Adobe Captivate Advanced

Duration: **2 Days (9am – 4.30pm)**

Course Pre-Requisites: **It is strongly recommended that you've completed the 2-day Captivate Essentials course. If you're self-taught, contact us to discuss your experience level.**

Certificate: **All attendees will receive a certificate of completion.**

Course Overview:

Take your Adobe Captivate skills to the next level! This two-day course focuses on advanced features for more sophisticated eLearning projects. You'll learn about object styles, responsive design, accessibility, variables, advanced actions, branching, and seamless integration with Learning Management Systems (LMS).

Who should attend?

- Captivate users ready to go beyond the basics.

- Anyone who has completed the 2-day Captivate Essentials course or has at least a year of solid Captivate experience.

Course Outcomes:

By the end of this course, you'll be able to:

- Use object styles for a streamlined workflow and consistent look.
- Design responsive eLearning projects that adapt to different devices.
- Create accessible eLearning content for all learners.
- Use variables and widgets to add dynamic elements to your projects.
- Work with master slides and project templates for efficiency.
- Integrate projects with Learning Management Systems (LMS) for tracking results.
- Create complex interactions using advanced actions and conditional logic.

Training Modules Overview:

1. Object Styles, Sharing, & Branching
   - Master styles to speed up your workflow and keep your projects visually consistent.
   - Learn to import/export styles, combine projects, and create branches for non-linear learning experiences.

2. Accessible eLearning
   - Enable accessibility features, add closed captions, and optimize your content for those who use screen readers.

3. Masters, Themes, and Templates
   - Work efficiently with master slides, customize themes, and create reusable project templates to save time.

4. Timing & the Timeline
   - Utilize advanced timeline techniques to control the flow and timing of your content.

5. Images & Smart Shapes
   - Import, edit, and position images like a pro, and use the Project Library to manage your assets.

6. Interactive Videos and Virtual Reality (VR)
   - Incorporate interactive overlays and quizzes into videos.
   - Experiment with immersive experiences by creating basic VR projects.

7. Advanced Actions
   - Build complex interactions using advanced and conditional actions and learn the importance of naming objects.

8. Responsive projects
   - Create eLearning content that automatically adjusts layout and content to different screen sizes using Fluid Boxes.

9. Reporting Results

- Understand SCORM standards and how to configure your projects for seamless integration with Learning Management Systems (LMS).