

# NEW Adobe Captivate 12 Introduction 2 Day Course

### Overview

Adobe Captivate is a powerful Rapid eLearning authoring tool that allows users to create interactive content deliverable to almost any device, without the need for coding. It can be used for product demos, application simulations, soft skills and compliance training, live and self-paced online courses, self-service videos, employee on-boarding etc.

This all new version of Adobe Captivate has a new, intuitive user interface that allows for a simplified workflow. Make use of ready-made layout slides and powerful interactive elements to quickly create professional grade courses. All courses are responsive so your content will look good on any device, making sure that learners have a consistent experience whether they're using a desktop, laptop, tablet or mobile.

During the course delegates will learn the basic skills required to create quizzes, add audio and video, apply effects, and publish projects to the web and mobile.

### **Audience**

eLearning authors, corporate training professionals/educators and in-house content developers.

### **Course Objectives**

By the end of this course, attendees will have learnt to:

- Use the all new Interface
- Create slides using Text blocks, Media Blocks, Interactive components and Widgets and add basic interactivity
- Understand the Timeline
- Create your own Themes, Software Simulations and Quizzes
- Add Video/Audio
- Add Overlay Slides
- Co-work on a project
- Publish to an LMS

### **Prerequisites**

No prior Captivate knowledge is assumed however a good knowledge of PowerPoint is useful but not essential.

### Course Contents (2 days)

- OVERVIEW
  - What Captivate does
  - o A tour of the interface
  - o Previewing
- STARTING WORK
  - o Creating and saving projects
  - o Project preferences
  - o Project properties

- o Table of Contents and the Playbar
- Using and customising themes
- SLIDES
  - Creating slides
  - Slide properties





### WORKING WITH SLIDE CONTENT

- o Blocks and component overview
- Text blocks
- Text block properties
- o Text block components
- Text block component properties
- o Animating slide objects
- o Media blocks
- Interactive component blocks
- o Timing and the Timeline
- o Widgets

#### AUDIO

- Working on the script
- o Recording and editing audio
- o Importing audio
- o Synchronising audio with objects
- o Text to speech
- o Closed captions and accessibility

### RECORDING A SOFTWARE SIMULATION

- o Preparing to record
- o Setting the recording area size
- o Recording options
- o Recording
- What gets added during the recording process?

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### QUIZZES

- o Creating a quiz
- o Graded question slides
- o Result Slides

### ADDING INTERACTION

- o Buttons
- The Interaction panel
- o Triggers and Actions
- States

### PUBLISHING

- o Reporting and Tracking
- o Output for an LMS

### REVIEWING

- Creating and working with reviews
- o Explore the interface
- o Discuss project workflows
- o flash project
- o Upload to an LMS

### **Course Materials**

Each delegate receives a PDF workbook and other useful reference materials where applicable.

### Notes:

Enliten IT reserves the right to modify course content and materials as required in the interests of continuous course improvement, at any time, without notification. The suggested course duration is a guideline. Course topics and duration may be modified by the instructor based upon the knowledge and skill level of the course participants.

**NOTE:** We only offer this course on a private in-house basis.