



**silicon
beach**
TRAINING

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Adobe Captivate

Duration: 2 days

Prerequisites

Some knowledge user interface design or experience with other Adobe products is advantageous but not essential

An introductory Adobe Captivate training course for new users of Adobe Captivate with the purpose of producing a fully working demo of an interactive eLearning module.

The workshop is divided into two days; the first is spent exploring the basic tools used to create effective eLearning and the second is used as a 'project day' with each participant experiencing the full project cycle and creating a published demo of their work.

Objectives

After this Adobe Captivate training course, delegates will:

- Be able to create a new eLearning project from imported PowerPoint slides
- Be able to format slides, time lines, objects and design themes
- Be able to create basic and branching quizzes
- Be able to publish an eLearning project

Course Content

- Basic eLearning theory
- Getting to know the workspace
- Using Captivate views
- Creating a new project
- Using templates
- Importing from Microsoft PowerPoint
- Adding & Deleting Slides
- Inserting standard objects
- Inserting drawing objects
- Editing the timeline
- Understanding animation
- Layers and visibility
- Adjusting animation sequences
- Working with interactive elements
- Working with slide branching
- Using Question Slides
- Choosing a Question type
- Creating a question pool
- Setting quiz options
- Using quiz branching techniques
- Previewing the project
- Project settings
- Saving projects
- Publishing the project



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