

Course Overview

In this 2-day course you will learn how to develop demonstrations and interactive simulations of software applications using Adobe Captivate 4, a tool that automates the creation of computer-based training materials. After exploring the Captivate 4 environment you will learn how to create and modify a project. You will insert images, animations, and additional slides. You will also learn how to record and modify audio. You will insert question slides and learn how to evaluate user performance. Lastly, you will learn how to publish and organize projects.

Course Preparation

Prerequisite Course: Windows – Level 1 or equivalent experience.

Course Topics

Exploring the Adobe Captivate 4 Environment

- Explore the Captivate Interface
- Customize the Captivate Interface

Creating a Project

- Record a Project
- Modify a Project
- Insert Images
- Insert Animations

Updating a Project

- Insert Additional Slides
- Insert Objects
- Record Audio
- Modify Audio

Adding Quizzes

- Insert Question Slides
- Create a Question Pool
- Evaluate User Performance

Publishing a Project

- Prepare to Publish Projects
- Publish Projects

Organizing Projects

- Create Aggregator Projects
- Publish Aggregator Projects