



Adobe Captivate 2019: Beyond the Essentials

Course ID #: 0403-200-19-W

Hours: 14

Course Content

Course Description:

This course continues to build on the basic Captivate skills learned in the Essentials class. You will continue to explore new methods of increasing user engagement by creating dynamic and responsive projects. Using Object styles, developers can quickly and consistently format content to meet branding standards. Combine multiple smaller modules into a larger more comprehensive project with the Aggregator. Adding variables which are used to gather user input and/or display that input within the project, and how variable data is used in Advanced Actions. Introducing interactivity into projects offer a means of further user engagement. How using a question pool allows for a level of randomization to quizzes and how projects can report results once uploaded to an LMS.

At Course Completion:

After completing this course, student will be able to:

- Compile modules into aggregator projects
- Create responsive projects
- Work with Actions, Variables, and Widgets
- Build Quizzes and gather results
- Add interactivity
- Add interactive videos and VR
- Create Object Styles, Templates, and Master Slides

Prerequisites:

We recommend that attendees of this course have:

- Completed the Adobe Captivate Essentials course
- Previous experience with Adobe Captivate

Target Student:

This course is designed for HR Professionals involved in corporate training or others working with the fields of education or instructional design.

Topics:

Object Styles, Project Sharing, and Branching

- Create a New Style
- Apply an Object Style Globally
- Export and Import an Object Style
- Name a Slide
- Copy and Paste Project Assets
- Use Buttons to Create a Branch
- Explore the Branching View
- Create a Branch Group



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Variables and Widgets

- Add Project Information
- Insert a System Variable
- Edit a System Variable
- Create a User Variable
- Use a Variable to Gather Learner Data
- Insert and Format a Widget

Interactive Videos and Virtual Reality

- • Insert an Interactive Video
- • Add Bookmarks
- • Add Slide Overlays
- • Create a Virtual Reality Project
- • Add a Text Hotspot
- • Recolor a Hotspot
- • Add an Audio Hotspot
- • Add a Quiz to a Virtual Reality Project

Interactions

- Insert a Process Circle
- Create a Sorting Drag and Drop Interaction
- Manage Drag and Drop Buttons
- Create a “Trick” Reset Interaction Slide
- Explore an Advanced Drag and Drop Interaction
- Create an Advanced Drag and Drop Interaction
- Change States
- Use States to Swap Images
- Insert an Interactive Asset Slide

Accessible eLearning

- Set Document Information
- Enable Accessibility
- Add Accessibility Text to Slides
- Import Slide Audio
- Add Shortcut Keys
- Add Closed Captions
- Set a Tab Order

Advanced Actions

- Use a Completed Action
- Name Objects
- Create a Mask

- Control Object Visibility
- Create a Standard Advanced Action
- Execute an Advanced Action
- Group Timeline Objects
- Create a Variable
- Create a Conditional Action
- • Create Decision Blocks

Project Templates and Master Slides

- Work with the Main Master Slide
- Work with Content Masters
- Apply a Master to Filmstrip Slides
- Edit a Content Master Slide
- Apply a Theme
- Create a Custom Theme
- Review a Template
- Create a Project Based on a Template
- Create a Project Template

Responsive Projects

- Review a Responsive Project
- Customize Breakpoints
- Save a Standard Project As Responsive
- Create a Responsive Project
- Use the Position Inspector
- Modify a Single Breakpoint
- Exclude from View
- Add a New Breakpoint
- Position and Smart Position Objects
- Edit Breakpoint Object Styles
- Insert and Name Fluid Boxes
- Resize Fluid Boxes
- Add Content to Fluid Boxes

Reporting Results

- Set Quiz Reporting Options
- Create a Manifest File
- Report a Button Interaction
- Adjust Slide Object Interaction
- Preview in SCORM Cloud
- Publish a SCORM Content Package
- Create an Inquisiq LMS Account
- Create an LMS Course