Course : Adobe Captivate, creating interactive e-learning content

Practical course - 2d - 14h00 - Ref. AOC
Price : 1380 CHF E.T.

You'll learn how to effectively create and manage e-learning content and presentations interactively with Adobe Captivate. You'll also learn how to combine text, audio and video to develop rich, customized multimedia communication tools.

Teaching objectives

At the end of the training, the participant will be able to:

- Discover the basics of e-learning
- Create interactive e-learning content with Adobe Captivate
- Develop interactive presentations with text, audio and video
- Create interactive quizzes with text, audio and video

Intended audience

Anyone wishing to create an interactive communication medium.

Prerequisites

Good knowledge of a Windows or Mac operating system.

Course schedule

1 Introducing Captivate

- The different project types. Navigating the modern interface.
- Customize the workspace interface.
- How responsive themes work.
- Project preferences.

Hands-on work
Getting to grips with the interface.

PARTICIPANTS
Anyone wishing to create an interactive communication medium.

PREREQUISITES
Good knowledge of a Windows or Mac operating system.

TRAINER QUALIFICATIONS
The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS
The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.
Participants also complete a placement test before and after the course to measure the skills they've developed.

2) Creating a new project

- Getting to grips with slides. Project size and responsive layout.
- Setting up an adaptive theme.
- Incorporate text, images, hover objects...
- Use images, characters and resources from the extended library.
- Understand chronological editing.
- Object manipulation: align, resize. Object styles.
- Manage library objects.
- Using AI for content creation and asset enhancement.

Hands-on work
Create a project, insert slides, set up a theme.

3) Software simulations

- Pre-recording preparations with capture tools.
- Discover the different capture modes.
- Set advanced preferences.
- Capture.
- Automatically inserted elements.

Hands-on work
Run a software simulation and make modifications.

4) Interactive objects

- Use advanced interactive buttons and widgets.
- Different object states and complex animations.
- Insert text entry zone.
- Drag-and-drop interaction.
- Use the junction sign to find your way.
- Object animation (text, effects panel).

Hands-on work
Insert interactive objects.

5) Add multimedia

- Import audio (music, narration).
- Record narration with integrated noise reduction.
- Synchronize subtitles with narration.
- Modify/export an audio file.
- Types of video formats.
- Add/edit a video file.

Hands-on work
Insert audio (3 different ways) and video (2 ways).

6) Create a quiz

- Set quiz preferences with advanced options.
- Setting up different types of questions.
- Discover the enhanced quiz palette and customization options.
- Quiz formatting and testing with integrated results analysis.

Hands-on work
Setting up a quiz.

(7) Publication of projects

- Create and customize a table of contents.
- Modification of trim.
- Publishing preferences for different devices and platforms.
- HTML5 project, with support for mobile devices and tablets.

Hands-on work

Publication of the project.