KOENIG SOLUTIONS · COURSE OUTLINE

Advanced Adobe Captivate

Learn to build advanced interactive Adobe Captivate projects using actions, variables, custom interactions and shared actions.

5 Days	10	22	9
DURATION	MODULES	TOPICS	HANDS-ON ACTIVITIES

COURSE OVERVIEW

This course covers the Adobe Captivate interface and basic actions before moving into advanced and conditional actions. It then addresses multiple text entry boxes, character movements with motion paths, and comprehensive use of system and user variables, including tracking progress through advanced actions. Later modules cover creating custom interactions such as drag-and-drop and click-and-reveal with customised backgrounds, adding continuous background music, and building and implementing shared actions. The course concludes with a final project that incorporates all learned elements along with peer review and feedback.

WHO THIS COURSE IS FOR

- **Instructional Designers**
- **E-Learning Developers**
- **Training Content Creators**
- **Courseware Developers**

LEARNING OBJECTIVES

- Explain the Adobe Captivate interface and project creation basics
- Implement conditional and advanced actions in a project
- Design puzzle-type interactions using multiple text entry boxes
- Apply character movements and motion paths with triggered actions
- Configure system and user variables to track progress
- Build custom interactions such as drag-and-drop and click-and-reveal
- Integrate continuous background music across a project
- Develop shared actions to replace repetitive advanced actions

COURSE SYLLABUS

10 Modules, 22 Topics

DAY 1 Introduction to Adobe Captivate and Advanced Actions

01

Hands-on Activity

Morning Session

TOPICS

Overview of Adobe Captivate Interface · Creating a New Project · Introduction to Basic Actions

02

Hands-on Activity

Afternoon Session

IN-DEPTH LOOK AT ADVANCED ACTIONS

What are Advanced Actions? · Creating Conditional Actions

DAY 2 Text Entry Boxes and Character Movements

03

Hands-on Activity

Morning Session

MULTIPLE TEXT ENTRY BOXES

Creating Puzzle-type Interactions · Validating User Input

04

Hands-on Activity

Afternoon Session

CHARACTER MOVEMENTS

Using Characters in Captivate · Adding Motion Paths · Triggering Movements with Actions

DAY 3 Comprehensive Use of Variables

05

Hands-on Activity

Morning Session

UNDERSTANDING VARIABLES IN CAPTIVATE

Types of Variables (System, User, etc.) · Creating and Modifying Variables

06

Hands-on Activity

Afternoon Session

ADVANCED VARIABLE TECHNIQUES

Using Variables for Tracking Progress · Integrating with Advanced Actions

DAY 4

Interactions, Backgrounds, and Continuous Music

07

Hands-on Activity

Morning Session

CREATING CUSTOM INTERACTIONS

- **Types of Interactions:** Drag-and-Drop, Click-and-Reveal
- Customizing Backgrounds for Interactions

08

Hands-on Activity

Afternoon Session

ADDING CONTINUOUS MUSIC

Importing Audio Files · Setting Music to Play from Slide 1 to End

DAY 5

Shared Actions and Project Integration

09

Hands-on Activity

Morning Session

INTRODUCTION TO SHARED ACTIONS

- Benefits of Shared Actions over Advanced Actions
- Creating and Implementing Shared Actions

10

Afternoon Session

FINAL PROJECT DEVELOPMENT

Incorporating All Learned Elements · Peer Review and Feedback

HANDS-ON ACTIVITIES

Practise What You Learn

#	MODULE	ACTIVITY
01	**Morning Session**	Create simple interactive slides
02	**Afternoon Session**	Implement advanced actions in a sample project
03	**Morning Session**	Design a puzzle using multiple text entry boxes
04	**Afternoon Session**	Animate characters based on user interactions
05	**Morning Session**	Set up and use variables in a project
06	**Afternoon Session**	Create a project that utilizes multiple variables effectively
07	**Morning Session**	Design a unique interaction with a custom background
08	**Afternoon Session**	Integrate continuous music into a project
09	**Morning Session**	Convert advanced actions to shared actions for efficiency

WHAT IS INCLUDED

Everything You Need to Succeed

- Koenig course material for every module
- Delivery by certified instructors and subject matter experts
- Hands-on exercises throughout the course
- Course completion certificate from Koenig

ABOUT KOENIG

Who We Are

Established in 1993, Koenig Solutions is a globally recognised training provider with 35+ technology partnerships, 5,000+ training programmes and a network of certified instructors and subject matter experts, supporting individuals and enterprise teams worldwide.

FLEXIBLE DELIVERY

Learn the Way That Suits You

Classroom Training | Live Online Classes (ILO) | Fly-Me-A-Trainer (FMAT) | Flexi (Self-Paced) | 1-on-1 Training

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