



## Adobe Captivate Classic Course Outline: Level: Advanced

Duration: 2 Day

Prerequisites: Adobe Captivate Classic Beginners

Related Courses: Adobe® Photoshop CC, Adobe Premiere Pro CC , Adobe Express, Adobe Animate

### Course Objectives

At the end of this course the learner will be able to capture a computer's screen, mouse action and audio.

### Managing Object Styles

- Standard Objects
- Quizzing Objects
- Runtime Dialog
- Creating Custom Captions
- Save Object Styles

### Working with Themes

- Changing Themes
- Getting Themes
- Theme Properties
- Skin Editor
- TOC Editor
- Save Themes

### Close Captions & Slide Notes & Text-To-Speech

- Closed Captions vs Text-To-Speech
- Show Closed Captions
- Closed Captions Settings
- Add Closed Captions
- Captions & Slide Notes Dialog
- Speech Management
- Generate Text-To-Speech

### Responsive Projects

- What are Fluid Boxes (Horizontal vs Vertical)
- Parent vs Child Fluid Boxes
- Creating and Editing Fluid Boxes
- Wrap Point
- Device Preview
- Responsive Playbar
- Responsive Capture
- Convert Blank Project to Responsive Project
- Creating Break Points

### VR with 360 Projects

- Create 360 Image Project
- Add and Edit Hotspots (Guided, Exploratory, Must View Once)
- Assign Interactions to Hotspots
- Add Display Text or Image
- Play Audio
- Play Video
- Add Quiz

### Drag and Drop Interactions

- Creating Drag and Drop Interactions
- Creating Flip Card Interaction

### Importing and Branching

- Explore the Branching Tab

### Quiz and Question Pools

- Insert a Question Slide
- Create and Rename Question Pools
- Add Questions to Question Pools
- Import questions from CSV Files
- Insert Random Question Slides

### Accessible Projects

- Set Document Information
- Enable Accessibility
- Add Accessibility Text to Slides
- Import Audio
- Add Shortcut Keys
- Add Closed Captions

### Working with Photoshop Layers

- Import a Photoshop File
- Work with Photoshop Layers

### Variables, Widgets and Buttons

- Add Document Information
- Insert & Edit a System Variable
- Create a User Variable
- Use a Variable to Gather Data
- Insert a Question Widget
- Insert a Certificate Widget
- Create Custom Buttons
- Adding Simple JavaScript

### Advanced Actions

- Control Object Visibility
- Name Items
- Attach Multiple Actions to Objects

## Learning Management Systems

- Set Quiz Reporting Options
- Create a Manifest File
- Report a Button Interaction
- Adjust Slide Object Interaction
- Publish a Content Package
- Create an LMS Lesson
- Create an LMS Course
- Create an LMS Curriculum
- Test an eLearning Course