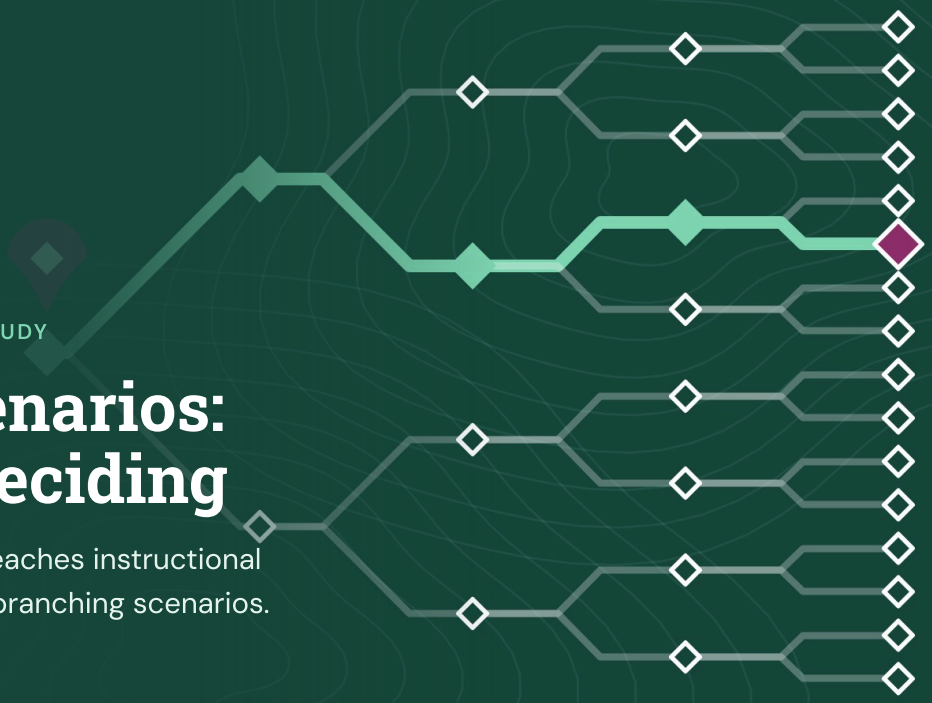
RISE 360 SAMPLE COURSE · CASE STUDY

Branching Scenarios: Learning by Deciding

A short course, in Spanish, that teaches instructional designers how to plan and write branching scenarios.



Most courses tell learners what to do. A branching scenario puts them in a realistic situation, asks them to decide and shows the consequences. This course practices what it teaches: it explains branching by letting the learner choose, compare and decide.

FORMAT **Articulate Rise 360, one lesson, 32 blocks**	AUDIENCE **Instructional designers and trainers**	LANGUAGE **Spanish**
MY ROLE **Script, instructional design, visual design and Rise build**	INTERACTIONS **Scenario, flashcards, process, accordion, knowledge check**	SOURCES **Clark (2013); Moore (2017)**

What the learner should be able to do

- Choose a branching structure that fits the objective and the production budget.
- Build each decision point with its four parts: situation, options, consequence and feedback.
- Write options that are plausible actions, not giveaways.

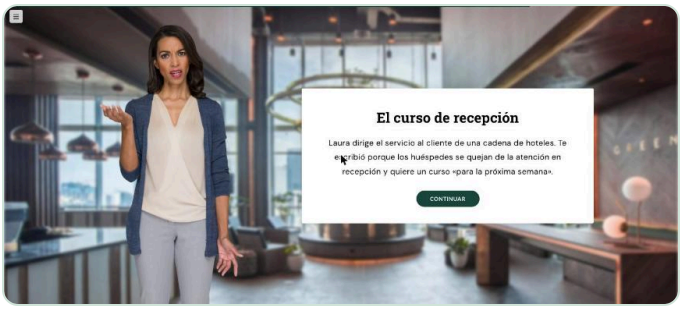
How the lesson flows

Hook · What it is · Three structures · Anatomy of a decision · Writing good options · Scenario · Knowledge check · Takeaway · References

