Adobe

Adobe Captivate Intro

Format: Two Days
Max Capacity 6

Adobe Captivate is a powerful tool for creating interactive eLearning applications, training videos and software demonstrations. Our hands-on two day course will teach you how to create new projects, build slides, add interactive content, create quizzes and record your actions in any software application. A great first step in designing and building engaging eLearning content

Course Content

Day One
- Introduction
- What does Captivate do?
- Building a Project - what is the stage, filmstrip, timeline, properties inspector and library
- Adding slides
- Changing and adding Text
- Using the Properties inspector
- Previewing your project
- Working with basic objects
- Inserting an image
- SVG images
- Adding Characters
- Adding a Video - Event Video and Muti-Slide Video Adding a YouTube Video
- Adding basic buttons
- Using shapes as buttons
- Roll-over Interactions
- Working with sound
- Using the Timeline

Day Two
- An introduction to drag and drop interactions
- Understanding different kinds of screen recording and software simulations
- Creating a full motion recording
- Adding Demonstration, Training and Assessment simulations
- What can and can't be simulated in Captivate
- Setting up your recording preferences
- Simulations using click boxes
- Simulations using text entry boxes

Creating Quizzes
- Setting your quiz preferences
- Connecting to your LMS
- Adding questions slides using the Quiz panel
- Integrating quizzes and software simulations
- Previewing your project
- Using the skin editor
- Table of Contents
- Publishing a video
- Publishing your project on an LMS
- Questions and Answers