

Adobe® Captivate™ 3.0

Course Description:

You may be familiar using a certain software application and would like to create a computer-based training program to teach students how to use that software. Adobe® Captivate™ 3.0 is a tool that automates the creation of software training materials. In this course, you will use Adobe® Captivate™ 3.0 to develop demonstrations and interactive simulations of software applications.

Course Objective:

You will create software demonstration and interactive simulation projects using Adobe Captivate 3.0.

Prerequisites:

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

Performance-Based Objectives:

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

- explore the Adobe Captivate 3.0 environment.
- record a software demonstration and simulation.
- update a project.
- add an interactive quiz.
- publish a project.
- organize your projects.

Course Content:

Lesson 1: Exploring the Adobe Captivate 3.0 Environment

Topic 1A: Explore the Captivate Interface

Topic 1B: Customize the Captivate Interface

Lesson 2: Recording a Software Demonstration and Simulation

Topic 2A: Record a Project

Topic 2B: Modify a Demonstration

Topic 2C: Insert Images

Topic 2D: Insert Animations

Lesson 3: Updating a Project

Topic 3A: Insert Additional Slides

Topic 3B: Inserting Objects

Topic 3C: Record Audio

Topic 3D: Modify Audio

Lesson 4: Adding Quizzes

Topic 4A: Insert Question Slides

Topic 4B: Create a Question Pool

Topic 4C: Evaluate User Performance

Lesson 5: Publishing a Project

Topic 5A: Prepare to Publish Projects

Topic 5B: Publish Projects

Lesson 6: Organizing Projects

Topic 6A: Create MenuBuilder Projects

Topic 6B: Preview MenuBuilder Projects