

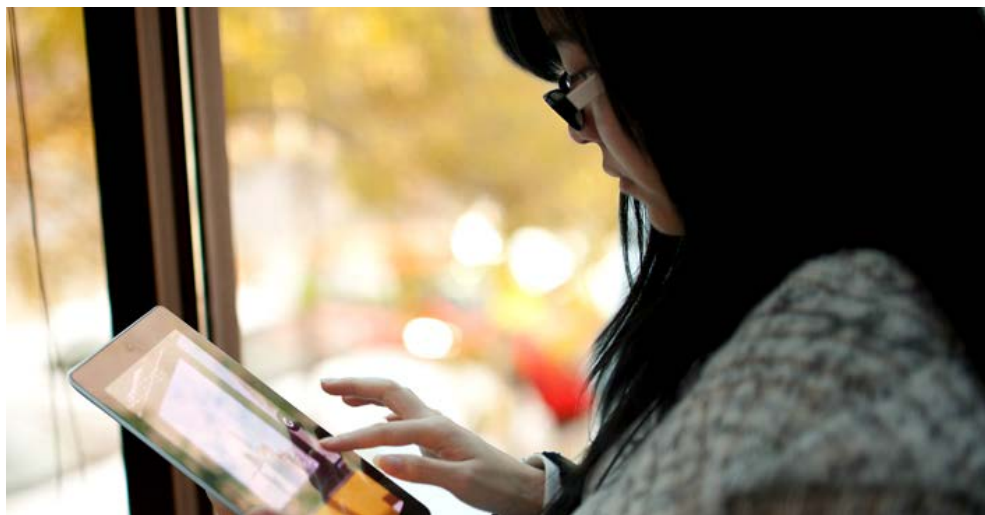
Introduction to Adobe Captivate

Training course outline



Captivate is the industry standard tool for developing e-learning content and interactive demos featuring narrative and video.

Introduction to Adobe Captivate training provides a thorough grounding in Captivate for beginners. On completion you will be able to use Captivate to create high quality e-learning tutorials.



Course summary

Teaches everything you need to produce professional standard e-learning tutorials and high quality demos. Sessions cover:

- Working with slides and masters
- Applying effects, adding buttons and rollover captions
- Using the timeline
- Inserting images and sound
- Inserting audio, video and animations
- Creating questions and assessments
- Publishing for Learning Management Systems
- Publishing for HTML5

Duration

Two days.

Who should attend?

Newcomers to Captivate and novice Captivate users.

General information

Armada is an Adobe Authorised Training Centre (AATC), and our *Introduction to Adobe Captivate* course is accredited by Adobe.

Captivate courses are hosted by Adobe Certified Instructors (ACIs) with vast experience of using Captivate in industry.

Whilst attending training, delegates have the use of a computer running licensed Captivate software to practice the techniques taught. Refreshments and lunch are provided.

Course fees can be paid by cheque, electronic transfer or credit/debit card.

Courseware and certificate

Delegates receive:

- Comprehensive training materials.
- An e-certificate (PDF) confirming completion of an Adobe-accredited *Introduction to Adobe Captivate* course. Delegates receive this directly from Adobe.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help delegates to learn the techniques taught.

Delegates have ample opportunity to discuss specific requirements with the trainer.

Dates and price

For forthcoming dates and prices see armada.co.uk/captivate-training-course.

After course support

Following Captivate training, delegates are entitled to 30 days email support from their trainer to help with any post-course issues.

Course syllabus

See over.

Course syllabus

Day 1

The Captivate learning environment
Creating a new project
Adding and editing slides
Working with text captions
Modifying the pointer
Working with the timeline
Working with objects
Using Smart Shapes
Applying Themes
Inserting animations and applying effects
Adding video to a Captivate project
Adding audio to a Captivate project
Exploring the 'panning' function

Day 2

Recording software simulations
Using clickboxes
Importing PowerPoint slides
Inserting buttons
Using text entry boxes
Using variables
Advanced actions
Inserting rollover captions and images
Inserting question slides
Setting reporting options
Updating projects
High definition screencasts
Themes and project templates
Reviewing
Publishing for a Learning Management System (LMS)
Publishing to HTML5
Other reporting and publishing options
Creating aggregator projects
Miscellaneous