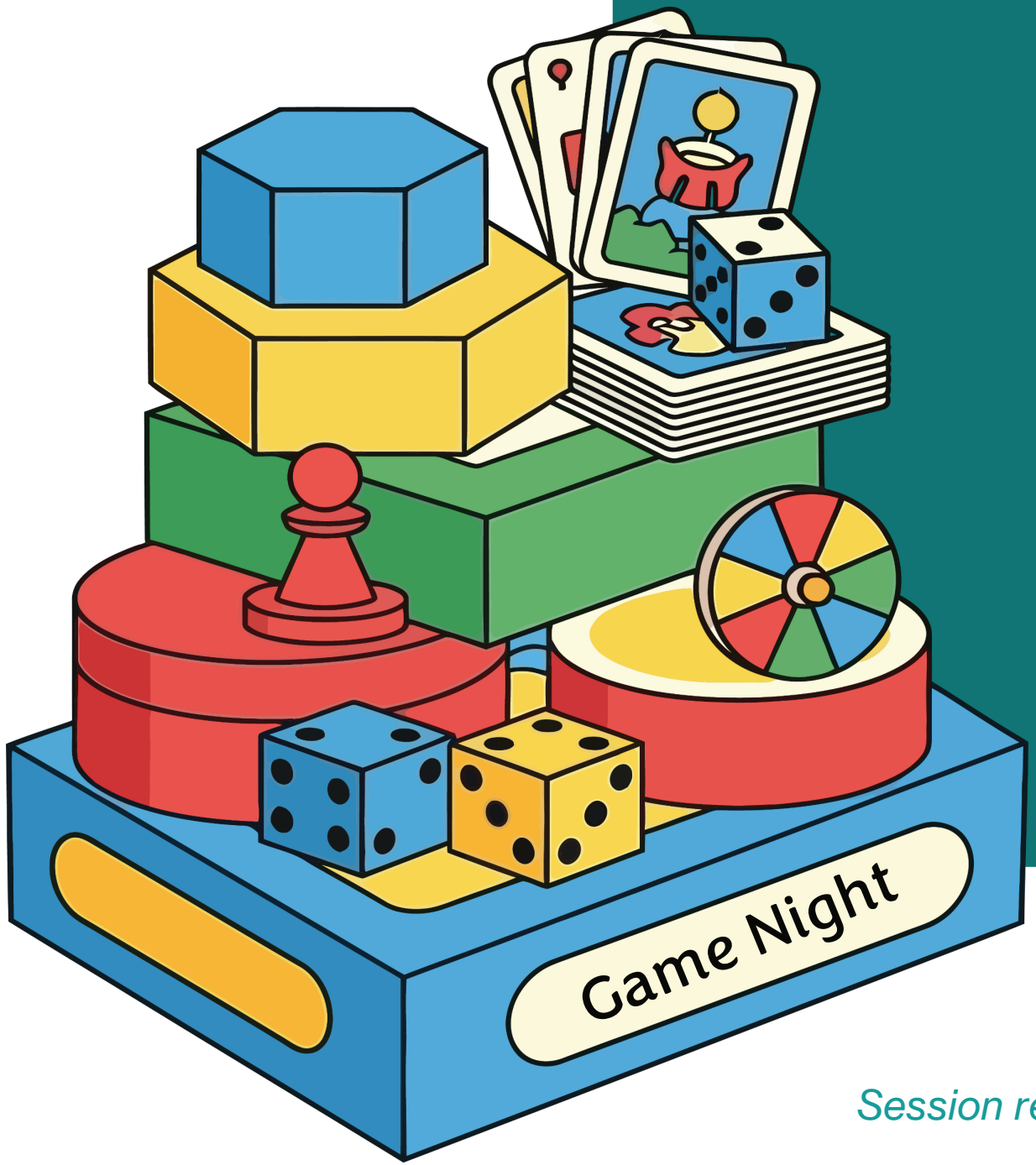


DEVLEARN 2026 – SESSION 601

Adaptive Without the Platform

Building Personalized Learning Paths in Storyline

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BYOD Workshop | November 5, 2026

Session resources: lashondrataylor.com/devlearn-2026-resources

Same course. Different needs.

Learners don’t all start in the same place.



Needs a hint

“I’m not sure what to do.”



