



Captivate Advanced | Course Overview

COURSE DESCRIPTION

City Desktop's Advanced Captivate course follows on from the 2 day Essentials Captivate course. It empowers current Captivate users to improve their production skills by incorporating higher-end features such as project templates, responsive layouts, custom styles, system variables, advanced actions, branching and uploading projects to a Learning Management System.

Adobe Captivate's advanced features include: Enhanced object effects and multistate objects, SCORM and XAPI compliance ensures Captivate projects can be uploaded and scored correctly by your LMS, Improved responsive design options helps you to create eLearning content which can be viewed seamlessly across devices, Advanced quizzing and question pools allows for enhanced assessments and interactivity.

WHAT YOU WILL LEARN

- Object Styles, Project Sharing & Branching
- Accessible eLearning
- Masters, Themes and Templates
- Interactions
- Interactive Videos and Virtual Reality
- Variables
- Advanced Actions
- Responsive Projects
- Reporting Results

WHO SHOULD ATTEND AND PREREQUISITE

Anyone who has completed the 2-day Essentials Captivate course or who has been using Captivate for more than one year. (If you are self taught, and would like to attend this course, please call City Desktop to discuss your current level of experience with one of our Captivate trainers.)

~~\$590~~ **\$540** (+GST)

1 DAY | 9-4:30PM

Please visit our website for enquiries and bookings:


www.cd.com.au

www.facebook.com/citydesktop

city
desktop training

www.cd.com.au
info@cd.com.au
1300 441 891



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Training Centre

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Premium training for visual communication

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Course Outline

OBJECT STYLES, PROJECT SHARING & BRANCHING

- Working with Styles
 - Creating Styles
 - Applying Styles Globally
 - Exporting and Importing Styles
- Combining Projects
 - Naming Slides
 - Creating Groups
 - Create Branches

ACCESSIBLE ELEARNING

- Enabling Accessibility
- Document Information
- Captions and Closed Captions
- Shortcut Keys
- Defining Tab Order

MASTERS, THEMES AND TEMPLATES

- Exploring Master Slides
 - Add New Master Slides
 - Add Placeholders
 - Add Shapes (as buttons)
- Working with Themes
 - Define the Elements of a Theme
 - Repurpose an Existing theme
 - Saving a New Theme
- Create a Template
 - Add Skins
 - Add TOC's
 - Add Project Information
 - Import Images & Audio Assets
 - Save the Template
- Create a Project from the Template

INTERACTIONS

- Review included Interactions
 - Add a FAQ Slide
 - Add a Glossary Slide
 - Add a Drag and Drop Interaction
- Import Interactions
- Multi State Objects
 - Create Multi-State objects using Shapes
 - Create Buttons to toggle the Object States

INTERACTIVE VIDEOS AND VIRTUAL REALITY

- Interactive Videos
 - Inserting
 - Adding Bookmarks
 - Adding Slide Overlays
- Virtual Reality
 - Create a VR Project
 - Adding Text Hotspots
 - Adding Audio Hotspots
 - Adding a Quizzes to a Project

VARIABLES

- System Variables
 - Project Information
 - Using System Variables
- User Variables
 - Creating New Variables
 - Assigning Variables
 - Using Variables

ADVANCED ACTIONS

- Standard Actions
 - Working with Groups
 - Importance of Naming Objects
 - Using Show/Hide/Enable/Disable
- Conditional Actions
 - Exploring If/Then/Else Decision Blocks
 - Using Expressions
 - Controlling Visibility of Objects using Slide Entry

RESPONSIVE PROJECTS

- Reviewing Responsive Projects
 - Customise Breakpoints
- Fluid Boxes
 - Convert a standard Project to a Responsive Project
 - Insert and Name Fluid Boxes
 - Resizing Fluid Boxes
 - Adding Content to Fluid Boxes
- Breakpoints in eLearning Projects
 - Switching Modes
 - Using the Position Inspector
 - Modify a Single Breakpoint

- Exclude from a View
- Adding New Breakpoint
- Positioning Objects
 - Positioning and Linking
- Styles in Responsive Projects
- Edit Breakpoint Object Styles

REPORTING RESULTS

- Establishing SCORM Setups
- Working with Manifest Files
- Advanced Interactions
- SCORM Cloud Preview
- Content Packages

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