

KLH Adobe Captivate 2022 Introduction Outline

1 Exploring Captivate

- Exploring a Finished Captivate Project
- Zooming and Magnifying
- Navigating a Project
- Exploring and Resetting the Workspaces
- Previewing Projects

2 New Projects & Soft Skills eLearning

- Create a Blank Project
- Adding Images to Placeholders
- Import Images
- Use a Smart Shape as a Button

3 Screen Recordings

- Rehearsing Scripts
- Reviewing Recording Settings
- Understanding Recording Modes
- Recording Multiple Modes
- Recording a Custom Simulations
- Recording with Panning
- Manually Recording the Screen

4 Video Demos

- Recording a Video Demo
- Video Zooms
- Video Pans
- Smoothing a Mouse Path

- Showing Visual Clicks

- Splitting Video

- Trimming Video

- Inserting Video Projects into a Project

- Publishing Video Demos

5 Captions, Styles, Timing and Round Tripping

- Inserting and Editing Text Captions

- Default Caption Styles

- Using Callout Types

- Creating Text Captions

- Controlling Slide Timing

- Controlling Slide Object Timing

- Spell Checks

- Aligning and Distributing Slide Objects

- Exporting Captions to Word

- Reimporting Caption Edits from Word

6 Pointers, Paths, and Buttons

- Controlling Mouse Effects

- Editing Mouse Paths

- Cloning Object Styles

- Inserting Highlight Boxes

- Inserting Image Buttons

- Controlling Timeline Timing

7 Images and Videos

- Inserting Images
- Resize, and Restore Image Properties
- Importing Images to the Library
- Resize, Transform, and Align Images
- Managing Unused Library Assets
- Creating Image Slideshows
- Inserting Videos
- Setting Video Properties

8 Audio

- Using Rollover Captions
- Importing Audio onto a Slide Object
- Importing Background Audio
- Adding Slide Notes
- Calibrating Microphones
- Recording Slide Audio
- Importing Slide Audio
- Editing Audio Files
- Inserting Silence
- Converting Text-to-Speech

9 States, Animations, and Object Effects

- Changing State Views
- Adding an Animation to Slides
- Inserting Text Animations

- Applying Effects to Slide Objects
- Using Multiple Effects

10 Software Simulations

- Hiding and Showing a Mouse
- Replacing Phrases
- Inserting Click Boxes
- Inserting Text Entry Boxes

11 Working with PowerPoint Projects

- Creating a Project from a PowerPoint Project
- Editing the Source Presentation
- Synchronizing with Source
- Rescaling a Project

12 Quizzing

- Editing and Creating Quizzing Object Styles
- Setting Quiz Preferences
- Question Slide Options
- Inserting Question Slides
- Editing a Question Slide
- Comparing Submit All to Submit Buttons
- Inserting a Knowledge Check
- Reviewing and Importing GIFT Files
- Creating Question Pools
- Moving Questions to Pools
- Inserting Random Question Slides

13 Publishing

Apply a Skins

Editing, Saving, and Deleting Skins

Naming Slides

Checking Publish Settings

Adding Loading Screens

Publishing as SWF and PDF

Using the HTML5 Tracker

Publishing as HTML5

KLH Adobe Captivate 2022 Advanced Outline

1 Software Simulations & Caption Pre-Editing

- Rehearsing a Script,
- Setting Recording Preferences
- Recording a Simulation,
- Editing Text Capture Templates

2 Object Styles, Project Sharing, and Branching

- Creating New Styles
- Apply an Object Style Globally
- Exporting and Importing Object Styles
- Naming Slides
- Copying and Pasting Project Assets
- Using Buttons to Create a Branch
- Exploring the Branching View
- Creating a Branch Group

3 Variables and Widgets

- Adding Project Information
- Inserting System Variables
- Editing System Variables
- Creating User Variables
- Use a Variable to Gather Learner Data
- Inserting and Formatting Widgets