Ready for more

“Give me a challenge!”

Should both learners get the same experience?

Game Night Rescue!

Your friends arrive in 20 minutes.

6 friends are coming

One friend needs a quiet game

Pick a game. Make a plan. Save the night!



Your choices change what happens next

What is Adaptive Learning?

The course responds to the learner.



Learner's choice

The learner shares information or makes a decision.

A rule

The course uses that information to decide what to do.

New response

Learners get the right support or challenge for their needs.

The Adaptive Design Blueprint

Five design decisions for personalized learning

1



Assess the learner

What do we need to know?

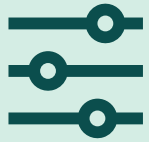
2



Determine the rules

When should it change?

3



Adjust the experience

What should change?

4



Personalize the response

How should it respond?

5



Track and refine

What can we improve?

Start with the learner and the performance goal.

Ask One Quick Question

How ready do you feel to plan game night?



I have a plan.



I could use a little help.

I have a plan → ReadyLevel = 2

I could use a little help → ReadyLevel = 1

The First Surprise

One friend needs a quiet game.

What will you pick?



A loud, fast game

Lots of energy and noise.



A game with a quiet option

Something everyone can enjoy.

A loud, fast game → PlanScore = 0

A game with a quiet option → PlanScore = 1

Write the Rules

If this happens, then show this.

IF	PlanScore=0	→	**Show the Helpful Hint layer** The learner needs guidance.
IF	PlanScore=1 **AND** ReadyLevel=1	→	**Show the Quick Tip layer** The learner made a good choice but wants support.
IF	PlanScore=1 **AND** ReadyLevel=2	→	**Show the Next Challenge layer** The learner is ready for more.

All three responses are feedback layers on Slide 3: Game Choice

The Course Responds

Same course. Different experience.

