

Adobe Captivate 9 Introduction



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Adobe Captivate 9 Introduction

The course runs from 9.30 am to approximately 4.30 pm.

Duration 3 days

Captivate Interface

Toolbars and Panels
Using the Grid, Zoom and Magnify
Using the Timeline
Slide filmstrip

Planning

Planning eLearning Projects
Responsive Project design
Setting layouts for different device screen dimensions
Properties for particular Views
Applying Themes

Recording Projects

Plan, record, edit and publish
Set recording preferences
Types of recording
Record video demonstrations
Pause while recording
Record software simulations
Taking additional screen-shots
Panning while recording

Slides

Add, delete & rearrange
Group, Lock & Hide
Master slides
Slide properties and transitions
Slide notes and Closed Captions

Objects

Add reflection and shadows
Align & arrange
Change the display and visibility

Copy, paste, and duplicate
Grouping
Object effects and style
Resize, reposition and rotate
Managing the Library

Non-Interactive Objects

Text captions and Animations
Simple pre-set Animations
Smart shapes and Highlight boxes
Images and rollover images
Mouse indicator
Audio settings for non-interactive objects
Zoom areas
Mathematical Equations

Interactive Objects

Text entry boxes
Buttons and Click boxes
Blocking and non-blocking interactions
Adding audio
Project navigation

Multi-State Objects

Interactive slide shows
Responsive motion effects
Asset store

Audio

System audio recording and playback
View audio details
Preview audio

“A highly professional company run by knowledgeable, friendly people”



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Our bespoke onsite courses run from 9:30am to 4:30pm with an hour for lunch. The trainer will arrive in time to check and help with your set up. If you need to amend these timings just let us know in advance and we will work around what suits you.

Recording in sync
Background, Slide and Object audio
Insert and Edit audio
Export audio
Text-to-speech

Video

Understanding video usage
Video in SWF and HTML5
Event video
Multi-slide synchronized video

Learning Interactions

Pyramid, Circle and Time
Game-Like Interactions
Learner Notes
Drag-and-drop

Quizzes

Import questions from GIFT text files
Insert pre-tests, graded and survey question slides
Quiz preferences
Random question slides from question pools
Set up question slides
Assigning points and penalties
Uniquely identifying interactions for quiz reports
Submitting all answers simultaneously
Allow users to return to quiz
Knowledge check questions

Advanced Editing and Review

Table of Contents
The Skin Editor
Resize projects
Project preferences
Preview projects
Effects panel
Spelling and Search options
Import, export, and delete content

Publishing Projects

Preview and publish Responsive projects
Publish as HTML5 files
Set publishing preferences
Publish as SWF files
Publish as MP4 Video files

Using Captivate with Other Applications

Importing from Microsoft PowerPoint
Importing Photoshop images
Integrate with Learning Management Systems (LMS);
LMS preview