

# Adobe Captivate



**Days:** 2

**Prerequisites:** Windows 7, 8, or 10 training or equivalent knowledge such as Microsoft Word & PowerPoint 2010, 2013, or 2016 training.

**Audience:** This class is intended for eLearning developers, instructional designers, educators, and professionals looking to create interactive training courses.

**Description:** Adobe Captivate is a powerful tool for creating accessible and interactive eLearning content. This course provides hands-on training to help participants develop engaging and accessible eLearning projects. Learners will explore Captivate's features, including screen recording, software simulations, and advanced interactivity. Participants will gain experience through step-by-step activities, Confidence Checks, and real-world applications of the software.

By the end of this course, learners will be able to create SCORM-compliant courses, incorporate accessibility elements, and publish projects for web and mobile devices.

**Course Objectives:** This workshop teaches participants to:

- Navigate the Adobe Captivate interface and explore existing projects
- Create new projects and add multimedia elements such as text, images, and video
- Implement buttons, states, themes, and advanced interactivity
- Work with animations, slide timing, and system/user variables
- Develop quizzes and assessments for eLearning modules
- Collaborate with stakeholders using Captivate's review and publishing tools
- Publish SCORM-compliant courses for Learning Management Systems
- Record and edit software simulations for training

## OUTLINE:

### LESSON 1: COURSE OVERVIEW

- Participants will begin by exploring the objectives of the workshop and identifying their learning goals. The instructor will provide an overview of Adobe Captivate and its capabilities in eLearning development.

### LESSON 2: EXPLORING AND CREATING

- Participants will navigate the Captivate interface, explore an existing project, and practice previewing projects. They will also create a new project and add background images, text, and themes.

### LESSON 3: VIDEOS, IMAGES, AND AUDIO

- This session covers inserting and managing multimedia elements such as videos, images, and background audio. Participants will also learn how to add accessibility text and closed captions to enhance accessibility.

### LESSON 4: STATES, ANIMATIONS, TIMING, AND VARIABLES

- Participants will work with states, animations, object timing, and system/user variables to create interactive learning experiences.

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## LESSON 5: ADVANCED ACTIONS AND QUIZZING

- This session introduces conditional actions, quizzing features, and assessment development. Participants will insert, edit, and configure quiz preferences.

## LESSON 6: REVIEWING AND PUBLISHING

- Participants will share projects for review, customize TOCs and the Playbar, publish

projects as HTML5, and enable LMS reporting for SCORM compliance.

## LESSON 7: SOFTWARE SIMULATIONS

- Participants will record, edit, and refine software simulations using Captivate's multimode recording capabilities. They will explore pointer path editing, panning simulations, and interaction refinements.