

CAPTIVATE TRAINING

Advanced level

Duration
2 days

Objective

At the end of the training, the participant will be able to master the advanced features and complex interactions to create advanced e-Learning modules

Target audience

Trainers, e-Learning Designers, e-Learning Project Managers, anyone involved in creating e-Learning content. Prerequisites: Know the basics of Captivate

Prerequisites

Know the basics of Captivate



PROGRAM

Summary of basic features

Quick review of Captivate's basic features

Variables

- Presentation of the different system variables and their functions
- Create a user variable
- Assign a value to a user variable
- -ncrement a user variable
- Retrieve information from a text box to assign it to a user variable
- Create a formula by assigning variables to variables
- View variable

Actions

- The different possible actions
- The different events to which actions can be assigned
- The various ways to make buttons
- Create a nonlinear module
- The branches window

Advanced Actions

- Create an advanced action
- Edit an advanced action
- Rename, delete, duplicate an advanced action
- Assign an advanced action to an event

Conditional advance action

- Test a condition in an advanced action
- Create multiple conditions in an advanced action
- Test multiple conditions in an advanced action
- 'AND' and 'OR' in logic tests of advanced actions

Advanced quiz

- Create a pre-test
- Set up a pre-test using system variables
- Create branch lines in a quiz
- Set how to take into account the branches in the Quiz result
- Create a question group from which the module will draw randomly
- Import, export a question group
- The GIFT micro-format in Captivate. Click-and-drop interaction in a quiz
- Create a custom results slide

Reactive projects

- Principle of Responsive Design
- Fluid layout and media queries
- Cascade in Media Queries stalls
- Exclude an object from a display
- Size of objects: absolute or relative
- Position objects: absolute or relative
- Smart position

