



Adobe Captivate Course Outline: Advanced

Duration: 2 Days

Prerequisites:

Adobe Captivate Beginners

Related Courses:

Adobe® Photoshop CC, Adobe Premiere Pro CC , Adobe Premiere Rush CC, Adobe Express

Course Objectives

Embark on an advanced exploration of Adobe Captivate in our comprehensive 1-day course. Elevate your eLearning authoring skills by delving deep into the intricate features of this powerful tool. Say hi to the widget gallery, your gateway to effortlessly crafting engaging learning experiences. Unlock the magic of responsive design as you learn to author once and witness your content adapt seamlessly to various screen sizes. Throughout this course, you'll gain mastery in leveraging widgets, creating dynamic quizzes, building realistic simulations, crafting advanced interactions, incorporating captivating animations, ensuring accessibility compliance, customizing the timeline, and optimizing the Table of Contents (TOC) and Playbar for a truly polished and professional course development experience. Prepare to elevate your Adobe Captivate expertise to new heights!

Widgets

- Add a Card
- Add Tabs
- Add a Course
- Add a Hotspot
- Add Drag-and-Drop
- Add a Timeline
- Add Click to Reveal
- Add A Certificates

Responsive Mode Behaviour

- Table Mode
- Phone Mode

Customize the Timeline

- What is the Timeline
- Launch Timeline Panel
- Getting Familiar with the Timeline (Ruler, Playhead, Zoom, Bars and Bookmarks)
- Set Time Frame for Slides
- Delete Content Blocks from Timeline
- Drag and Position Objects on Timeline
- Edit Audio on Timeline
- Copy and Paste Appearance
- Add Bookmarks

Overlays

- What Slides can be used as Overlays
- Adding Overlays
- Duplicate Overlay Slide

Create a Simulation Project

- Preparing to Record
- Narration & Panning
- Demo Mode
- Changing Properties of an Instruction
- Changing Properties of an Mouse Pointer
- Training Mode
- Assessment Mode
- Simulation Properties
- Adding Simulation to Existing Project

Animations

- Timing vs Triggered
- Types of Animation
- Adding Animation to Project
- Animation Options
- Add Animation to Text
- Add Animation to States
- Apply Triggered Animations
- Copy & Paste Animations
- Duplicate Animations
- Delete Animations
- Extend Duration of Animation on Timeline

Create quizzes

- Graded vs Knowledge Check
- Add Multiple-Choice Question
- Add True or False Question
- Add Match the Column Question
- Add Short Answer Question
- Add Sequence Question
- Change Question Properties (includes Attempts, Points for Correct Answer, Point for Wrong Answer, Time Limit)
- Select Answer
- Change Answer Properties
- Editing Text
- Customize Results Slide
- Set Pass or Fail Criteria
- Feedback

Make Project Accessible

- Slide accessibility
- Make slide objects accessible
- Make a non-interactive object accessible



- Make an interactive object accessible
- Make the custom states of an object accessible
- Make a checkbox accessible
- Make a widget accessible
- Make a quiz accessible

Advanced Interactions

- What are Interactions (Triggers, Conditions, Actions)
- Slide Level vs Object Level Interactions
- Object vs Timeline
- Hide and Show
- Slide Enter & Slide Exit
- Set and Go To State
- Apply Animation
- Toggle View
- Pause & Resume Timeline
- Jump to Bookmark

Working With Variables

- User vs System Variables
- Creating Variables
- Assigning Variables
- Create an interaction based on a condition (If-Else and While)
- Operations on actions
- Resolve incomplete actions or conditions
- Delete a condition
- Copy-paste operations