Beginners Adobe Captivate Course

Your learning needs are at the heart of what we do.

Essentials Adobe Captivate training - Beginners one day course

We specialise in delivering flexible training programmes and the actual course content, topics and syllabus taught will vary depending upon your learning requirements and upon the version of the software taught.

1. Introduction to Adobe Captivate
    o   Starting your Captivate project
    o   Working with workflows in Captivate
    o   Understanding the principles of Computer-Based Training (CBT)
    o   Demonstration of Captivate in action
    o   Planning your First Captivate Project

2. Editing your First Captivate Project
    o   Understanding Captivate Workspaces
    o   Using Captivate Panels
    o   Inserting, adding and manipulating slides
    o   Using the Filmstrip
    o   Adding Text captions
    o   Understanding Mouse properties and pointer paths

3. Recording Your Captivate Projects
    o   Using the Recording Window
    o   Running Demonstration Mode
    o   Setting your Resolution & Recording Size
    o   Using Recording simulations
    o   Exploring the recording simulations mode

4. Captivate Timeline
    o   Understanding the Timeline
    o   Layers on the Timeline
    o   Adjusting your Slide Timings

5. Working with Image and Sound
    o   Movie properties
    o   Controlling Bandwidth usage and analysing your usage
    o   Resizing your images
    o   Setting Frame Rates
    o   Adding text animation
    o   Incorporating Flash videos into your projects
    o   Setting Flash video properties
    o   Script plan
    o   Incorporating audio recordings
    o   Adding audio tracks to your project
    o   Using background audio tracks

6. Recording a simulation
    o Customising the recording options
    o Inserting check boxes
    o Inserting buttons (Text and Image)

7. Rollovers
    o Inserting a Rollover Caption
    o Inserting a Rollover Slidelet
    o Inserting Rollover Images into your projects
    o Setting a Zoom area

8. Adding quiz slides
    o Inserting quizzes
    o Editing your quiz slides
    o Setting up multiple choice option slides
    o setting up True or False option slides
    o Editing your question slides
    o Setting reporting options for your quizzes
    o Tracking users' quiz scores and results
    o Getting started with the LMS (Learning Management System)

9. Learning Management System
    o Understanding the benefits of e-learning
    o Understanding e-learning management
    o Using the e-learning output option
    o Managing Project updates

10. Menu Builder
    o Creating menu builder projects
    o Considerations for publishing your projects
    o Format, styles and options
    o Final editing of your Projects

11. Publishing the Project

Scan the QR Code for more course information:

Print responsibly.