
Learn Adobe Captivate 7 Step By Step

Adobe Captivate 6

Make It Here

Mastering Adobe Captivate 6

Adobe Captivate 2019

Design Strategies and Innovations in Multimedia Presentations

E-Learning Uncovered

Adobe Captivate 2019: Beyond The Essentials (2nd Edition)

Adobe Captivate 3: The Definitive Guide

Adobe Captivate 7 for Mobile Learning

Adobe Captivate 2019

Essentials of Adobe Captivate 4

E-Learning Uncovered: Adobe Captivate 2019

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Mastering Adobe Captivate 7

Scripting Enhanced Interactions in Adobe Captivate 5

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Mastering Adobe Captivate 2017 - Fourth Edition

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Adobe Captivate 2019: The Essentials (Third Edition)

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EMILIO CASSIUS

Adobe Captivate 6 IGI Global

This book is intended for those who have already mastered the fundamentals on using Adobe Captivate 5. In particular, it targets developers and designers desiring to master using Advanced Actions and Variables to achieve greater interactivity in Captivate projects. This book goes beyond providing mere step by step tutorials on how to use advanced actions, by providing the instruction in the context of five real-life scenarios. Each scenario applies advanced actions and variables in a different way. Each scenario is a little more complex than the previous. They are presented with clear sequential screenshots of each step, so that you can easily follow along using your Captivate software. In addition, one chapter is dedicated towards achieving professional results in text-to-speech projects. If you are a new user to Adobe Captivate 5, we recommend that you also read "Adobe Captivate 5 - the Quick Visual Guide." Learn Step-by-step on the following subjects :
Introduction to Variables and Advanced Actions Scripting for Advanced Actions and Variables In 5 different interactions
Scenario 1 - Clicking each image for information
Scenario 2 - Clicking each image for information with navigation control
Scenario 3 - Navigation completely disabled until all objects are clicked
Scenario 4 - A personalized and customized course based on a personality assessment
Scenario 5 - A personalized and customized course based on a pretest
Recommended voices for text-to-speech tasks
Scripting with VTML tags in Text-to-speech projects
How to improve the quality of audio in text-to-speech projects
Captivate source files are available for all interactions.
[Make It Here](#) Jones & Bartlett Learning

By following step-by-step instructions, you will improve your Captivate screen recording skills via project templates and by pre-editing your text captions. You'll learn how to record and edit video demos that allow you to capture screen actions in real-time. After importing quiz questions into Captivate using the GIFT format, you'll learn how to create random quizzes using question pools and random question slides. Is creating responsive eLearning a hot topic in your corporate training initiative? You'll learn how to create lessons that automatically reflow to fit just about any kind of display (including desktops, laptops, tablets, and smart phones). You'll fine-tune your Captivate production skills by leveraging object styles, master slides, themes, and advanced actions. You'll engage your learners like never before by using variables, widgets, and learner interactions (including drag and drop). You will also learn how to create branching scenarios that allow learners to plot their own path through your content. Ensure your eLearning can be used by people with disabilities by adding such 508-compliant features as accessibility text, keyboard shortcuts, and closed captions. Enable Captivate's reporting features and, along the way, learn about Learning Management Systems, SCORM, SCORM Cloud, AICC, TinCan, SCOs, Manifests, and content packages. This book features: Captivate projects, images, audio files, and other assets to get started
Dozens of step-by-step, hands-on activities
Hundreds of screen captures
Confidence Checks to challenge your

new skills

*Mastering Adobe Captivate 6 CreateSpace
Computer Graphics & Graphics Applications*

Adobe Captivate 2019 Createspace Independent Publishing Platform

... a self-paced workbook that teaches the core Adobe Captivate skills "Adobe Captivate 2019: The Essentials (Second Edition)" is a self-paced workbook that teaches the core Captivate 2019 (version 11.5) skills needed to create eLearning courses. You will follow step-by-step instructions and learn how to create a soft-skills lesson from scratch. You will learn to record and produce software demonstrations, interactive training simulations, and Video Demos. By the time you finish working through this fast-paced book, you will know how to add such standard objects to a slide as text captions, images, characters, videos, Smart Shapes, and more. You will record, import, and edit audio. You will also further enhance the learner experience by adding interactivity via click boxes, buttons, text entry boxes, and quizzes. Have you already created content using Microsoft PowerPoint? Don't throw that presentation away. You will learn how to import existing PowerPoint content into Captivate. Last, but not least, you will publish a Captivate project as SWF, PDF, or HTML5 so that your content can be used on virtually any device including desktop computers, laptops, smart phones, and tablets. This book features: Captivate projects, images, audio files, and other assets to get started
Dozens of step-by-step, hands-on activities
Confidence Checks to challenge your new skills
Hundreds of supporting screen shots

