

Advanced Captivate

Training course outline

Advanced Captivate training takes your use of Adobe Captivate to the next level providing you with the necessary skills to bring your content forward using the advanced features available.



Course summary

Once you get beyond the basics with Captivate, its use depends on the type of training content you're producing. As such, we don't have a standard course syllabus – instead we gear the training towards clients' specific requirements.

Prior to organising the course, we arrange for you to have a conversation with our Captivate trainer. He then makes a recommendation about the training that suits your requirements, typically including topics from the list on the next page.

Duration

One or two days, depending on the topics you choose to cover.

Who should attend?

Existing Captivate users who wish to build on their skills and become more productive.

Prerequisites

You should have a good working knowledge of Captivate, i.e. be familiar with the topics taught in our *Introduction to Captivate* course (see armada.co.uk/cp/syllabus).

In-class or live online

You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see armada.co.uk/liveonline.

General information

Courses are hosted by highly experienced professional e-Learning developers with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed Adobe Creative Cloud software to practice the techniques taught. You can choose to use a Windows computer or Mac.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate (PDF) confirming successful course completion.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

After course support

Following training, you're entitled to 30 days' email support from your trainer.

Further information

See armada.co.uk/course/advcp.

Course syllabus

See over.

Topics typically covered

Topics typically covered in Advanced Captivate training include:

- Producing editable animation effects that smoothly interact with Photoshop and Flash.
- Using variables to create highly personalised and realistic materials and gather data.
- Collaborating with team members via the powerful 'Reviewer' software.
- Improving efficiency and production quality.
- Encoding video files for use in Captivate (using the 'Adobe Media Encoder').
- Recording high definition 'screen casts'.
- Using smart shapes as buttons.
- Using buttons to trigger animation effects and switch object visibility on/off.
- Inserting Photoshop files.
- Inserting widgets and preloaders into the project.
- Creating 'advanced interactions'.
- Creating 'multiple interactions'.
- Publishing for Learning Management Systems (LMS) – beyond the basics.
- Captivate Quiz Results Analyzer - the 'on board' Captivate LMS alternative.
- Creating and editing Aggregator projects.
- Troubleshooting content in your existing Captivate projects.
- Conditional scripting in Captivate.