



Adobe Captivate 12

Course CAPT-12A 2 Days Instructor-led, Hands-on

Course Description

This live, online, instructor-led virtual training session (vILT) empowers you to create your own interactive and engaging eLearning using Adobe Captivate 12 (also known as Adobe Captivate 2023, released mid-2023).

As the Adobe Captivate training starts, open a completed project and become familiar with the Captivate interface.

Build a soft skills eLearning project from scratch that includes slides, text, images, and interactive components such as navigation buttons.

During the Adobe Captivate training, create incredible software simulations of anything you can do on your computer. Along the way, learn the value of writing recording scripts, learn best practices for recording your screen, edit/enhance the recorded content, and publish the simulations for the widest possible audience.

Add best-in-class interactivity to your Adobe Captivate projects by including quizzes and input fields with variables that allow you to personalize the training for each learner.

Unleash the power of actions, advanced actions, and conditional advanced actions.

Set up your Captivate projects so that learner interactions and quiz results are reported to SCORM and AICC-compliant Learning Management Systems.

And learn how to make your project accessible by adding such best-in-class features as accessibility text and closed captions.

At Course Completion

Upon successful completion of this course, students will gain the following skills and knowledge:

- Review the eLearning development process, including the value of instructional design and creating storyboards
- Explore the Captivate 12 interface
- Create a soft skills project from scratch
- Add slides
- Add text blocks
- Add media blocks
- Add interactive components such as buttons, text fields, and drop-down menus
- Add widgets
- Record, edit, and import audio
- Add simple actions to slide objects

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- Preview and publish projects
- Review a software simulation eLearning script
- Record software simulations in multiple modes
- Add variables
- Create advanced actions
- Add quizzes
- Enable reporting
- Prepare a project to report data to a Learning Management System
- Publish SCORM packages

Prerequisites

Because of the amount of material we cover in class, we do require students to be comfortable using a mouse, opening and saving files, and the general operations of computers. While we will make every reasonable effort to help, students with insufficient skills may be required to observe the class lessons or do their best to keep up without slowing down the rest of the class. We highly recommend working with the application tutorial before coming to the course.