

## Course Overview

In this 2-day course you will learn how to develop demonstrations and interactive simulations of software applications using Adobe Captivate 5, a tool that automates the creation of computer-based training materials. After exploring the Captivate 5 environment you will learn how to create and modify a project. You will insert images, animations, and additional slides. You will also learn how to record and modify audio. You will insert question slides and learn how to evaluate user performance. Lastly, you will learn how to publish and organize projects.

## Course Preparation

Prerequisite Course: Windows – Level 1 or equivalent experience.

## Course Topics

### Exploring the Adobe Captivate 5 Environment

- Explore the Captivate Interface
- Customize the Captivate Interface

### Creating a Project

- Record a Project
- Modify a Project
- Insert Images
- Insert Animations

### Updating a Project

- Insert Additional Slides
- Insert Objects
- Apply Styles

### Adding Audio

- Record Audio
- Modify Audio

### Adding Quizzes

- Insert Question Slides
- Create a Question Pool
- Evaluate User Performance

### Publishing a Project

- Prepare to Publish Projects
- Publish Projects

### Organizing Projects

- Create Aggregator Projects
- Publish Aggregator Projects