

## TutorAuthor NG – Authoring Tool

### Introducing TutorAuthor NG (TANG)

TutorAuthor NG is a comprehensive authoring tool that can help you achieve your training/support development goals. The range of features in TutorAuthor NG enables anyone to quickly create powerful and engaging content without programming knowledge or multimedia skills.

The large selection of ‘assets’ in TutorAuthor NG makes it a very flexible authoring tool that allows you to communicate information visually and effectively. These assets allow you to add text, images, animations, audio, video, hyperlinks, sophisticated interactions and much more to your content.

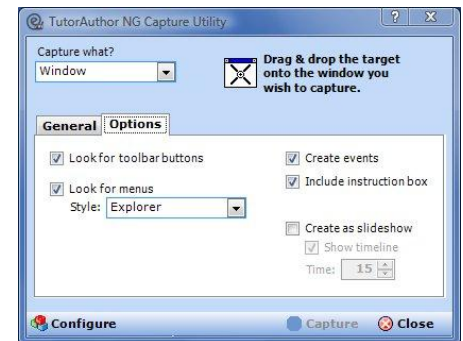
TutorAuthor NG can be used to create many different types of content including:

- Interactive application-based simulations
- Application-based demonstrations
- E-learning content
- Product demonstrations
- Scenario-based training
- On-line tutorials

### Key Features and Core Functionality of TANG

#### Rapid Content Development

The **Capture Utility** allows you to create realistic interactive software simulations and demonstrations quickly and easily. You can automatically record actions while using an application, include text describing the actions, and even record audio narration as you capture the screens. To create content that looks and acts like the real thing, the Capture utility also creates the 3-Dimensional button and menu effects of an application.



#### A View to Suit You

The various **Layouts** that are available allow you to choose a TutorAuthor NG view that best suits your authoring technique.

#### Consistent Content Look and Feel

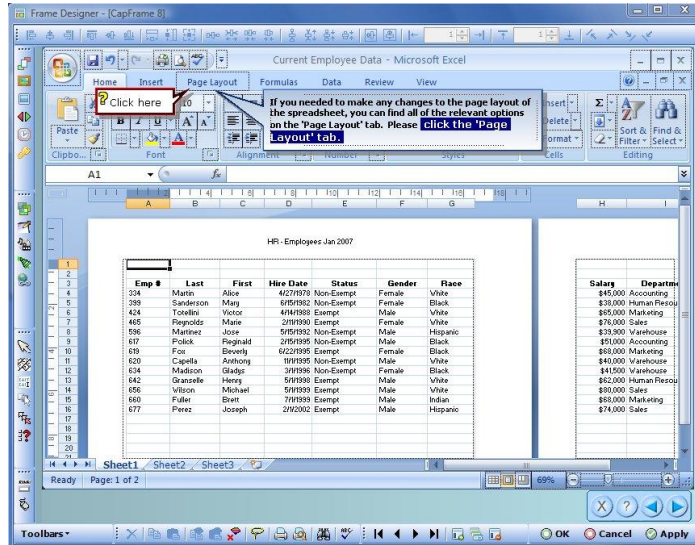
The **Defaults Configuration Editor** allows you to customize the look, feel and behavior of a set of assets - navigation buttons and instruction boxes to name but a few. These defaults can then be used during content creation and editing to maintain a consistent look and feel. To ensure consistency throughout your training material, default configurations can also be exported/imported making them available to all members of the authoring team.

#### Easy Content Planning Using the Scripting Interface

Depending on the type of content you are creating, you may need to convey information or instructions in a text area on the screen. Creating a training script allows you to determine what this information should be, and how it should be presented. The **Script Editor** allows you to create and edit training scripts, as well as export/import training scripts.

## Edit Content Quickly and Easily

When it comes to editing your content, the **Frame Designer** makes it quick and easy by displaying each frame and all of the assets it contains.



The Frame Designer allows you to add/remove and edit assets in one place, so you can immediately see the impact of the changes you make.

## Engage Your Audience

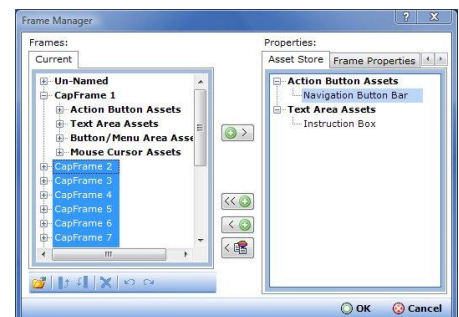
Content is effective when it engages your audience, making it easier to memorize information for long-term retention and immediate recall. To make your content effective, you can use the various **Assets** to add text, images, animations, audio, video, hyperlinks, sophisticated interactions and much more.

## Check/Edit Text

The **Spellchecker** feature checks the spelling of your content based on options set on the Spell Check tab of the Options dialog box. The **Find & Replace** feature allows you to perform a number of find and replace tasks against the frames in your content.

## Eliminate Repetitive Authoring Tasks

When creating content, you will often need to use the same asset(s) on more than one frame. Adding the same asset on more than one frame is a repetitive and time consuming task that can be eliminated using the Frame Manager. The **Frame Manager** allows you to re-use assets by adding them to the asset store and then applying them in one action to all frames where the assets are required.

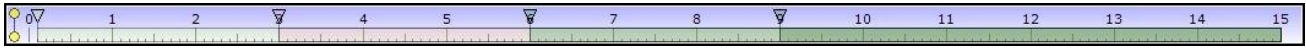


## Use Branching to Create Scenario-Based Content

**Event** assets can be used to create branching in scenario-based content by specifying which frame to 'go to' depending on the action performed.

### Control Timing Easily

You can use visual **Timelines** on frames to easily control when frame assets appear and disappear.



### Measure Performance

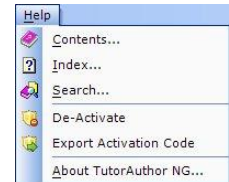
You can use quizzes to increase training effectiveness with time limited questions and quiz types such as **Multiple Choice Questions**.

### Create Printed Learning Aids

The **Overview Document** feature allows you to configure and generate a document based on your content, which can be used as a paper-based learning aid.

### Get Help

You can access the fully functional integrated help system via the **Help** menu. Based around the Microsoft Help Viewer, it looks very similar to the help systems in other products you may already be familiar with, such as MS Word®.



### Share Your Content Within the Community

The **Upload to TANG Community** feature allows you to publish your content to the TANG Community. This makes it available to anyone who is a member of the TANG Community. A URL is also provided that allows you to make your content available to anyone, whether they are a member of the TANG Community or not.

### No Browser or LMS Access – No Problem

The make **Executable** feature allows you to package your content as a VB.NET executable, which can be sent to your target audience. This option is useful if you need to get your content to someone who does not have access to Internet Explorer®, or a Learning Management System (LMS).

### Deploy as e-learning Content

TutorAuthor NG supports SCORM 2004, SCORM 1.2 and AICC. This allows you to easily deploy e-learning content through TutorLibrary, TutorEnterprise, or any compliant Learning Management System (LMS).

### Update Customizations After the Fact

Even after your content has been authored, published, and deployed into an LMS, it can still be customized. Just create an XML configuration file which the TutorPro Web Player can use to override specific assets in your content.