Adobe Captivate Classic 11.8.3
Training Course for Graphic Designers

Audience: Graphic designers familiar with Adobe Creative Cloud tools

Module 1: Introduction to Adobe Captivate Classic 11.8.3

- Introduction to Adobe Captivate
- Interface, workspace, and panels overview
- Preferences (customize workspace)
- Work with themes and master slide
- New Slides and Text
- **Lab Exercise:** Creating a new project with text and basic slide components

Module 2: Working with Multimedia & Integration

- Import options
- Use Powerpoint slides for new project
- Working with Assets: Adding characters, Icons, Images, Videos, Audio
- **Lab Exercise:** Add characters and icons to your slides

Module 3: Interactive Elements

- Interactions: Button, click box, drag-and-drop, learning interactions
- Working with timeline, Interactive video
- Working with Object State, style shadow and reflection
- Timing: Add animations
- **Lab Exercise:** Create an interactive slide with button hover effects

Module 4: Variables and Gamification

- Creating custom actions & triggers
- Using variables for personalization
- Adding quizzes & knowledge checks
- Leaderboards and scoring
- **Lab Exercise:** Develop an interactive quiz with scoring

Module 5: Mini Project

- Work on a mini-project incorporating all covered topics
- Review, feedback, and Q&A