[Design Strategies and Innovations in Multimedia Presentations](#) Createspace Independent Publishing Platform

Want it in full-color? Check out the Kindle version! The E-Learning Uncovered series is designed to give you the maximum amount of information in the minimum amount of time. You'll learn about virtually every check box, every menu, and every option in Adobe Captivate 5.5 for PC. But we don't just tell you HOW to check that box or click that menu (we figure you know how to do that), we also tell you WHY you might or might not want to. Brand new users will walk step-by-step through every aspect of building great e-learning in Captivate. Intermediate users will learn how to use more advanced features, such as effects, actions, variables, and advanced actions--all in one book! Everyone will benefit from the special tips and insider secrets that let you do more and save time. Look for: Design Tips: instructional design, graphic design, and usability tips that give you insight on how to implement the different features of the software. Power Tips: advanced tips and secrets that can help you take your production to the next level. Time Savers: software shortcuts and ways to streamline your production efforts and save you time. Bright Ideas: special explanations and ideas for getting more out of the software. Cautions: "lessons learned the hard way" that you can use to avoid common problems. Web Resources: the free companion website includes useful resources such as reference guides, screencasts, and practice files.

[E-Learning Uncovered](#) Packt Publishing Ltd

Adobe Captivate 2019: The Essentials (Third Edition) ... a self-paced workbook that teaches the core

Adobe Captivate skills "Adobe Captivate 2019: The Essentials (Third Edition)" is a self-paced workbook that teaches the core Captivate 2019 (version 11.5.5) skills needed to create eLearning courses. You will follow step-by-step instructions and learn how to create a soft-skills lesson from scratch. Then you will learn to record and produce software demonstrations, interactive training simulations, and video demos. By the time you finish working through this fast-paced book, you will know how to add and modify text captions, images, characters, videos, assets, smart shapes, and more. You will record, import, and edit voiceover audio. You will also further enhance the learner experience by adding interactivity via click boxes, buttons, text entry boxes, and quizzes. Have you already created content using Microsoft PowerPoint? Don't throw that presentation away. You will learn how to import existing PowerPoint content into Captivate. Last but not least, you will publish a Captivate project as HTML5 so your output can be opened with a web browser by learners on any device, including desktop computers, laptops, tablets, and smartphones. This book features: Captivate projects, images, audio files, and other assets to get started Dozens of step-by-step, hands-on activities Confidence Checks to challenge your new skills Hundreds of supporting screen shots

[Adobe Captivate 2019: Beyond The Essentials \(2nd Edition\)](#) Packt Publishing Ltd

Adobe Captivate 3: The Definitive Guide, the follow-up to Wordware's popular Macromedia Captivate: The Definitive Guide, steps you through all the procedures needed to create Flash movies based on any software on your desktop. You'll learn how to create Flash movies, edit individual screens, add and edit sound, even add interactivity (with or without grading) for complete customization. The expanded e-learning chapter in this edition discusses a variety of ways to build quizzing functions with individual questions and question pools. A chapter on branching shows how to move slide elements on a visual display, and how to create paths through a movie that give each viewer a unique experience. This book covers everything from getting the software installed and activated, manipulating the movie files, adding and editing audio, and building quizzes, all the way to delivery mechanisms of the final output and integrating your movies with other applications. With this book, learn to install and configure Captivate; create and edit movies; add, delete, edit, and rearrange slides; incorporate audio and interactivity in your movies; create e-learning content through the use of question slides and branching functions; use a variety of Captivate tools including templates and MenuBuilder.

