



Adobe Captivate 3

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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.



Adobe Captivate 3 2-Days

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

