# ADAPTIVE DESIGN BLUEPRINT

## A Performance-Focused Approach to Building Personalized Learning in Storyline

**PARTICIPANT WORKBOOK**

DevLearn 2026 | Session 601

Adaptive Without the Platform: Building Personalized Learning Paths in Storyline

**Presented by LaShondra Taylor, M.S.**

Instructional Designer | Learning Experience Designer

Start with the performance need, not the platform.

# The Adaptive Design Blueprint

**Your goal:** Design one useful change in a learning experience. Start with the performance need, not the software.

## The five design decisions

| Step | Question | Game Night example |
|---|---|---|
| 1. Assess | What do we need to know? | Readiness + first game choice |
| 2. Determine | When should the course change? | When a choice shows support is needed |
| 3. Adjust | What changes? | Hint, tip, or harder task |
| 4. Personalize | What response helps? | Short, specific feedback |
| 5. Track and refine | How will we know it works? | Test every path and review outcomes |

## Worked example: Game Night Rescue!

**Performance goal:** Choose a game that includes a friend who needs a quiet activity.

| IF (learner signal) | THEN (adaptive response) |
|---|---|
| Loud-only game selected | Give corrective hint and chance to retry |
| Quiet option + learner wants help | Give a quick tip |
| Quiet option + learner feels ready | Offer harder group-planning decision |

## Variables and initial values

In the starter file, create these two Number variables before adding your triggers.

| Variable | Type | Initial value | What Storyline remembers |
|---|---|---|---|
| ReadyLevel | Number | 0 | 1 = wants help; 2 = feels ready |
| PlanScore | Number | -1 | 0 = loud game; 1 = quiet option; -1 = unanswered |

*Why -1? It distinguishes an unanswered question from an incorrect choice.*

## Hands-on build checklist

Open Game_Night_Rescue_STARTER.story. Complete these steps in order.

☐ Create ReadyLevel (Number, 0) and PlanScore (Number, -1).

☐ On Slide 2, set ReadyLevel = 2 for “I have a plan” and = 1 for “I could use a little help.”

☐ Keep each Slide 2 variable trigger above its existing Jump to Slide 3 trigger.

☐ On Slide 3, set PlanScore = 0 for the loud game and = 1 for the quiet-option game.

☐ Show Helpful Hint when the loud-game button is clicked.

☐ Show Quick Tip when the quiet-option button is clicked AND ReadyLevel = 1.

☐ Show Next Challenge when the quiet-option button is clicked AND ReadyLevel = 2.

☐ Place value-setting triggers above the Show Layer triggers.

☐ Preview and test all four combinations using the reference table below.

**Storyline Tip:** Trigger Order Matters!

Storyline processes triggers from top to bottom. Always place the Adjust Variable trigger **above** any Jump to Slide or conditional Show Layer trigger that depends on that value.

**Example:**

1. Set ReadyLevel = 2
2. Jump to Slide 3

### Build reference: two variables, three responses

| ReadyLevel | PlanScore | Expected feedback |
|---|---|---|
| 1 | 0 | Helpful Hint |
| 2 | 0 | Helpful Hint |
| 1 | 1 | Quick Tip |
| 2 | 1 | Next Challenge |

**Technical reminder:** *A variable stores information; a condition checks it; a trigger performs an action; a layer displays feedback. Set values before evaluating conditions or navigating. Slide 3 contains the feedback layers; no separate router slide is used.*

### What is already built for you?

The starter includes the slide designs, answer buttons, feedback layers, and basic navigation. Your task is to add the two variables and the missing adaptive triggers. The advanced challenge is prebuilt.

## Your design canvas

Apply the Adaptive Design Blueprint to a learning experience of your own.

### 1. Performance goal

What should the learner DO after this training?

### 2. Learner signal

What decision, action, or result will you observe?

### 3. Variable(s)

What will Storyline remember? Give each variable a clear name and possible values.

### 4. IF condition

Write the rule using the variable values.

### 5. THEN response

What help, practice, feedback, or challenge will change?

### 6. Success check

How will you test whether the right learner gets the right response?

## Map your adaptive logic

Fill in each line. A strong adaptive rule changes instruction for a reason, not just the visual appearance of the course.

| Signal / IF | Response / THEN | Why it helps performance |
|---|---|---|
| | | |
| | | |
| | | |

### Quick peer check

☐ Can someone explain your rule without seeing your Storyline project?

☐ Is your learner signal meaningful for the performance goal?

☐ Does the response help a learner do something better?

☐ Have you planned how to test every combination?

### Accessibility and QA checklist

☐ Keyboard navigation reaches every choice and action.

☐ Focus order follows the intended reading sequence.

☐ Text and icons are understandable without relying only on color.

☐ Feedback is concise, specific, and respectful.

☐ All four input combinations have been tested.

☐ Replay resets variables and slide states.

*Design note: A learner's self-rating is not the same as demonstrated skill. Use both when deciding what support or challenge to provide.*

## Connect with the presenter

### LaShondra Taylor, M.S.

Instructional Designer | Learning Experience Designer