Adobe Captivate 3: The Definitive Guide CreateSpace

Adobe Captivate 2019: Beyond The Essentials A self-paced workbook that teaches the higher-end, more advanced functionality of Adobe Captivate 2019! By following step-by-step activities, you will learn tons of advanced Adobe Captivate concepts. For instance, you'll create a highly interactive software simulation in the very first module. Not only that, you'll control the text that appears in the recording's text captions by editing Captivate's text capture templates. Is support for mobile learners a hot topic in your company? You'll create responsive lessons (using Fluid Boxes and Breakpoints) that automatically reflow to fit just about any kind of display including desktops, laptops, tablets, and smart phones. What about Virtual Reality with 360-degree images and videos? What about interactive videos (videos that suddenly include knowledge checks and other interactive objects)? Captivate now supports both features and you'll learn about them here! Fine-tune your

Captivate production skills by leveraging object styles, master slides, themes, and advanced actions. Engage your learners by adding variables, widgets, and learner interactions (including drag and drop) to your eLearning. Learn to create object styles, apply them globally, and import and export them. Knock large projects down to size by learning to create branch groups. Create branching scenarios that allow learners to plot their own path through your course. And templates! You'll learn to create those too! Ensure your eLearning can be used by people with disabilities by adding such 508-compliant features as accessibility text, keyboard shortcuts, and closed captions. Enable Captivate's reporting features and, along the way, learn about Learning Management Systems, SCORM, SCOs, Manifests, and content packages. This book features: Captivate projects, images, audio files, and other assets to get started Dozens of step-by-step, hands-on activities Hundreds of screen captures Confidence Checks to challenge your new skills
Adobe Captivate 7 for Mobile Learning Jones & Bartlett Learning
Beginning, intermediate, and even advanced tips--all in one book! The E-Learning Uncovered series is designed to give you the maximum amount of information in the minimum amount of time. You'll learn about virtually every check box, every menu, and every option in Adobe Captivate 2019 for PC. But we don't just tell you HOW to check that box or click that menu (that's the easy part), we also tell you WHY you might or might not want to. Brand new users will walk step-by-step through every aspect of building great e-learning in Captivate. Intermediate users will learn how to use more advanced features, such as effects, actions, variables, and advanced actions--all in one book! Everyone will benefit from the special tips and insider secrets that let you do more and save time. Look for: Design Tips: instructional design, graphic design, and usability tips that give you insight on how to implement the different features of the software. - Power Tips: advanced tips and secrets that can help you take your production to the next level. - Time Savers: software shortcuts and ways to streamline your production efforts and save you time. - Bright Ideas: special explanations and ideas for getting more out of the software. - Cautions: "lessons learned the hard way" that you can use to avoid common problems. - Web Resources: the free companion website includes useful resources such as reference guides and practice files. Plus, a detailed table of contents and comprehensive index make it easy to look up exactly what you need.

Adobe Captivate 2019 Iconlogic, Incorporated

"Learn by doing via this step-by-step workbook! Using Captivate, you can capture screen shots on your computer and quickly turn them into eLearning lessons (movies). The lessons you create can be interactive--you can add images, captions, rollovers, clickable areas, typing areas and sound effects. This book will introduce you to the essential Captivate 4 skills you need to know to get up and running with Captivate as quickly as possible. There are lessons on Recording Demonstrations and Assessments; Full Motion Recordings, Panning and Image Slideshows; working with Text Captions & the Timeline; Images and Drawing Objects; Pointers, Buttons and Highlight Boxes; Rollovers and Zoom Areas; Slide Labels, Notes and Audio; Animation and Flash Video; Converting Demonstrations Into Simulations; Introduction to Question Slides; and, of course, Publishing." product description.

Essentials of Adobe Captivate 4 Iconlogic, Incorporated

Want it in full-color? Check out the Kindle version! The E-Learning Uncovered series is designed to

give you the maximum amount of information in the minimum amount of time. You'll learn about virtually every check box, every menu, and every option in Adobe Captivate 6 for PC. But we don't just tell you HOW to check that box or click that menu (that's the easy part), we also tell you WHY you might or might not want to. Brand new users will walk step-by-step through every aspect of building great e-learning in Captivate. Intermediate users will learn how to use more advanced features, such as effects, actions, variables, and advanced actions--all in one book! Everyone will benefit from the special tips and insider secrets that let you do more and save time. Look for: Design Tips: instructional design, graphic design, and usability tips that give you insight on how to implement the different features of the software. Power Tips: advanced tips and secrets that can help you take your production to the next level. Time Savers: software shortcuts and ways to streamline your production efforts and save you time. Bright Ideas: special explanations and ideas for getting more out of the software. Cautions: "lessons learned the hard way" that you can use to avoid common problems. Web Resources: the free companion website includes useful resources such as reference guides, screencasts, and practice files.

