

ADOBE CAPTIVATE ADVANCED TRAINING CLASS

This Advanced Adobe Captivate training class takes you beyond the basics for creating product demonstrations, training and elearning, along with application simulations. Discover how to create more sophisticated Captivate projects, including more advanced testing options and export to multiple formats, including HTML5.

WHAT YOU'LL LEARN IN THIS CAPTIVATE TRAINING COURSE

- Creating custom themes and using custom artwork
- Using Photoshop Layer comps in your Captivate projects •
- Advanced Interactions in Captivate •
- Understanding scripting and variables
- Using Audio and Video in Captivate
- Exporting Captivate projects to HTML5

AUDIENCE FOR THIS TRAINING COURSE

This Advanced Captivate training class is for students who need to create more advanced Captivate projects and elearning content using Adobe Captivate.

TRAINING COURSE DURATION

This class is two days in length, with course time running from 9:30 am until 4:30 pm each day. Lunch break occurs from approximately noon until 1 pm.

TRAINING COURSE CURRICULUM

This training course uses provided lesson files and instructor selected resources.

ENROLLING IN THIS TRAINING COURSE

You can register for this training class online, or by calling 781-376-6044 or 800-851-9237.

LOCATIONS FOR THIS TRAINING COURSE

You can attend classes at your training centers located in Boston, New York City, Philadelphia, onsite at your office, or on-line. You can select the course location at the time of your registration.

GOALS AND OBJECTIVES FOR THIS TRAINING COURSE

American Graphics Institute is focused on providing high-quality training courses for your professional development. We provide regularly scheduled small group courses along with private or customized training.

PRIVATE AND CUSTOMIZED TRAINING COURSE OPTIONS

This training course can be offered as a private class for groups or individuals, and the content can be customized to meet your specific needs. You can call to speak with a training representative at 781-376-6044 or 800-851-9237 to discuss training course customization.

- Importing and Branching
- **Creating Question Pools**
- **Building Accessible Projects**
- Using Variables, Widgets and Buttons
- Project and Design Templates
- Working with a Learning Management System (LMS)



LESSON 1: CREATING THEMES IN CAPTIVATE

Understanding themes Using default themes Customizing themes and theme slides Using a custom theme for a project

LESSON 2.: WORKING WITH EXTERNAL ASSETS IN CAPTIVATE

Importing Powerpoint projects Building custom buttons Creating a Branch with buttons Explore the Branching tab Create slide groups Editing slides with imported assets. Using the Branching view with interactive Objects

LESSON 3: WORKING WITH AUDIO IN CAPTIVATE

Using Slide Notes Working with Text to Speech Recording Audio for eLearning projects Using variables to gather data Adding audio to Slides Adding audio to Objects Editing Audio using Captivate

LESSON 4: ADDING VIDEO TO CAPTIVATE PROJECT

Video formats Working with streaming video Adding Flash video Adding video transitions

LESSON 5: CREATING AND USINGlearning path **QUESTION POOLS**

Inserting a Question Slide **Creating Question Pools** Add Questions to Question Pools Insert Random Question Slides

LESSON 6: CREATING ACCESSIBLE CAPTIVATE PROJECTS

Setting Document Information Enabling Accessibility Add Accessibility Text to Slides Importing Audio Adding Shortcut Keys Adding Closed Captions

LESSON 7: USING PHOTOSHOP LAYER COMPS IN CAPTIVATE

Creating a background mask **Editing Slide Backgrounds** Importing Photoshop files Using Photoshop layers

LESSON 8: USING VARIABLES, ADVANCED INTERACTIONS AND **BUTTONS**

Inserting System variables Editing System variables Creating user variables Creating custom buttons in Captivate Using Captivate's advanced interactions

LESSON 9: REFINING PROJECTS

Selecting project-wide Quality settings Setting individual slide display quality Defining the background color Starting and ending options Creating and editing Skins Hiding navigation controls to define a

Adding Table of Contents and glossary Using HTML5 Output Final file delivery options

LESSON 10: USING SCRIPTING AND ACTIONS

Creating Actions Adding interactivity with actions Creating scripts Adding scripts to slides Understanding user variables Creating system variables Triggering actions with scripts

LESSON 11: INTEGRATING WITH AN LMS

Reporting options for quizes Creating manifest files Reporting button interactions Adjusting slide object Interaction **Publish Content Packages** Create a trial Inquisiq LMS Account Create an LMS Lesson Create an LMS Course Create an LMS Curriculum Testing an eLearning Course