eLearning for Adobe Experience Manager Sites v6.x

Create Web Experiences

About our eLearning
Adobe’s eLearning is the perfect complement to instructor-led training, especially when you need flexibility and the convenience of real-time how-to’s. Course content is hosted on your learning management system or accessible directly via your web browser. Customizable targeted modules let the team refresh skills exactly when they need it.

Learn any time, any place, at any pace.

Course Overview
Create Web Experiences Using AEM v6.x is a must for business users and content authors responsible for developing a responsive, consistent brand experience across platforms. This eLearning course covers the upgraded UI and authoring features of Adobe Experience Manager Sites that equip you to create, edit, organize and manage various webpages and project workflows. You will also learn to create and use personalized content to target intended audience sets.

After completing this course, you will be able to:
• Create responsive webpages in multiple versions with tags and personalized content
• Use the Template Editor tool to quickly build and reorganize website structures
• Curate and create channel neutral content with the Content Fragment feature
• Organize assets and add annotations and workflow to webpages
• Simulate experiences for targeted audiences
• Create and projects and promote launches

Prerequisites
Participants should have knowledge of website structures, content authoring, and Content Management Systems (CMS).

Your Benefits
• Save time. Easily deploy real-time 24/7 training to your teams across multiple sites.
• Save money. A great solution when travel budgets are tight.
• Stay productive. Quick targeted hits of training mean your team has the right resources at the right time to feel confident in their skills.
Create Web Experiences using AEM v6.x
[2 hr. 45 min eLearning]

Course Outline

1. Adobe Experience Manager Touch UI
   - The elements of Touch UI
   - Consoles of Touch UI
   - Different Touch UI consoles
   - Interface Elements of a Page
   - The interface elements of a page

2. Basic Authoring Skills
   - Creating and managing webpages
   - Editing a webpage
   - Exercise 2.1: Create and edit responsive webpages
   - Viewing and editing page properties
   - Editing Bulk Page Properties
   - Exercise 2.2: Add Common Properties to Bulk Pages
   - Organizing and managing assets
   - Editing an Asset
   - Creating asset folders
   - Asset Properties
   - Exercise 2.3: Create a Folder, Upload Assets, Perform Actions on Assets
   - Adding assets to webpages
   - Reorganizing the website structure
   - Exercise 2.4: Reorder Pages and Perform Page Operations
   - Adding Content Value
   - Exercise 2.5: Creating webpage versions
   - Content Fragments
   - Exercise 2.6: Add tags to webpages, Search tags, and Save Searches
   - Searching for webpages
   - Exercise 2.7: Adding annotations to webpages
   - Exercise 2.8: Locking and unlocking webpages
   - Exercise 2.9: Creating a workflow to automate business process
   - Publishing and unpublishing webpages

3. Advanced Authoring Skills
   - Understanding Template consoles and editors
   - Creating and managing editable templates
   - Exercise 3.1: Create and Edit Pages using Templates
   - Exploring Design Mode
   - Managing Components
   - Creating and managing content fragments
   - Exercise 3.2: Create, Edit and Use Content Fragments in Pages
   - Creating, editing, and using a workflow
   - Exercise 3.3: Automate page publishing using workflow models
   - Exercise 3.4: Creating, editing, and promoting launches
   - Deleting launches
   - Creating and managing project tiles and project cycles
   - Making projects inactive
   - Adding members to a project
   - Assigning a workflow to a project
   - Exercise 3.5: Create projects, add members, assign workflows and perform tasks
   - Managing tagging console taxonomy
   - Creating namespaces
   - Adding tags to webpages
   - Exercise 3.6: Create namespace, and add and apply tags to pages
   - Tag Cloud

4. Personalization and Content Targeting
   - Personalization and content targeting tools
   - Creating a brand and a related activity
   - Exploring user profiles in ContextHub
   - Creating brands and related activities
   - Exercise 4.1: Create activities; Map audiences with experiences to manage marketing efforts
   - Authoring targeted content
   - Exercise 4.2: Create and simulate targeted content
   - Landing page components
   - Exercise 4.3: Create an Importer Page and import page design packages
   - Exercise 4.4: Create and edit a landing page
   - Exercise 4.5: Create and promote launches
   - Deleting launches
   - Creating and managing project tiles and project cycles
   - Making projects inactive
   - Adding members to a project
   - Assigning a workflow to a project
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