E-Learning Uncovered: Adobe Captivate 2019 Packt Publishing Ltd

A visual guide on how to use Adobe Captivate 7 for developing e-Learning modules. Step-by-step guide with screen shots and clear guidelines how to accomplish various tasks quickly. Topics include: The New Features in Captivate 7 Setting Project Preferences and Quiz Settings Using Themes, Templates, Master Slides and Object Styles Recording Adding Text Captions Adding Visuals Adding Interactivity Adding Emphasis and Attracting Attention Adding Audio & Configuring Closed Captions Using the Text-to-Speech Feature Adding Video Keeping it Organized Synchronized & Standardized Working with PowerPoint Projects Working with a Table of Contents & Skins Creating Quizzes Creating LMS-Ready Files Publishing for a Learning Management System Publishing for an Autorun CD Publishing for iPad Users

Adobe Captivate 6 Packt Publishing Ltd

Learn the exciting Captivate 7 features with clear step-by-step basic instructions and 18 examples of basic tasks to more advanced tasks like utilizing HTML5 in Captivate 7 for easy integration of Adobe Edge animations and Adobe InDesign. Explore Captivate 7 features like Jeopardy, Memory, or Hangman games or drag and drop interactions, as well as all the core features such as working with panels, tools, slidelets, transitions, quizzes, actions, and effects. This guide is organized in an easy-to-follow manner including: Step-by-step tutorials Hands-on exercises Clear examples Practical knowledge and tips Comprehensive 14 page index If you need to create engaging and fun presentations and training for traditional devices or tablets, smart phones, eReaders or even smart TVs ... this book is for you.

Adobe Captivate 6 Iconlogic, Incorporated

A visual guide on how to use Adobe Captivate 5 for developing e-Learning modules. Step-by-step guide with screen shots and clear guidelines how accomplish various tasks in Captivate quickly. Topics include: * The new features in Captivate 5 * Setting project preferences and quiz settings * Using Templates, master slides and object styles * Recording * Adding Text Captions * Adding Images * Adding Interactivity * Adding Emphasis and Attracting Attention * Adding Audio & Configuring Closed Captions * Using the Text-to-Speech Feature * Adding video * Keeping it

Organized & Standardized * Working with PowerPoint Projects * Adding a Table of Contents & Skins * Creating Quizzes * Creating LMS-Ready Files * Publishing for a Learning Management System * Publishing for an Autorun CD

Adobe Captivate 3 Bloomsbury Publishing USA

Adobe Captivate 2019: Beyond the Essentials (3rd Edition) A self-paced workbook that teaches the higher-end, more advanced functionality of Adobe Captivate 2019! By following step-by-step activities, you will learn tons of advanced Adobe Captivate concepts. For instance, you'll create a highly interactive software simulation in the very first module. Not only that, you'll control the text that appears in the simulation's text captions by editing Captivate's text capture templates. Is support for mobile learners a hot topic in your company? You'll create responsive eLearning (using Fluid Boxes and Breakpoints) with content that automatically reflows to fit just about any size display including desktops, laptops, tablets, and smartphones. What about Virtual Reality with 360-degree images and videos? What about interactive videos (videos that include knowledge checks and other interactive objects)? Captivate supports both features, and you'll learn about them here! Fine-tune your Captivate production skills by leveraging object styles, master slides, themes, and templates. Engage your learners by adding variables, learner interactions, drag and drops, and advanced actions to your eLearning. Knock large projects down to size by learning to create branch groups. Create branching scenarios that allow learners to plot their own path through your course. Ensure your eLearning can be used by people with disabilities by adding such Section 508-compliant features as accessibility text, keyboard shortcuts, and closed captions. Enable Captivate's reporting features and, along the way, learn about Learning Management Systems, SCORM, SCOs, Tin Can, Manifests, and publishing content packages. This book features: Captivate projects, images, audio files, and other assets to get started Dozens of step-by-step, hands-on activities Hundreds of screen captures Confidence Checks to challenge your new skills

