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Captivate (Modern) Essentials

Course #: AC-104 **Duration:** 2 days

Prerequisites

None

Details

This two-day, hands-on course teaches participants how to design and develop modern, responsive eLearning using Adobe Captivate (v13). Participants will learn how to plan content using PowerPoint, build interactive learning experiences in Captivate using a block-based approach, and create software simulations for system training and performance support.

The course emphasizes real-world workflows, guiding learners through the full development lifecycle—from content planning and asset creation to interactivity, simulations, and publishing.

By the end of this course, participants will be able to:

Navigate and use Adobe Captivate (v13) effectively
Plan and structure eLearning content using PowerPoint
Build responsive, visually engaging courses using blocks
Incorporate media and apply visual design principles
Create interactive elements and learner-driven navigation
Develop software simulations for system training
Apply branching and basic logic to personalize learning
Create knowledge checks and assessments
Publish courses for LMS and web delivery

Software Needed

License to Adobe Captivate (Modern)

Outline

- **Introduction to Modern eLearning with Captivate**
  - Overview of Adobe Captivate (v13) and key capabilities
  - Differences between Captivate Classic and Modern
  - When to use Captivate vs other tools
  - Overview of the eLearning development workflow
- **Planning eLearning with PowerPoint**
  - Using PowerPoint as a rapid design and storyboarding tool
  - Structuring content for learning (not presentation)
  - Designing slides for conversion into eLearning
  - Creating reusable visual assets (icons, backgrounds, layouts)
  - Exporting assets for use in Captivate

- **Getting Started with Captivate**
  - Navigating the Captivate interface
  - Creating responsive projects
  - Understanding slides, blocks, and layouts
  - Importing PowerPoint content into Captivate
  - Evaluating when to reuse vs rebuild slides
- **Designing with Blocks and Layouts**
  - Working with text, media, and interaction blocks
  - Applying layout and alignment principles
  - Transforming static slides into interactive experiences
  - Maintaining consistency across screens
- **Media, Branding, and Visual Design**
  - Working with images, audio, and video
  - Applying themes and branding
  - Ensuring visual consistency between PowerPoint and Captivate
  - Accessibility considerations (contrast, readability, alt text)
- **Adding Basic Interactivity**
  - Buttons and navigation controls
  - Click-to-reveal interactions
  - States and simple actions
  - Designing intuitive learner interactions
- **Creating Software Simulations**
  - Overview of software simulations and use cases
  - Simulation types:
    - Demonstration
    - Guided Practice
    - Assessment
  - Recording simulations in Captivate
  - Automatic capture vs manual capture
  - Capturing system workflows effectively
- **Editing and Enhancing Simulations**
  - Editing simulation steps and timing
  - Adding captions, highlights, and instructions
  - Customizing click areas and feedback
  - Integrating simulations into a broader course
- **Variables, Actions, and Personalization**
  - Introduction to variables (system and user)
  - Creating simple conditional actions
  - Personalizing learner experiences
  - Applying logic to navigation and interactions
- **Branching and Scenario-Based Design**
  - Linear vs non-linear course structures
  - Creating branching pathways
  - Designing decision-based learning experiences
  - Combining scenarios with simulations
- **Knowledge Checks and Assessments**
  - Creating quiz questions
  - Designing effective feedback
  - Using simulations as assessment tools
  - Tracking learner performance
- **Publishing a Project**
  - Publishing formats (SCORM, xAPI, web)
  - LMS considerations
  - Testing and troubleshooting