



Captivate 3

Captivate is a 2-day course that provides student 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.
- Create interest by branching to different slides and projects.
- Publish your project in various formats, including Word documents and SWF files.
- Link all of your related projects together.



Captivate 3 16 hours

Introducing Captivate

- Start Adobe Captivate 3 and Set General Preferences
- Open and Close Existing Projects
- View Project Information and Open Slides
- Preview a Project
- View the Library and Timeline

Recording

- Step Through a Script
- Set the Recording Type and Options
- Record a Project Manually
- Record in Captivate 3 Modes
- Record a Project in Multiple Modes at One Time

Text Captions and The Timeline

- Duplicate a Slide and Hide the Mouse
- Insert, Resize and Move Text Captions
- Change Text Caption Properties
- Change an Object's Slide Position and Size
- Change a Slide's Display Time
- Change Timeline View Settings
- Use the Timeline to Set Text Caption Display Times
- Use Options to Control Object Timing
- Set Mouse Properties
- Align Slide Objects

Images

- Insert and Delete Slides
- Working with Images
- Set Image Size and Slide Position
- Use the Library
- Add a Visual Mouse Click and Click Sound

Pointer Paths, Buttons and Highlight Boxes

- Change the Pointer Path and Pointer Type
- Change the Pointer Type
- Edit a Slide and Object Display Times
- Insert a Text Button
- Set a Button's Options
- Insert an Image Button and Highlight Box

Converting Demonstrations into Simulations

- Replace Phrases
- Insert a Click Box and Set Options
- Change a Slide's Display Time
- Insert a Text Entry Box

Rollovers and Zoom Areas

- Insert a Rollover Caption
- Insert a Rollover Image
- Insert a Zoom Area
- Insert a Rollover Slidelet

Slide Labels, Notes and Audio

- Add a Slide Label and Slide Note
- Working with Audio

Animation and Flash Video

- Change a Project's Frame Rate
- Add Animation to a Slide
- Add Flash Video

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

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

Compliant Movies, Bandwidth and Publishing

- Enable 508 Compliance
- Add Accessibility Text and Closed Captions
- Add Closed Captions
- Link to a Web Site
- Set Project Information
- Publish a Flash (SWF)
- Publish Word Handouts
- Export Captions

Creating Quizzes

- Set Quiz Preferences
- Insert a Question Slide
- Add an Image to a Question Slide
- Create and Rename Question Pools
- Add Questions to Question Pools
- Insert Random Question Slides

MenuBuilder

- Publish a Standalone Project
- Create a MenuBuilder Project

Learning Management Systems

- Set Reporting Options
- Create a Manifest File
- Adjust Slide Object Interaction
- Publish a Content Package
- Create an LMS Account