Adobe Captivate 2017 Wayne Pascall

A comprehensive tutorial packed with examples, which is divided into small subtopics that follows a clear and logical outline to help you get to grips with Adobe Captivate 7. Readers are also encouraged to develop their understanding of the tool through practical exercises and experimentations in every chapter. A lot of external references and tips and tricks from established e-Learning professionals are also included. If you are a designer, e-Learning developer, or webmaster who wants to construct an interactive and fun-filled e-Learning project using Adobe Captivate 7, this book is ideal for you. Just a basic knowledge of operating system is expected from the developers interested in this book.

Mastering Adobe Captivate 7 Wayne Pascall

Master the art of publishing compelling online content for employees, partners, and customers, guided by Damien Bruyndonckx, author of bestselling Captivate books Purchase of the print or Kindle book includes a free PDF eBook Key Features Publish e-learning content such as videos, SCORM packages, and PPTs online in Learning Manager Discover best practices for creating, managing, and administering an online learning platform Implement gamification, social learning, and AI-enabled recommendations for an immersive learning experience Book Description Looking to deliver scalable online learning solutions? Adobe's latest enterprise Learning Manager is a powerful

learning management system (LMS) that enables organizations to deliver, manage, and track immersive learning experiences. This book unlocks the full potential of Learning Manager, guiding you to become an adept administrator, author, or teacher, experimenting with Learning Manager from different perspectives. You'll gain an in-depth understanding of the features and their impact on your business. From platform setup to course administration, you'll be able to create blended learning experiences, deploy your content to different devices, and explore Learning Manager's features for monitoring your students' progress on a daily basis. Finally, you'll discover techniques for organizing and maintaining your course catalog while elevating the learner experience. By the end of the book, you'll be able to implement your organization's training strategy, deliver engaging learning experiences, and generate meaningful reports to monitor their effectiveness. What you will learn Configure and customize Learning Manager to align with your business training requirements Seamlessly integrate Learning Manager into your existing IT infrastructure Manage different types of users such as employees, partners, and customers on your training platform Publish and organize your learning content to create immersive courses, learning programs, and industry-recognized certifications Track your students' progress and manage daily course instances with ease Organize your learning catalogs to meet the most stringent security protocols and instructional demands Who this book is for Designed for learning and development professionals, HR managers, corporate instructors, LMS admins, and team leaders, this book offers guidance on setting up and managing training and development programs for employees, partners, and customers using Adobe Captivate Prime LMS. This book is a rebranded version of the author's Adobe Captivate Prime book and assumes working knowledge of operating systems and the standard tools commonly used by L&D

professionals. A foundational understanding of online learning platforms will be beneficial.

Scripting Enhanced Interactions in Adobe Captivate 5 Iconlogic, Incorporated

Includes hands-on, step-by-step exercises, this detailed guide is a self-paced training workbook that teaches the core Adobe Captivate skills needed to create interactive eLearning and mLearning content. --

Essentials of Adobe Captivate 3 Packt Publishing Ltd

If you are a teacher, instructional designer, eLearning developer, or human resources manager who wants to implement eLearning, then this book is for you. A basic knowledge of your OS is all it takes to create the next generation of responsive eLearning content.

Adobe Captivate 8 Iconlogic, Incorporated

"Adobe Captivate 8: The Essentials" is a self-paced training manual that teaches the core Adobe Captivate skills needed to create interactive eLearning and mLearning content. By following step-by-step instructions, you will learn how to create a soft-skills lesson from scratch. You'll learn to record and produce software demonstrations, and interactive training simulations. By the time you finish working through this fast-paced book, you'll know how to control the mouse pointer and add such standard objects as text captions, images, and highlight boxes. You'll be able to record, import and edit audio, and further enhance the learner experience by adding interactivity via click boxes, buttons and text entry boxes. Have you already created content using Microsoft PowerPoint? Don't throw that presentation away. You'll learn how to import existing PowerPoint content into Captivate. Last, but not least, you'll learn to publish your project in SWF and HTML5 formats so that your content can be uploaded to a web server for consumption on virtually any device, including the iPad, iPhone and other mobile devices.