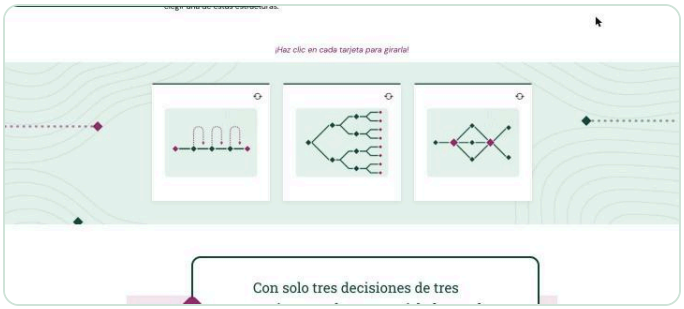
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INSIDE THE COURSE

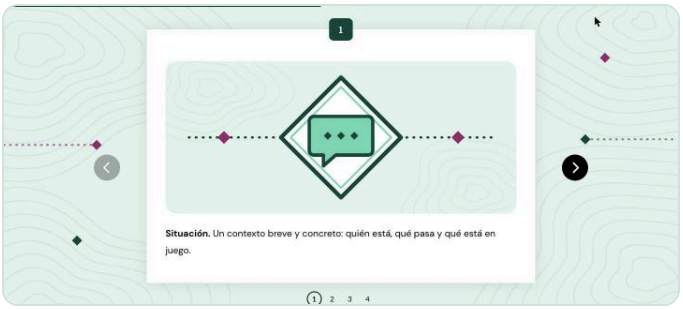
The real build, as learners see it in Rise 360



Scenario block. Laura, a hotel service manager, wants a course “for next week”; the learner replies and sees how she reacts.



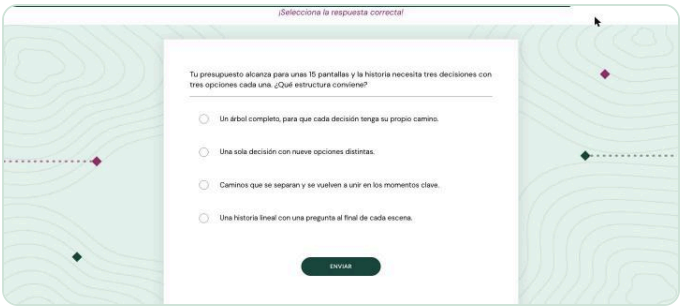
Flip cards compare the three structures.



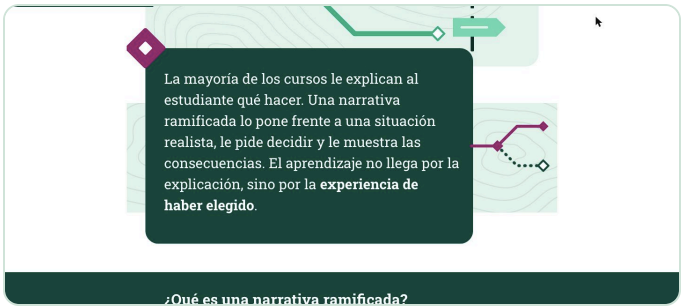
Process block: the four parts of a decision, one step at a time.



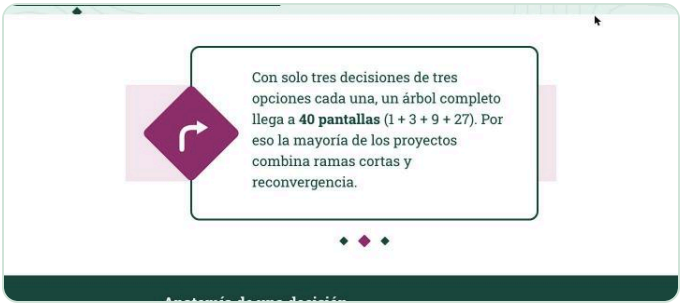
Accordion with four criteria for writing good options.



Knowledge check with feedback that explains the answer.



