



INTRODUCTION

The Omnivex Moxie Designer training program is the foundation level course for all individuals looking to use Moxie products. Students will learn the basics of content creation, how to use live data in their designs and the process of sending content to players in the field. This one-day course uses a variety of practical exercises to teach participants the elements of content design, providing the knowledge required to get started with Moxie Studio. (This course is available in both [instructor-led](#) and [eLearning](#))

COURSE OVERVIEW

Moxie Designer Training is a course designed for users with no previous experience in Moxie. The course is focused on familiarizing users with Moxie Studio. It also introduces the concept of designing dynamic digital signage content that reacts to real time data changes.

PREREQUISITES

Participants must have competency working with Microsoft Windows and Microsoft Office. Anyone wishing to take further Moxie training must attend Designer training to acquire the prerequisite knowledge for those courses.

PROGRAM SYLLABUS

Introduction and setup

An introduction to the course and how the training relates to other training programs offered by Omnivex. Defines the usual tasks carried out by a Moxie Designer.

Introduction to Moxie Studio

How to install the product, interface orientation and software overview.

Introduction to Data Manager and workspaces

Overview of the Data Manager module, how to manage workspaces and files.

Creating a layout

First look at Layout Designer module. Covers the creation of a simple layout using uploaded files.

Creating a time-driven playlist

Introduction to the Playlist Builder. How to use files and layouts within a playlist.

Creating a schedule

How to use day part scheduling with layouts and playlists.

Assigning content to a player

How to send Moxie designed content (layouts, playlists & schedules) to a player.

Introduction to data binding

Introduces the concept of dynamic content that reacts to real time data changes from external sources.



Creating a data-driven playlist

Expands on the previous playlist lesson, teaching participants how to create playlists that respond to real time data changes.

Using a playlist in a layout

Covers the idea of creating playlists as an asset to be used within layouts themselves.

Promoting Content

Teaches the recommended content creation workflow used by clients worldwide.

Importing and exporting workspaces

Final lesson covering how to export material from a Moxie environment and how to import previously exported content.

30 minute learning assessment

15 questions to assess your knowledge of Moxie Designer and to allow room for additional training for any misunderstood concepts.

TRAINING ENVIRONMENT REQUIREMENTS

Each participant must supply their own computer. Participants must have an Administrator-level User Account on their laptop computer in order to install the necessary applications & services for the training. Our recommended specifications are:

- Operating system: Microsoft Windows 7/8 Professional
- Free hard-disk space: 10 GB
- Processor: Dual-core 3.0 GHz
- Memory: 2 GB
- Video card: AMD Radeon or FireMV, or nVidia GeForce or Quadro, or Matrox QID/M-series card

Specifications lower than those listed may run the software but it will impact the pacing of the course and the responsiveness of the applications. The trainer and the participants must be able to connect to a network for communication via TCP/IP. A standalone network with a dedicated DHCP server instead of a production network is acceptable. An internet connection is preferred but not mandatory.

CONCLUSION OF THE COURSE

When the course is completed, participants will have the knowledge required to create and assign content using Omnivex Moxie Studio.