

# Course Outline | Captivate Introduction

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1 day(s)

## Overview

Learn to use Adobe Captivate as an authoring tool for creating elearning content such as software demonstrations, software simulations, branched scenarios, and randomized quizzes in SWF and HTML5 formats.

## Course Outline

### Introduction

- What does Captivate do?
- The Captivate workflow and eLearning essentials

### Building a Basic Presentation

- Setting up a project
- Choosing a resolution
- Adding slides
- Setting up your Object Style Manager
- Setting up your Object Style Manager
- Adding and editing Master Slides
- Setting up your Object Style Manager
- Previewing your project
- Inserting an image
- Using the Properties Panel
- Adding basic navigation buttons
- Adding and editing text
- Copying, pasting and duplicating slides
- Importing PowerPoint slides

### Building a Branched Presentation

- Navigation with buttons
- Adding Characters and Interactions
- Adding pre-recorded video and audio
- Saving object styles
- Working with basic object states

### Animating with the Timeline

- Understanding the Timeline and slide timing
- Adding and editing pauses using buttons
- Adding Highlight Boxes

### Audio Recordings

- Preparing to record audio
- Adding audio to slides and objects
- Splitting audio over multiple slides
- Using Templates
- Creating a template
- Using the Object Style Manager
- What are Themes?
- Importing preferences, styles, libraries and question slides

### Screen Recording and Software Simulation

- Understanding different kinds of screen recording and software simulations
- Creating a full motion recording

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- 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
- Editing and formatting quiz slides
- Adding and editing question pools
- The Drag and Drop interaction wizard
- Customising your interactions
- Integrating quizzes and software simulations

## Adding Videos and Interactions

- Inserting Learning Interactions
- Incorporating YouTube videos
- Incorporating live web pages

## Publishing a Project

- Previewing your project in an LMS
- Publishing to Adobe Flash for an LMS
- Publishing to HTML5 for non-flash devices
- Publishing for download and optical media
- Publishing for video
- Avoiding common problems with publishing and distributing