator to adjust altitude or direction.

Why it works: It adds realism and allows safe practice in a controlled environment.

3. Changing Visual States or Elements

Use Case: Rotate a dial to change colors, sizes, or styles of an object.

Example:

- A fashion design module where the dial changes a model's outfit or color scheme.
- Interior design: Adjust the lighting, wall color, or furniture style.

Why it works: It's engaging and provides instant visual feedback.

4. Exploring Data or Metrics

Use Case: Present a set of statistics or metrics that change as the dial is turned.

Example:

- Financial literacy training where rotating the dial shows different budget scenarios.
- Climate change data where each dial tick represents a year and changes temperature graphs.

Why it works: It encourages exploration and pattern recognition.

5. Quizzing or Knowledge Checks

Use Case: Use the dial as part of a question interaction.

Example:

- A math quiz where learners rotate to select a value for an equation.
- A language exercise where the dial chooses the correct verb tense or translation.

Why it works: It turns passive recall into an active, tactile experience.

6. Adjusting Variables in Simulations

Use Case: Set variables like speed, temperature, or volume in interactive experiments.

Example:

- A physics lesson where learners adjust force to see how it impacts acceleration.
- Cooking training: Dial in temperature and cook time to simulate results.

Why it works: It supports experiential learning through trial and error.

Can you suggest how I can use dial interaction like a sewing machine dial to adjust the different types of stitches? And how can I make this interaction valuable for the learners when they interact with this dial?

That's a fantastic idea — using a **Storyline 360 dial** to simulate a **sewing machine stitch selector** is both intuitive and realistic. Here's how you can do it, both technically and instructionally:

Use Case: Sewing Machine Stitch Selector Dial

Goal:

Let learners rotate a dial to preview and understand different sewing machine stitch types (e.g., straight, zigzag, decorative), with visual and functional feedback.

Technical Setup in Storyline 360

1. Create a Custom Dial

- Insert a **custom dial** with multiple positions — each representing a stitch type.
- Customize the dial's look (you could even use a transparent image of a real stitch selector knob).

2. Set Dial Values to Match Stitch Options

Example:

- **0 = Straight Stitch**
- **1 = Zigzag Stitch**
- **2 = Buttonhole**
- **3 = Decorative Stitch**
- etc.

You can adjust the dial's **starting value**, **maximum value**, and **step increment** to match the number of stitch types.

3. Display Visual Feedback

Use **states** or **layers** that change based on the dial's value.

- Add visuals for each stitch type — could be icons, illustrations, or short animations of how the stitch works on fabric.
- Use a **trigger** to show a layer or change an image state when the dial variable changes.

4. Add Descriptions or Use-Cases

When a stitch is selected, display:

- Stitch name
 - Description
 - Common uses (e.g., "Zigzag: Ideal for stretch fabrics")
 - Tips (e.g., "Use shorter length for tighter seams")
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Instructional Strategy: Making It Valuable

✓ 1. Scaffold with Feedback

When learners rotate to a stitch type, show **why and when** it's used, not just what it looks like.

Example:

“You selected **Zigzag Stitch** – commonly used for finishing raw edges and sewing stretch fabrics. Try using it for a T-shirt seam.”

✓ 2. Add Interactivity

Let learners "**try the stitch**" on a virtual fabric swatch.

- Include a “**Stitch Preview**” **button** after selection that shows an animation of the stitch being sewn.
 - Use motion paths or animations to simulate the sewing effect.
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✓ 3. Include a Scenario-Based Challenge

After the preview, give them a practical decision-making task.

Example Prompt:

“You’re sewing a knit scarf. Which stitch would you choose and why?”

Let them use the dial, select, and submit their reasoning. Provide feedback on their choice.

✓ 4. Gamify It

Turn it into a mini-game:

- “Match the stitch to the fabric type”
- “Fix the machine: The wrong stitch was selected for a buttonhole!”

Use the dial to select the correct option, then validate it with logic triggers.

🔗 Learning Value

This interaction helps learners:

- **Understand function** over just appearance
 - **Develop decision-making skills** based on context
 - **Practice safely** in a low-risk environment before trying on a real machine
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