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Learning Style: Virtual Classroom

Technology: Adobe

Difficulty: Intermediate

Course Duration: 3 Days

Adobe Captivate: Beyond the Essentials



About This Course

Once you've mastered the basics of Captivate, the next step is building eLearning that adapts to each learner, works on any screen, meets accessibility requirements, and tracks results. This course shows you how. Content moves at a faster pace than the introductory course, with a focus on shortcuts, real-world tips, and workflow improvements, and every lesson uses challenging project files.

Course Objectives

- Record interactive software simulations using custom recording mode and pre-edit caption text
- Create, apply, export, and import custom object styles
- Combine projects and use buttons and branch groups to create branching scenarios
- Insert and edit system variables, create user variables, and use variables to gather learner data
- Insert and configure widgets to extend Captivate’s functionality
- Create interactive videos with bookmarks and slide overlays
- Build virtual reality projects with text hotspots, audio hotspots, and quizzes
- Create Smart Learning Interactions and basic and advanced drag-and-drop interactions
- Use object states to change the appearance of shapes and swap images
- Make eLearning accessible using Section 508 best practices, including accessibility text, closed captions, shortcut keys, and tab order
- Create standard and conditional Advanced Actions, including decision blocks
- Work with master slides and themes, and create projects from custom templates
- Build responsive projects with Fluid Boxes and breakpoints for any screen size
- Set quiz reporting options and publish SCORM content packages
- Test content in SCORM Cloud and upload and test lessons in an LMS

Audience

- Instructional designers and eLearning developers with Captivate experience
- Corporate trainers and learning and development (L&D) professionals
- Technical writers and documentation specialists who create interactive software training

- Compliance and HR professionals who need accessible, trackable training
- Captivate users who have completed Adobe Captivate: The Essentials or have equivalent experience
- Anyone who wants to build advanced, interactive, LMS-ready eLearning with Captivate

Prerequisites

You should have hands-on experience with Adobe Captivate and a working knowledge of the skills covered in Adobe Captivate: The Essentials, including:

- Creating projects and recording software demonstrations
- Adding text captions, object styles, and slide timing
- Working with images, buttons, and basic interactivity

Course Outline:

Module 1: Interactive Software Simulations and Caption Pre-Editing

- Rehearsing scripts before recording
- Configuring recording preferences
- Recording interactive software simulations
- Editing text capture templates to customize captions

Module 2: Object Styles, Project Sharing, and Branching

- Creating and applying custom object styles globally
- Importing and exporting object styles
- Naming slides and copying project assets
- Combining projects and creating branching navigation
- Using Branching View and creating branch groups

Module 3: Variables and Widgets

- Adding and editing project information
- Inserting and editing system variables
- Creating user variables
- Using variables to collect learner data
- Inserting and formatting widgets

Module 4: Interactive Videos and Virtual Reality

- Inserting interactive videos
- Adding video bookmarks and slide overlays
- Creating virtual reality projects using 360-degree images
- Adding text and audio hotspots
- Integrating quizzes into VR projects

Module 5: Interactions

- Adding interactive elements such as process circles
- Creating basic and advanced drag-and-drop activities
- Configuring drag-and-drop buttons and captions
- Creating retry slides
- Changing object states and swapping images

Module 6: Accessible eLearning

- Setting document information and enabling accessibility
- Adding accessibility text to slides
- Importing slide audio
- Configuring shortcut keys
- Adding closed captions
- Setting slide tab order

Module 7: Advanced Actions

- Configuring completed actions
- Naming objects and controlling their visibility
- Creating standard and conditional advanced actions
- Attaching actions to buttons
- Grouping timeline objects
- Creating variables and decision blocks

Module 8: Project Templates and Master Slides

- Working with main and content master slides
- Applying and editing master slides
- Applying themes and creating custom themes
- Reviewing existing templates
- Creating projects from templates
- Developing reusable project templates

Module 9: Responsive Projects

- Customizing responsive breakpoints
- Converting standard projects into responsive projects
- Creating, resizing and populating Fluid Boxes
- Using the Position Inspector
- Modifying object placement at individual breakpoints

- Excluding objects from specific views
- Linking and positioning objects across screen sizes

Module 10: Reporting Results

- Configuring quiz reporting options
- Creating SCORM manifest files
- Tracking button and slide-object interactions
- Previewing courses in SCORM Cloud
- Publishing SCORM content packages
- Uploading lessons to an LMS
- Testing course delivery and learner reporting