

## COURSE OUTLINE

### LEAD DEVELOPER COURSE

#### UPK PROFESSIONAL v11

(Duration: 1 Day)

#### Course Objectives

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This course follows on directly after the four-day UPK Professional Developer course. On completion of this course, team leaders, lead developers and administrators will have an in-depth understanding of the advanced and administrative features of UPK as well as an appreciation of the elements involved in setting up and running an effective UPK project.

This course outline comprises approximately two days training. Delegates are requested to select and prioritise their requirements for discussion and agreement with the Instructor prior to confirmation of the course.

#### Prerequisites

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Participants should have a basic knowledge of Windows and the target application. They should have attended the four-day UPK 11 Basic Developer course to obtain sufficient knowledge of how content is authored and deployed within UPK Professional or have equivalent knowledge.

#### Who Would Benefit

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- Senior Course Authors responsible for managing a team of developers
- Training Managers responsible for training strategies including TNAs
- Lead Developers responsible for setting up UPK Development Projects

#### Course Outline

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- String Input Options
- Customise Published Output
- Customise Templates
- Localise Content (Translation)
- Sound Recorder and Editor
- Author and Content Administration
- Create and Manage Login Profiles
- Developing in a Multi-User Environment
- In-Application Support
- Considerations for Setting Defaults
- Development Considerations
- Evaluation Considerations
- Develop Content for Different Deployments
- Tracking and Reporting
- Troubleshooting/Q&A
- UPK Project Considerations

# LARMERBROWN

## Course Overview

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### String Input Options

- Understand the difference between concrete and meta entries
- Learn how to use the meta entries effectively

### Customise Published Output

- Create customised Publishing Categories
- Customise the Publishing Styles, Player and Document Outputs
- Change all instances of a Logo for a specified Category

### Customise Templates

- Customise UPK templates using the Template Editor
- Edit Template, Instructional and Example Text

### Localise Content (Translation)

- Understand and use all the features involved in the Localisation process
- Summarise the Localisation Process

### Sound Recorder and Editor

- Discuss Best Practice for using Sound
- Use the Sound Recorder / Editor

### Author and Content Administration

- Manage Authors and Groups
- Define Content State Values
- Manage Library Permissions and understand the effects (Security)
- Override Checked Out Documents

### Developing in a Multi-User Environment

- Manage Deleted Documents
- Manage the Development Workflow
- Work Online or Offline

### Create and Manage Login Profiles

- Create and Manage Login Profiles
- Switch between multiple Libraries
- Change your Password

### In Application Support

- Overview of in-application support options (including SmartMatch and Direct Do It!)

### Considerations for Setting Defaults

- Setting workstation, target application and content defaults

### Development Considerations

- Assign and Manage Development Tasks and Flow
- Create Scripts for Development Use
- Suggestions for Efficient and Effective Development

### Evaluation Considerations

- Discuss various evaluation options available for assessing end users

### Develop Content for Different Deployments

- Discuss considerations for developing content for different deployments

### Tracking and Reporting

- Tracking and reporting against deployed content

### Troubleshooting/Q&A

- Discuss project related issues for those with content development experience
- Q&A

### UPK Project Considerations

- Discuss actions for setting up an effective UPK project

## How to Book

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