



### Captivate 4

**Captivate 4** is a 2-day course that provides students with knowledge on how to record and create software demonstrations in addition to editing and publishing projects. It also focuses on creating testing options for e-learners.

**Target Student:** This course is for people who want to learn how to create software demonstrations and interactive simulations.

**Prerequisites:** Before taking this course, you should have a basic understanding of your computer's operating system. For example, you should know how to launch an application, create and save files, and copy files from CDs and other media.

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

**Benefits:** After completing this course, you will be able to record software demonstrations, work with text captions, images, and objects as well as the Timeline. Additionally you will be able to add simulations and use e-learning features.

#### 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:

- Use an effective workflow process to produce software demonstrations and interactive simulations.
- Create engaging training by using multimedia.
- Insert slide elements such as text captions, images, objects, sound, and animation.
- Test e-learners by inserting question slides.
- Utilize images and drawing tools.
- Publish your project in various formats, including Word documents and SWF files.
- Create a project Table of Contents





## Captivate 4

### **eLearning and Captivate**

Education Through Pictures  
Planning eLearning Projects  
Development Process  
Captivate 4 Interface

### **Demonstrations and Simulations**

Resolution and Recording Size  
Preparing to Record  
Demonstrations  
Assessment Simulations  
Training Simulations  
Custom Recordings

### **FMRs, Panning and Image Slideshows**

Full Motion Recording  
Panning  
Image Slideshows

### **Text Captions and the Timeline**

Text Captions  
Changing and Viewing the Timeline

### **Images and Drawing Objects**

Blank Slides  
Working with Images  
The Library  
Image Effects  
Mouse Visuals and Sounds  
Drawing Objects

### **Pointers, Buttons and Highlight Boxes**

Pointer Paths and Types  
Buttons  
Highlight Boxes

### **Rollovers and Zoom Areas**

Rollover Captions  
Rollover Images  
Zoom Areas  
Rollover Slidelets

### **Slide Labels, Notes and Audio**

Slide Quality  
Slide Labels and Notes  
Adding Audio Files to Projects  
Working with Audio  
Silence  
Text to Speech

### **Animation and Flash Video**

Frame Rates  
Animation  
Text Animation  
Flash Video

### **Click and Text Entry Boxes**

Demonstrations versus Simulations  
Find and Replace  
Click Boxes  
Text Entry Boxes

### **Skins and Templates**

Apply a Skin  
Edit and Save a Skin  
Add a Loading Screen  
Create a Project Template  
Record Additional Slides  
Edit a Template

### **Introduction to Question Slides**

Set Quiz Preferences  
Insert and Format Question Slides

### **Finishing Touches**

Links  
Skins  
TOCs  
Preloaders  
Publishing  
Round Tripping