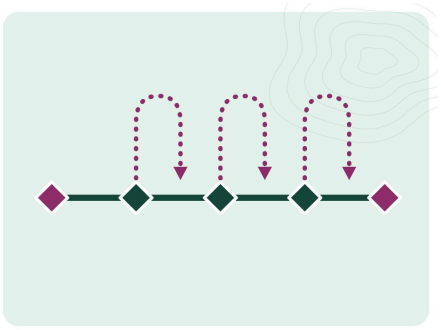
Custom block: the hook on a signboard marked with a decision diamond, over a contour-line band.



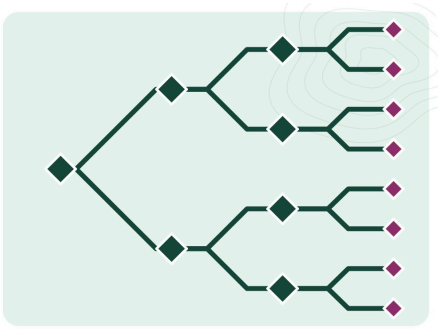
Custom block: a detour sign flags the cost of a full tree.

Show the cost of each structure before asking learners to choose one

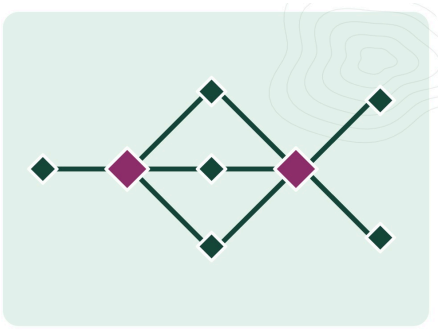
Three flip cards compare the basic structures with original diagrams. A callout then makes the trade-off concrete, so the learner can reason about scope the way a project lead would.



Short branches. One main path; each mistake opens a brief detour and returns to the decision point. The cheapest to produce.



Full tree. Every decision opens paths that never meet again. The richest experience, but screens multiply fast.



Reconvergence. Paths split and rejoin at key moments. A sense of freedom with a manageable screen count.

With only three decisions of three options each, a full tree reaches **40 screens** (1 + 3 + 9 + 27). That is why most projects combine short branches and reconvergence.

Turn an abstract model into four concrete steps

A process interaction walks through the anatomy of one decision point, each step with its own icon so the sequence stays easy to recall.



Situation
Who is there, what is happening, what is at stake.



Options
Two to four plausible choices, written as actions.



Consequence
What happens in the story because of that choice.



Feedback
Why it worked or not, right away or at the end.

> **"A good wrong option is the one a sensible professional would choose on a bad day."**

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Writing criteria the learner can apply, then a decision to make

Accordion: four criteria for good options

- **Make them actions.** "I ask her to tell me what happened", not "Active listening".
- **Make every option tempting.** Wrong options reflect real shortcuts and beliefs.
- **Don't give the answer away.** The right one is not always the longest or the kindest.
- **Let consequences speak.** Show the upset client or the missed deadline instead of "Incorrect".

Knowledge check (translated)

Your budget covers about 15 screens and the story needs three decisions with three options each. Which structure fits?

A full tree, so each decision has its own path.

One single decision with nine different options.

✓ Paths that split and rejoin at key moments.

A linear story with a question after each scene.

Feedback: reconvergence keeps the sense of freedom without multiplying screens; with three decisions, a full tree would need 40.

Visual system

An identity of its own, drawn from the world of the topic: a map of decisions. Pine green, mint and plum; Roboto Slab and DM Sans. Every node is a decision diamond, routes run like a transit map, signposts and a detour sign mark the key ideas, and contour lines sit behind every interaction. Custom blocks, diagrams, icons and banners are all original.

What this means for your project

- Content chunked into short blocks, each with one job.
- Interactions chosen for what they teach, not for decoration.
- Assessment aligned with the objectives, with feedback that explains.
- Clear on-screen writing, edited to publication standard.
- Evidence-based sources, cited in APA style.

Takeaway block of the course: **a branching scenario is not measured by how many branches it has, but by how closely its decisions resemble real work.**

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