



Using Adobe® Captivate 3.0™

In this two-day course, students will learn to become proficient using Adobe® Captivate 3.0, a tool that automates the creation of computer-based software training materials. In this course, you will use Adobe Captivate 3.0 to develop demonstrations and interactive simulations of software applications, as well as incorporate quizzes, interactive activities, and other instructional features. In addition to learning key concepts, students also learn best practices for creating and publishing Captivate projects.

Who should attend?

The audience for this course is beginning and intermediate Adobe Captivate 3.0 users who want to create software demonstrations and interactive simulations.

After completing the course, learners will be able to:

- Explore the Adobe Captivate interface.
- Work with text captions and pointers.
- Work with the Timeline.
- Work with images and Highlight Boxes.
- Insert animations.
- Record a software demonstration with audio.
- Record and work on software simulations with interactivity.
- Insert rollover captions and images.
- Add quizzes.
- Update Adobe Captivate projects.
- Use e-learning features for software simulation projects.
- Publish Adobe Captivate projects.
- Work with MenuBuilder projects.

Prerequisites

Familiarity with Windows operating system; Microsoft Internet Explorer; and basic computing terminology.

Materials Provided

Course manual / lab workbook

Enrollment Details

Course Number: AC100
Course Length: 2 days (9:00 a.m. - 5:00 p.m.)
Locations: Cincinnati, Columbus, Charlotte

For more information please call 513-984-6700