



Captivate 4 Level 2

Captivate 4 Level 2 is a two day course that provides student with knowledge on how to take their current Captivate projects to the next level of sophistication and control.

Target Student: This course is for people who are current users of Captivate 4.

Prerequisites: Before taking this course, you should have a thorough understanding of Captivate 4 and have produced multiple projects.

Delivery Method: Instructor-led, classroom-delivery learning model with structured hands-on activities.

Benefits: After completing this course, you will be able to build Captivate templates, import both PowerPoint and existing Captivate projects, build branching scenarios, develop quiz pools, work with Adobe Flash widgets within projects, an introduction to the use and functionality of variables, aggregate multiple projects together, and how to add 508 compliance to projects.

What's Next:

Flash Rich Content Creation Add animation and user interaction to your web site with graphics, text, and sound effects.

Flash ActionScript teaches fundamental programming techniques, by introducing core concepts including instance names, variables, functions, properties, and methods; then proceeds through conditions, loops, event handling, and animating with ActionScript.

Dreamweaver Website Development Build a website that includes text, graphics, style sheets, tables, links, rollovers, navigation bars, and forms.

Dreamweaver Dynamic Application Development Create dynamic websites that interact with users and data, and increase productivity using new coding features.

Performance-Based Objectives

Upon successful completion of this course, you will be able to:

- Add widgets to provide enhanced interactivity and rich content rapidly.
- Utilize variables and advanced actions to personalize the learning experience
- Import PowerPoint files
- Create table of contents and utilize the aggregating function to combine projects
- Perform image editing and utilize Photoshop
- Work with project and design templates
- Control objects with the multiple actions feature
- Create sophisticated learning modules by branching to different slides and projects.
- Reviewers can add comments to your SWF files
- Ensure 508 compliance
- Create question pools for random question quizzing
- Learning management system overview



Captivate 4 Level 2

Importing and Branching

- Import PowerPoint
- Resize a Project
- Import Project Slides and Objects
- Label a Slide
- Use Buttons to Create a Branch
- Explore the Branching Tab
- Work with a Slide Group
 - Aggregator

Question Pools

- Create and Rename Question Pools
- Add Questions to Question Pools
- Insert Random Question Slides

Accessible Projects

- Enable Accessibility
- Accessibility Text
- Shortcut keys
- Closed Captions

Commenting, Image Editing and Photoshop Layers

- Sending a project for review
- Background editing
- Working with Photoshop layered files

Variables

- Create a user-defined variable
- Customize a system variable
- Edit/delete a user-defined variable
- Controlling projects with variables

Widgets

- Widget parameters
- Controlling the visibility of a widget
- Define the behavior of a widget
- Static widgets
- Interactive widgets
- Question widgets

Templates

- Create a Project Template
- Template placeholders
- Design Templates

Advanced Actions

- Controlling visibility of objects
- Naming items
- Attaching multiple actions to objects

Learning Management Systems

- LMS reporting options
- Manifest files
- Advanced interaction reporting
- Content Packages
- Uploading to an LMS

