Captivate Advanced: Using Adobe Captivate 7 for Mobile Learning (m-Learning)

Code:	CAP-ADV-MOB-7
Length:	2 days
URL:	View Online

In this course you will create 3 m-learning projects using not just Adobe Captivate 7, but Adobe Edge Animate and Phone Gap. You will create a high-definition screencast that will be uploaded to YouTube, a mobile-friendly interactive software demonstration and a SCORM-compliant mobile-friendly quiz.

- Mobile devices are becoming more of a factor in designing e-leaning projects. This has given rise to a new branch of e-learning called m-learning and Adobe Captivate 7 offers the tools necessary to make this transition.

Prerequisites

- Practical working knowledge of Mac OS X or Windows
- Captivate Fundamentals: An Introduction to Captivate 7 class or equivalent experience

Course Details

Lesson 1: Creating a Mobile Compliant Screencast

- The Video Demo recording mode
- Creating a video screencast
- Necessary settings for a screencast
- The Video Demo interface
- Trimming the raw video file
- Inserting images
- Adding transitions
- Inserting text captions
- Creating a zoom effect
- Inserting a smart shape
- Publishing as a .mp4 video file
- Publishing to YouTube

Lesson 2: Creating a Mobile-friendly Interactive Simulation

- Capturing the slides
- Preparing the application to capture
- Settings in Captivate

- Editing the project for mobile output
- Applying a theme to the project
- Creating the introduction and ending slides
- Using effects and transitions in a mobile-friendly project
- Using the effects panel in a mobile-friendly project
- Inserting multimedia components
- Inserting video files
- Adding audio narration
- Working with the mouse
- Adding interactivity with buttons and click boxes
- Working with buttons
- Working with click boxes
- Interactivity with HTML5 output

Lesson 3: Optimizing an Existing Project for Mobile

- The HTML5 Tracker
- Handling unsupported features
- Text animation
- Rollover objects
- Rollover slidelet
- Rollover caption
- Rollover images
- Graceful degradation of the unsupported effect
- Widgets in a mobile-friendly project
- Modifying the voice over narration with the text-to-speech engine

Lesson 4: Creating a Mobile-Friendly Quiz

- Types of question slides
- Question pools and random question slides
- The quiz results slide
- Quiz preferences
- Slide transitions
- The Certificate widget
- Reporting interactions to an LMS
- Configuring the reporting options

Lesson 5: Publishing a Captivate Project for Mobile

- The project skin
- Creating mobile-optimized playback controls
- Importing the playback controls
- Defining the playback control's actions

- Binding the actions to the playback controls
- Publishing the project for mobile
- HTML5 publishing
- Publishing an LMS-ready SCORM package in HTML5
- Addressing multi-screens
- Scalable HTML5 content
- Publishing as a .mp4 video

Lesson 6: The Adobe Captivate App Packager

- Inserting Edge Animate animations into Captivate
- Seeing the animations in a web browser
- Removing standard animations from the project
- Publishing the project in HTML5
- The Adobe Captivate App Packager
- Packaging a Captivate HTML5 project as a native application
- Using PhoneGap and PhoneGap build
- PhoneGap and the Adobe Captivate App Packager
- Using the App Packager with the PhoneGap build service

Schedule (as of 3)

Date	Location	
Aug 15, 2024 – Aug 16, 2024	Virtual	**Enroll**
Dec 5, 2024 – Dec 6, 2024	Virtual	**Enroll**

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