4 Interactive Videos and Virtual Reality

- Inserting an Interactive Video
- Creating Bookmarks

- Adding Slide Overlays

- Working with a Virtual Reality Project

- Adding Text Hotspots

- Recoloring Hotspots

- Adding Audio Hotspots

- Adding Quizzes to Virtual Reality Projects

5 Interactions

- Inserting a Process Circle

- Creating a Drag and Drop Interaction

- Managing Drag and Drop Buttons

- Creating a “Trick” Reset Interaction Slide

- Exploring an Advanced Drag and Drop Interaction

- Creating an Advanced Drag and Drop Interaction

- Creating and Changing States

- Using States to Swap Images

- Inserting an Interactive Asset Slide

6 Accessible eLearning

- Setting Document Information

- Enabling Accessibility

- Adding Accessibility Text to Slides

- Importing Slide Audio

- Adding Shortcut Keys

- Adding Closed Captions

- Setting Tab Order

7 Advanced Actions

- Using a Completed Action
- Naming Objects
- Creating Masks
- Controlling Object Visibility
- Creating Standard Actions
- Creating Advanced Actions
- Grouping Timeline Objects
- Using and Creating Variables
- Creating a Conditional Action
- Using Decision Blocks

8 Project Templates and Master Slides

- Main Master Slide Usage
- Working with Content Masters
- Applying a Master to Filmstrip Slides
- Editing a Content Master Slide
- Applying a Theme
- Creating a Custom Theme
- Reviewing a Template
- Creating a Project Based on a Template
- Creating Project Templates

9 Responsive Projects

- Reviewing a Responsive Project
- Customizing Breakpoints
- Converting a Standard Project to Responsive
- Creating a Responsive Project
- Using the Position Inspector
- Modifying Single Breakpoints
- Exclude Objects from View
- Adding New Breakpoints
- Smart Position Objects
- Editing Breakpoint Object Styles
- Creating and Naming Fluid Boxes
- Resizing Fluid Boxes
- Adding Content to Fluid Boxes

10 Reporting Quiz Results

- Quiz Reporting Options
- Creating Manifest Files
- Reporting Button Interactions
- Adjusting Slide Object Interactions
- Previewing in SCORM Cloud
- Publishing a SCORM Content Package
- Creating a Demo Inquisiq LMS Account
- Create an LMS Course
- Attaching a Lesson to a Course
- Testing an eLearning Course

KLH Captivate 2022 Responsive Design Outline

1 HTML5 Overview

HTML5 Responsive Design

Captivate Responsive vs Fluid Box Design

Captivate MP4 Video Projects

Using the HTML5 Tracker

2 Fluid Box Layout Design

Horizontal Fluid Box Layout

Vertical Fluid Box Layout

Parent Fluid Boxes

Inserting and Deleting Boxes

Creating Multiple Fluid Boxes

Working with Alignment and Padding

Navigating Fluid Layouts

Modifying Fluid Box Width

Automatic Device Preview

Creating Custom Device Previews

Using Live Device Previews

Enabling and Using Wrap Points

Responsive Simulations

Creating Responsive Playbars

Converting Blank Projects to Responsive

Converting Existing Projects

3 Responsive Project Layout Design

Adaptive Design)

Screen Size Overview

Viewport Sizes

Applying Responsive Themes

Customize Theme Colors

Setting Default Caption Colors

Master Slide Usage

Setting Device Height

Customizing Slide Height

Aligning Objects

Excluding Content

4 Working with Breakpoints

Creating Content with Five Breakpoints

Customizing Breakpoints

Managing Breakpoint Layouts

Using Adaptive Breakpoint Styles

5 Creating Responsive Text

Font Considerations and Requirements

Using Link Break for Text Across Views

Restore Link Across Views

Apply Properties to All Views

Working with Auto Grow

Understanding Color Coding

6 Positioning Objects

Sizing and Positioning Content

Controlling Objects

Adaptive Design Using Smart Positioning

Linking Objects

7 Working with Responsive Content

Making Images Responsive

Adding Video

Using Audio

8 View-Specific Properties

Applying View Specific Properties

The Position Inspector

Object Positioning

Using Min-Max Options

Using Pixel and Percent Positioning

Using Relative Positioning

9 Responsive Quizzes

Creating Responsive Quizzes

Capture Support for Interactions

Using Drag and Drop Interactions

10 Publishing and Previewing Responsive Projects

Using the HTML5 Tracker

Responsive Layout Previewing

Fluid Box Layout Previewing

Browser Testing and Previewing

Publishing HTML5 Responsive Content

Using Gestures and Geolocation

Google Map Support

MP4 Video Output