

Canadian
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Vibe Coding Portable Web Objects

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CANADIAN ELEARNING CONFERENCE 2026

Vibe Coding *Portable Web Objects*

Turn Storyline and Rise into repeatable, high-engagement games.

Rachel Weiss Founder, E.M. Designs

HOW TODAY WORKS

You'll *build a real game* today.

First, on your laptop: create a free Lovable account (lovable.dev) and open this page, emdesigns.ai/canadian-elearning-conference.

The plan: we build one game together with Lovable (the fast way), I point you to the deeper path in your toolkit, and at the end I show you the done-for-you path: the PWO Generator.



Follow along + grab everything
emdesigns.ai/canadian-elearning-conference

What's a Portable Web Object?

A self-contained mini web app, like a game, that you drop into a Storyline or Rise course. It can go in two forms, and that single choice drives everything today:

A LINK

Storyline / Rise open a window to a live website. Fast, but it needs the internet and lives on someone else's server.

A FOLDER

The whole game is packaged inside your course. Works offline, travels with the course, it's yours.

HOW THE GAMES GET MADE

Vibe coding, *in one line.*

You describe what you want in plain language. The AI writes the code. You're directing, not programming.

Lovable

Builds + hosts for you

Figma Make

My favorite for games

Base44

Code-first generation

Two builds, one done-for-you.

	BUILD 1 · LOVABLE FOLDER	BUILD 2 · FIGMA + REPLIT	BONUS · PWO GENERATOR
TOOL PATH	Lovable → Download codebase	Figma/Base44 → Replit → build	emdesigns.ai → pick a game → link
WHO BUILDS IT	Lovable builds it for you	You build it in Replit	Already built, hosted by E.M. Designs
YOU INSERT	A folder / zip	A folder / zip	A URL
WORKS OFFLINE	Yes	Yes	No, needs internet
BEST FOR	Fast, self-contained (today's build)	Max code control, deeper customization	Skip the build · CELC50 = 50% off

Two ways to build it yourself, plus my done-for-you path. Build with Lovable (the fast way), build deeper with Figma + Replit, or skip the build entirely with my PWO Generator.

Build 1: The Lovable Folder

- 1 Open Lovable and paste the Lovable Game Prompt from the toolkit.
- 2 Let it build (yours may differ, that is vibe coding).
- 3 Click Download codebase to get the zip with the web-object folder.
- 4 I demo the insert: Storyline folder, and Rise Code Block (web-object-rise.zip).
- 5 Publish to test.

IN SHORT

"A bit more setup than a link, but the game lives inside your course, and Lovable builds it for you."

STRAGGLERS: the ready-made zip is on the landing page, so no one is stuck.

Build 2: The Deeper Path

- 1 Generate the game in Figma Make or Base44 (use the Tetris prompt).
- 2 Import into Replit (free cloud terminal).
- 3 Paste the Converter Prompt, run the build, get the dist folder.
- 4 Insert the folder in Storyline / upload the zip in Rise's Code Block.
- 5 Publish to test.

IN SHORT

"More code control, same final folder. In your toolkit when you want to go deeper."

WHY REPLIT? Figma/Base44 only give you code, not a build. Replit is just where you press 'build'. Lovable skips it because it builds for you.

Bonus: The PWO Generator

- 1 Go to emdesigns.ai and open the PWO Generator.
- 2 Pick a game from the library.
- 3 Drop in your own questions and answers.
- 4 Generate. Get a clean, hosted link.
- 5 Drop the link straight into Storyline (Web Object) or Rise (Embed).

IN SHORT

*"The link method, done right.
Editable questions, hosted by
me, no folder to misplace."*

CELC50 → 50% off, conference
attendees. On the page with everything
else.

Storyline and Rise take games differently.

STORYLINE

One path

Insert > Web Object, point at the folder. Packaged into the course, you control size with the slide.

RISE · EMBED BLOCK

The link path

An iframe to externally hosted content. Use it for Method 1 (a URL). Needs the internet.

RISE · CODE BLOCK

The packaged path

Upload project (the zip). Bundled into the course like a Storyline web object. Needs the AI license, and it can report completion.

Storyline wants the unzipped folder. Rise's Code Block wants the zip.

PICK YOUR PATH

When to use which.

Want to build it fast?

Lovable folder (Build 1).

Want more code control?

Figma + Replit (Build 2).

Don't want to build at all?

The PWO Generator (CELC50).

Build it fast. Build it deeper. Or don't build it at all.

The only *3 rules* for the CSV.

1

Keep the headers exactly as-is

The code looks for option1...option4. Rename them and your answers go blank.

2

Answers are 0-indexed

Use 0,1,2,3, not 1,2,3,4. Zero means the first option. This is the #1 mistake.

3

Keep the filename questions.csv

The game loads from that exact name. Rename it and it can't find your questions.

Only the folder methods can do this. The CSV sits next to index.html (a relative path), so anyone with the folder edits the Q&A in that one file, no code. A link's files live on someone else's server, nothing to edit.

Questions I always get.

Q Can I just make it in Canva?

No, not as a real web object. Canva has no true code export, only a hosted embed link. For a real game, use a vibe-coding tool.

Q Do I need to know how to code?

No. You describe it, the AI writes it. You're directing.

Q Will the score report to my LMS?

Not automatically (Rise's Code Block can, with one line). For engagement between sections you don't need tracking.



GET EVERYTHING

Grab the *toolkit.*

Slides, prompts, the converter, the starter repo, and the games, all on one page.

emdesigns.ai/canadian-elearning-conference

Rachel Weiss

Find me on LinkedIn · emdesigns.ai



Scan for everything