Helpful Hint

Try again on Slide 3

Quick Tip

Continue to Wrap-Up

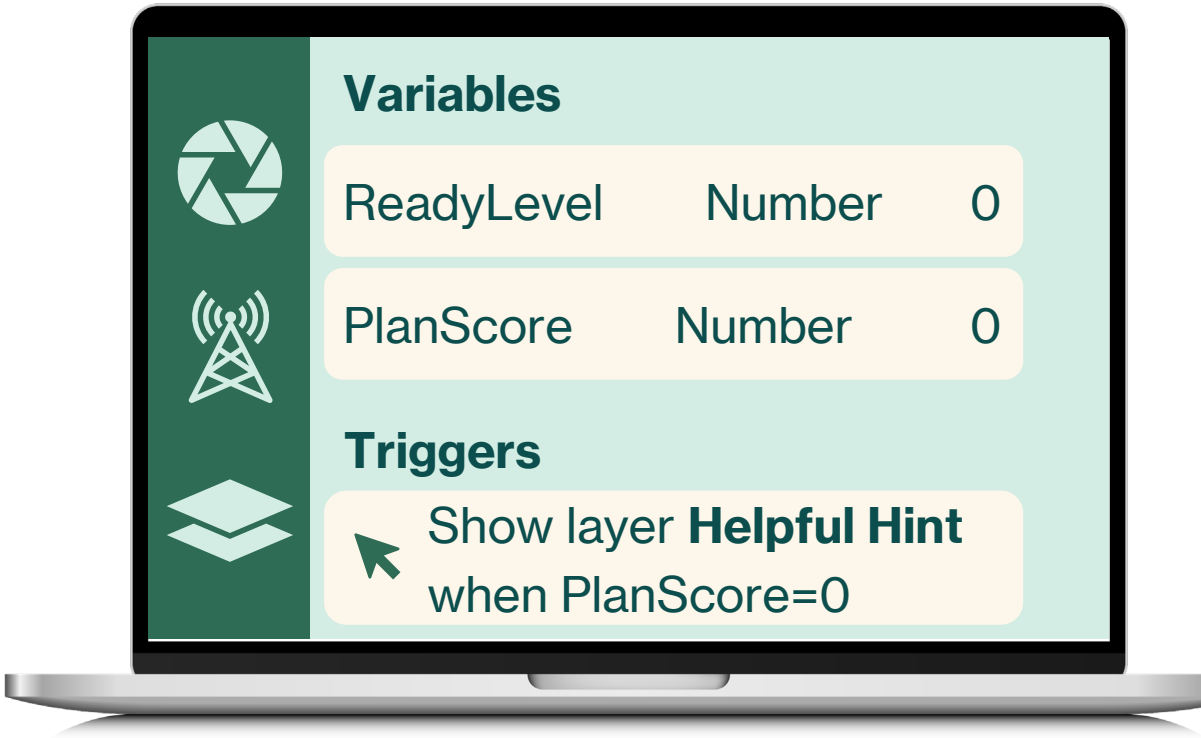
Next Challenge

Go to Advanced Challenge

Your 12-Minute Storyline Build

Open Game Night Rescue_Template

1. **Create two variables:** ReadyLevel = 0 and PlanScore = -1
2. **Set the values:** Add adjust variable triggers to the answer buttons
3. **Connect the layers:** Add the three conditional Show Layer triggers on Slide 3
4. **Check trigger order:** Set the value before evaluating a condition or navigating away
5. **Preview and test:** Confirm the correct feedback appears



Remember: Trigger Order Matters!

Download the template file and open it in Storyline: lashondrataylor.com/devlearn-2026-resources

Can You Make Every Path Work?

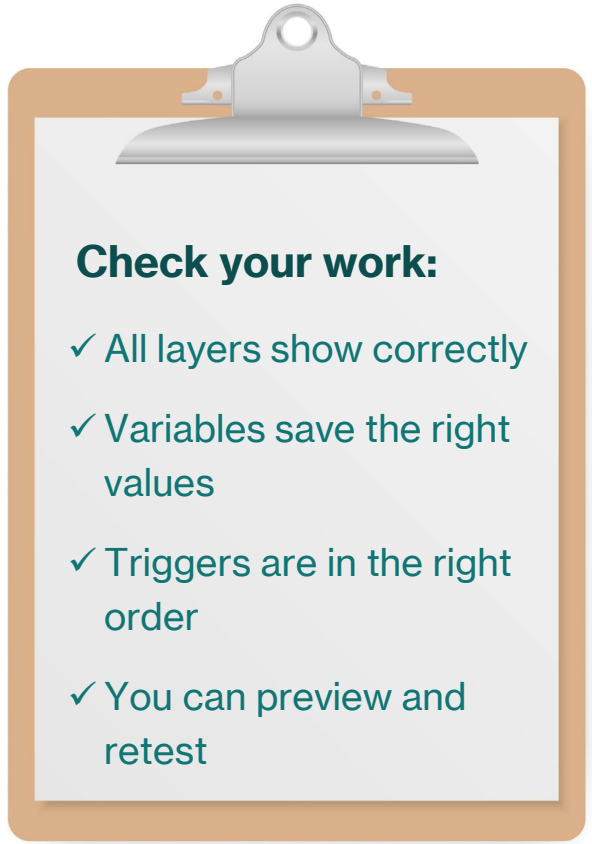
Test your paths.

ReadyLevel	Game Choice	Expected Result
Needs help (1)	Loud game (0)	Helpful Hint
Needs help (1)	Quiet option (1)	Quick Tip
Has a plan (2)	Quiet option (1)	Next Challenge
Has a plan (2)	Loud game (0)	Helpful Hint

Test to confirm your rules work as intended.

If a pathway doesn't work, check:

- Did the answer button set the correct variable value?
- Is the Adjust Variable trigger above the Jump to Slide or conditional Show Layer trigger?
- Are both conditions joined with AND where required?
- Did you reset the variables before testing another pathway?



One Small Change Can Matter

What is one thing you could adapt in a course you build?



Onboarding

Give new hires the support they need.



Compliance

Adjust practice based on risk level.



Customer Service

Provide extra coaching or a new challenge.

Your turn: Apply the Blueprint

- Open your participant workbook.
- Complete the Design Canvas and write one IF/THEN rule for a learning experience you've designed.

Build for the Learner, Not the Tool

- Start with a performance goal.
- Use meaningful learner information.
- Make purposeful changes.
- Keep it simple.
- 1 Start with one useful rule.

Same tools. More possibilities.



Keep Building!

Download the workbook, starter project, and completed Storyline example.

lashondrataylor.com/devlearn-2026-resources

