

Adobe Captivate 9 Advanced

Course Summary

Description

This Adobe certified Adobe Captivate training class provides students with the knowledge and hands-on practice they need to develop and build software demonstrations and interactive eLearning simulations. In addition to learning key concepts, students also learn best practices for creating and publishing Captivate projects.

Objectives

At the end of this course, students will be able to:

- Create Video Demos Custom Styles
- Understand Branching and Aggregating
- Use Question Pools
- Use Accessible eLearning
- Understand Variables
- Use Widgets and Interactions Actions
- Create Masters Slides
- Create Themes
- Create Templates
- Design Responsive Projects
- Display Reporting Results

Topics

- Essential Skills with a Twist
- Video Demos
- Custom Styles, Branching, and Aggregating
- Question Pools
- Accessible eLearning
- Variables, Widgets, and Interactions
- Actions
- Masters, Themes, and Templates
- Responsive Projects
- Reporting Results

Prerequisites

Prior to taking this course, students should have knowledge of your operating system and basic computer navigation is required for all classes. We also recommend that you have the Adobe Captivate software before starting the class.

Duration

Two days

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Course Outline

- I. Essential Skills with a Twist**
 - A. Plan eLearning Projects
 - B. Recording Settings
 - C. Rehearse a Script
 - D. Record a Custom Simulation
 - E. Edit a Text Capture Template
- II. Video Demos**
 - A. Record a Video Demo
 - B. Add a Video Zoom
 - C. Add a Video Pan
 - D. Smooth a Mouse Path and Show Visual
 - E. Clicks
 - F. Split a Video
 - G. Trim a Video
- III. Custom Styles, Branching, and Aggregating**
 - A. Create a Text Caption Style
 - B. Apply a Style Globally
 - C. Export and Import a Style
 - D. Name a Slide
 - E. Copy/Paste Project Assets
 - F. Use Buttons to Create a Branch
 - G. Explore the Branching Tab
 - H. Create a Slide Group
 - I. Publish SWFs
 - J. Aggregate SWFs
- IV. Question Pools**
 - A. Review a GIFT File
 - B. Import a Question from a GIFT File
 - C. Create Question Pools
 - D. Move Questions to Pools
 - E. Insert Random Question Slides
- V. Accessible eLearning**
 - A. Set Document Information
 - B. Enable Accessibility
 - C. Add Accessibility Text to Slides
 - D. Import Slide Audio
 - E. Add Shortcut Keys
 - F. Add Closed Captions
 - G. Set a Tab Order
- VI. Variables, Widgets, and Interactions**
 - A. Add Project Information
 - B. Insert a System Variable
 - C. Edit a System Variable
 - D. Create a User Variable
 - E. Use a Variable to Gather Data
 - F. Insert and Format a Widget
 - G. Insert and Format an Interact
- VII. Actions**
 - A. Use a Completed Action
 - B. Name Objects
 - C. Create a Mask
 - D. Control Object Visibility
 - E. Create a Simple Action
 - F. Attach an Action to a Button
 - G. Group Timeline Objects
 - H. Create a Variable
 - I. Create a Conditional Action
 - J. Create Decision Blocks
 - K. Create and Export a Shared Action
 - L. Import a Shared Action
- VIII. Masters, Themes, and Templates**
 - A. Work With the Main Master Slide
 - B. Work With Content Masters
 - C. Apply a Master to Filmstrip Slides
 - D. Edit a Master
 - E. Apply a Theme
 - F. Create a Custom Theme
 - G. Review a Template
 - H. Base a Project on a Template
 - I. Create a Project Template
 - J. Insert a Placeholder
- IX. Responsive Projects**
 - A. Review a Responsive Project
 - B. Customize Breakpoints
 - C. Customize Theme Colors
 - D. Use the Position Inspector
 - E. Set Relative Positioning
 - F. Link Objects Together
- X. Reporting Results**
 - A. Set Quiz Reporting Options
 - B. Create a Manifest File
 - C. Report a Button Interaction
 - D. Adjust Slide Object Interaction
 - E. Publish a Content Package
 - F. Create an Inquisiq LMS Account
 - G. Create an LMS Course
 - H. Attach a Lesson to a Course
 - I. Test an eLearning Course