# Cp ADOBE CAPTIVATE
## ADVANCED

**DURATION: 2 DAYS**

## COURSE DESCRIPTION

This Adobe certified class covers the more advanced features of Captivate and is suitable for existing users who wish to push their eLearning to the next level!The instructor will show you step-by-step, how to create highly interactive software simulations, responsive lessons (using Fluid Boxes and Breakpoints) that automatically reflow to fit just about any kind of display, Virtual Reality with 360-degree images and videos, interactive videos, how to use object styles, master slides, themes, and advanced actions. You will add variables, widgets, and learner interactions (such as drag and drop), create branching scenarios, and templates. You will ensure your content is accessible to people with disabilities, and enable Captivate's reporting features and learn about Learning Management Systems, SCORM, and more.  Live face-to-face instructor - still the best way to learn!

## DETAILED COURSE OUTLINE

### UNIT 1: INTERACTIVE SOFTWARE SIMULATIONS AND CAPTION PRE-EDITING

- Rehearse a Script
- Set Recording Preferences
- Record a Simulation
- Edit a Text Capture Template

### UNIT 2: OBJECT STYLES, PROJECT SHARING, AND BRANCHING

- Create a New Style
- Apply an Object Style Globally
- Export and Import an Object Style
- Name a Slide
- Copy/Paste Project Assets
- Use Buttons to Create a Branch
- Explore the Branching View
- Create a Branch Group

### UNIT 3: VARIABLES AND WIDGETS

- Add Project Information
- Insert a System Variable
- Edit a System Variable
- Create a User Variable
- Use a Variable to Gather Learner Data
- Insert and Format a Widget

### UNIT 4: INTERACTIVE VIDEOS AND VIRTUAL REALITY

- Insert an Interactive Video
- Add Bookmarks
- Add Slide Overlays
- Create a Virtual Reality Project
- Add a Text Hotspot
- Add an Audio Hotspot
- Add a Quiz to a Virtual Reality Project

### UNIT 5: INTERACTIONS

- Insert a Process Circle
- Create a Basic Drag and Drop Interaction
- Manage Drag and Drop Buttons and Write Captions
- Create a "Trick" Retry Slide
- Explore an Advanced Drag and Drop Project
- Create an Advanced Drag and Drop Interaction
- Change the States of a Smart Shape
- Use States to Swap Images

### UNIT 6: ACCESSIBLE ELEARNING

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

### UNIT 7: ADVANCED ACTIONS

- Use a Completed Action
- Name Objects
- Create a Mask
- Control Object Visibility
- Create a Standard Advanced Action
- Attach an Action to a Button
- Group Timeline Objects
- Create a Variable
- Create a Conditional Action
- Create Decision Blocks

### UNIT 8: PROJECT TEMPLATES AND MASTER SLIDES

- Work with the Main Master Slide
- Work with Content Masters
- Apply a Master to Filmstrip Slides
- Edit a Master
- Apply a Theme
- Create a Custom Theme
- Review a Template
- Create a Project Based on a Template
- Create a Project Template

### UNIT 9: RESPONSIVE PROJECTS

- Customize Breakpoints
- Save a Standard Project As Responsive
- Insert and Name Fluid Boxes
- Resize Fluid Boxes
- Add Content to Fluid Boxes
- Switch Modes
- Use the Position Inspector
- Modify a Single Breakpoint
- Exclude from View
- Add a New Breakpoint
- Position and Link Objects
- Edit Breakpoint Object Styles

### UNIT 10: REPORTING RESULTS

- Set Quiz Reporting Options
- Create a Manifest File
- Report a Button Interaction
- Adjust Slide Object Interaction
- Preview in SCORM Cloud
- Publish a Content Package
- Create an Inquisiq LMS Account
- Create an LMS Course
- Attach a Lesson to a Course
- Test an eLearning Course

Our outlines are a guide to the content covered on a typical class. We may change or alter the course topics to meet the objectives of a particular class.