

Adobe Captivate 6/7/8: Fundamentals



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Course Duration: 1 day

Course overview:

You will create software demonstrations and interactive training simulations using Adobe Captivate.

Target audience:

This course is designed for beginners and intermediate Adobe Captivate users who want to create software demonstrations and interactive simulations.

Prerequisites:

Before taking this course, students should be familiar with the Microsoft Windows operating system, Microsoft Internet Explorer and basic computer terminologies.

Course objectives:

Upon successful completion of this course, students will be able to:

- Explore the Adobe Captivate environment.
- Create a project.
- Update a project.
- Record and modify audio.
- Add quizzes.
- Publish a project.
- Organize projects

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Course Content

Module 1: Exploring the Adobe Captivate Environment

Topic A: Exploring the Captivate Interface

Topic B: Customizing the Captivate Interface

Module 2: Creating a Project

Topic A: Recording a Project

Topic B: Modifying a Project

Topic C: Inserting Images

Topic D: Inserting Animations

Module 3: Updating a Project

Topic A: Inserting Additional Slides

Topic B: Inserting Objects

Topic C: Applying Styles

Module 4: Adding Audio

Topic A: Recording Audio

Topic B: Modifying Audio

Module 5: Adding Quizzes

Topic A: Inserting Question Slides

Topic B: Creating a Question Pool

Topic C: Evaluating User Performance

Module 6: Publishing a Project

Topic A: Preparing to Publish Projects

Topic B: Publishing Projects

Module 7: Organising Projects

Topic A: Creating Aggregator Projects

Topic B: Publishing Aggregator Projects