

Adobe Captivate 13

Course CAPT-13 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 13 (released late 2025).

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 13 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
- Preview and publish projects

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- 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.

Course Outline

Module 1: Say Hello to Captivate

- The Adobe Captivate Interface
 - Activity 1: Explore an Existing Captivate Project
- Previewing
 - Activity 2: Preview a Project
- Previewing Confidence Check
- Soft Skills eLearning
 - Activity 3: Create a New Project and Add a Background Image
- Slides Confidence Check
 - Activity 4: Add a Text Block to a Slide
 - Activity 5: Modify a Text Style Preset
- Text Components Confidence Check
- Buttons and Themes
 - Activity 6: Add a Button and Set an Action
 - Activity 7: Edit a Theme
- Buttons Confidence Check
- Infinite Slides
 - Activity 8: Create an Infinite Slide

Module 2: Videos, Images, and Audio

- Videos
 - Activity 9: Insert a Video
- Videos Confidence Check

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- Images
 - Activity 10: Insert an Image Grid
- Images Confidence Check
- Image Accessibility Text
 - Activity 11: Add Accessibility Text to an Image
- Image Accessibility Text Confidence Check
- Importing Audio
 - Activity 12: Import Background Music
- Recording and Replacing Audio
 - Activity 13: Record Voiceover Audio
- Text-to-Speech
 - Activity 14: Generate Text-to-Speech
 - Activity 15: Edit Audio
 - Activity 16: Replace Slide Audio
- Replace Audio Confidence Check
- Closed Captions
 - Activity 17: Add Closed Captions to a Video
- Video Closed Captions Confidence Check
 - Activity 18: Add Closed Captions to Audio
- Closed Captions Confidence Check
- Slide Accessibility
 - Activity 19: Add Slide Accessibility Text
- Slide Accessibility Text Confidence Check

Module 3: States, Animations, Timing, Variables, and Widgets

- States
- Activity 20: Change Button States
- Animations
 - Activity 21: Add a Hover Interaction
- Animations Confidence Check
- Timing
 - Activity 22: Control Slide and Object Timing
- Confidence Check
- System Variables
 - Activity 23: Review Available System Variables
 - Activity 24: Reference a System Variable
- User Variables
 - Activity 25: Create a User Variable
 - Activity 26: Add and Format an Input Field
 - Activity 27: Reference a User Variable
- Variables Confidence Check
- Widgets
 - Activity 28: Insert and Format a Widget
- Drag and drop Widget Confidence Check

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Module 4: Conditional Actions and Quizzing

- Conditional Actions
 - Activity 29: Create an Object State
 - Activity 30: Create a Conditional Action
- Quizzing
 - Activity 31: Set the Quiz Preferences
 - Activity 32: Insert a Multiple Choice Question Slide
 - Activity 33: Edit a Question Slide
- Quiz Confidence Check
- Random Quizzes
 - Activity 34: Import Quiz Questions from a CSV File
 - Activity 35: Move Questions to a Question Pool

Quiz Confidence Check

- Reviewing and Publishing
- Share For Review
 - Activity 36: Share a project for review
- TOCs and the Playbar
 - Activity 37: Label Slides
 - Activity 38: Modify the Playbar
- HTML Output
 - Activity 39: Publish as HTML
- Publishing LMS-Ready Output
 - Activity 40: Enable LMS Reporting
- Manifest Files
 - Activity 41: Configure the Manifest File
 - Content Packages
 - Activity 42: Publish a SCORM Content Package

Module 5: Software Simulations

- Screen Recording Rehearsals
 - Activity 43: Rehearse a Screen Recording
 - Activity 44: Review Recording Settings
- Multimode Recordings
 - Activity 45: Review Recording Modes
 - Activity 46: Record a Simulation Using Multiple Modes
- Panning
 - Activity 47: Record a Panning Software Simulation
- Software Simulation Confidence Check
- Editing Software Simulations
 - Activity 48: Change the Pointer Appearance
 - Activity 49: Change the Pointer Path
- Pointer Path Confidence Check



- Activity 50: Edit Click Box Captions and Presets
- Failure Caption Confidence Check

Module 6: PowerPoint and Avatars

- PowerPoint and Captivate
 - Activity 51: Review a PowerPoint File
 - Activity 52: Import a PowerPoint Presentation
- Avatars
 - Activity 53: Generate an Avatar and Add AI Audio
 - Activity 54: Change the Appearance of an Avatar