

## Adobe Captivate - Introduction 2-Day Course

---

### Aim:

Adobe Captivate is a powerful tool for creating interactive eLearning applications, training videos and software demonstrations.

This hands-on two-day course will cover 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. Level: Introduction - no previous experience is necessary

### Course Objectives

#### 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 image's
- Adding Characters
- Adding a Video - Event Video and Multi-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