



OMNIVEX DIGITAL UNIVERSITY

MOXIE USER TRAINING

Comprehensive training for
everyone looking to use
Omnivex Moxie.



PART 1: INTRODUCTION TO MOXIE

Part 1 of our Moxie User training, Introduction to Moxie, is the foundation level course for all users. Students will learn the basics of content creation, how to use live data, and the process of sending content to players in the field.

Designed for users with no previous experience in Moxie, this one-day course uses practical exercises to teach the elements of content design and the fundamentals of Moxie Studio.

PREREQUISITES

Participants must have competency working with Microsoft Windows and Microsoft Office.



All Omnivex Moxie software training courses are delivered three ways: instructor-led virtual training, instructor-led classroom training, and e-learning.

- **Introduction**
Introduction to the course, defining 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
- **Introduction to the Layout Designer**
First look at Layout Designer module. Covers the creation of a simple layout using uploaded files
- **Introduction to Data-Binding**
Introduces the concept of dynamic content that reacts to real time data changes from external sources
- **Introduction to the Playlist Builder**
Introduction to the Playlist Builder. How to use files and layouts within a playlist, how to create playlists that respond to real time data changes
- **Introduction to the Schedule Builder**
How to use day part scheduling with layouts and playlists
- **Introduction to the Player Manager**
How to send Moxie designed content (layouts, playlists & schedules) to a player
- **Workspace Management**
How to export material from a Moxie environment, how to import previously exported content, how to use the draft and release method
- **Advanced Layouts**
Using rulers and guides to help create more refined layouts, adding playlists and other elements to layouts
- **30 minute learning assessment**
Fifteen questions to assess your knowledge of Moxie User Training Part 1 and to allow room for additional training for any misunderstood concepts

PART 2: CREATING DYNAMIC DIGITAL SIGNS

Moxie User Training Part 2, Creating Dynamic Digital Signs, is a one-day, intermediate level course designed for users creating original content design and performing day-to-day management of a Moxie network.

The course covers the most commonly used intermediate features in Moxie, and highlights best practices for efficient Moxie designs.

PREREQUISITES

Participants must have competency working with Microsoft Windows and Microsoft Office, completed Moxie User Training Part 1: Introduction to Moxie.

BRANDING
Easily incorporate your organization's branding

DATA-DRIVEN MENUS
Easily change menu items and prices through a linked database or spreadsheet



HIGHLIGHT MULTIPLE MENU ITEMS
Display more than one menu item, using video or a playlist



PROGRAM SYLLABUS

- Introduction**
An introduction to the course and how the training relates to other offerings
- Data Converters**
How to configure Data Converters and when they should be considered for use
- Data Offsets**
What data offsets are and their importance when creating Moxie content for mass distribution
- Introduction to scripting in Moxie**
Exploring the usage of IronPython scripts in Moxie
- Folder Synchronization**
How assets can automatically be imported from a file system to the Moxie Data Server
- Interactive Content**
Build an interactive content package suitable for deployment to a touch screen enabled player
- Playlist Rules & Metadata**
Using advanced playlist features to simplify complex content deployments with dynamic intelligence
- Video and playlist synchronization**
Creation of video walls and content synchronization across multiple displays
- Moxie best practices**
A theory based lesson on how to develop digital signage content with consideration of assets, work flow and future expansion
- 30 minute learning assessment**
Fifteen questions to assess your knowledge of Moxie User Training Part 2 and to allow room for additional training for any misunderstood concepts

PART 3: ADVANCED DESIGN AND DATA INTEGRATION

Moxie User Training Part 3: Advanced Design and Data Integration, is a one-day advanced level course designed for users who want to learn more about the capabilities of the Omnivex Moxie software.

Participants will learn the explore the wayfinding modules, how to use timeline events, how to create animated layouts in Moxie, and explore metadata and playlist options.

PREREQUISITES

Participants must have competency working with Microsoft Windows and Microsoft Office, completed Moxie User Training Part 1: Introduction to Moxie and Moxie User Training Part 2: Creating Dynamic Digital Signs.

PROGRAM SYLLABUS

- **Introduction**
An introduction to the course and how the training relates to other offerings.
- **Timeline Events in Layout Designer**
Exploring timeline events in the layout designer and how to use them.
- **Animation in Moxie**
Animation is a great way to capture attention. This module explores how to use animation in Moxie.
- **Advanced Playlist Rules**
Playlists with actions and rules are explored further, as well as some common use cases.
- **The Map Builder Module**
Introduction to the Map Builder module, and exploring Moxie's wayfinding solution building capabilities.
- **Creating a Wayfinding Kiosk**
This module illustrates how to create a wayfinding kiosk
- **Finalizing the Kiosk**
Adding the finishing touches to the wayfinding kiosk application.
- **Metadata and How Best to Use It**
Further exploring Metadata in Moxie and how to use it in digital signage deployments.
- **Player Manager Features**
Exploring the Player Manager module in more detail, and some key features you can use to manage large deployments.
- **30 minute learning assessment**
Fifteen questions to assess your knowledge of Moxie User Training Part 3 and to allow room for additional training for any misunderstood concepts.

BRANDING
Easily incorporate your organization's branding

TOUCH-SCREEN CAPABILITY
Easily deploy touch-screen capable layouts

UI/UX DESIGN
Ensure a clear and enjoyable user experience

PROFESSIONAL DESIGN
Visually appealing layouts to capture people's attention

DATA INTEGRATION
Incorporate your directory information with our linking tools

HIGHLIGHT KEY AREAS
Put special focus on commonly used/key areas

SAMPLE SCREEN



MOXIE REFRESHER COURSE

The Moxie Refresher Course is a half-day course. It is designed for users who have previously taken Moxie training but require a refresher on the software platforms capabilities. NOTE: the Moxie Refresher course is only offered virtually.

- **Review of the Data Manager and workspaces**
Overview of the Data Manager module
- **Review of the Playlist Builder**
Review of the Playlist Builder. How to use files and layouts within a playlist
- **Review of the Layout Designer**
Review of the Layout Designer module. Covers the creation of a simple layout using uploaded files with data-bound text zones
- **Review of the Schedule Builder**
How to use day part scheduling with layouts and playlists
- **Review of the Player Manager**
How to send Moxie designed content (layouts, playlists & schedules) to a player



TRAINING ENVIRONMENT REQUIREMENTS

Each participant must supply their own computer. Participants must have an Administrator-level User Account in order to install the necessary applications and services.

Our recommended specifications are:

- Operating system: Microsoft Windows 10
- 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 may impact the pacing of the course and the responsiveness of the applications.

Connection to a network for communication via TCP/IP is necessary. A standalone network with a dedicated DHCP server instead of a production network is acceptable.

For in-person training, an Internet connection is preferred but not mandatory.

For virtual training hosted via Webex, an Internet connection is necessary, as well as a computer with audio and video capabilities.



CONTACT US

FOR MORE INFORMATION ABOUT OUR MOXIE SOFTWARE TRAINING, PLEASE CONTACT US:

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