



ADOBE TRAINING

Adobe Captivate Course

Master Adobe Captivate to design engaging, interactive eLearning modules and software simulations.

DURATION

Flexible

LEVEL

Intermediate

FORMAT

Instructor-Led

- Globally Recognized Certification

- Expert-Led Hands-On Training

- Flexible Scheduling

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COURSE OVERVIEW

This intermediate Adobe Captivate Course empowers participants with the essential skills to design, develop, and deploy compelling interactive e-learning content, software simulations, and engaging quizzes. Leveraging Adobe Captivate's robust features, you will learn to create dynamic, responsive courses that adapt seamlessly to various devices, enhancing the learning experience for diverse audiences. The course delves into best practices for instructional design, multimedia integration, and performance-based learning, positioning you as a proficient e-learning developer. Upon completion, you will be adept at transforming static content into rich, interactive modules, complete with voiceovers, videos, virtual reality experiences, and branching scenarios. This hands-on training not only covers the technical aspects of Captivate but also emphasizes strategic content development to meet specific learning objectives. Whether you're looking to upskill for corporate training, enhance educational programs, or develop commercial e-learning products, this certification will equip you with the tools and expertise to produce high-quality, impactful digital learning solutions.

Level	Intermediate
Vendor	Adobe

COURSE CURRICULUM

01 Module 1: Getting Started with Adobe Captivate

- Understanding the Captivate Interface and Workflow
- Project Types: Responsive vs. Non-Responsive
- Working with Slides, Master Slides, and Themes
- Importing and Managing Media Assets (images, audio, video)
- Basic Accessibility Features

02 Module 2: Crafting Interactive Content

- Creating Software Demonstrations and Simulations
- Adding Interactive Objects: Buttons, Click Boxes, Text Entry Boxes
- Working with Smart Shapes and Widgets
- Introduction to Variables and Advanced Actions
- Utilizing Pan and Zoom, and Zoom Areas

03 Module 3: Designing Effective Quizzes and Assessments

- Types of Quiz Questions (MCQ, True/False, Fill-in-the-Blank, etc.)
- Setting up Graded and Survey Questions
- Configuring Quiz Preferences and Reporting Options
- Creating Question Pools and Random Quizzes
- Branching Scenarios Based on Quiz Results

04 Module 4: Enhancing Engagement with Advanced Features

- Integrating Interactive Video and 360-degree VR Projects
- Working with Aggregators and Branching Scenarios
- Using Interactions and Learning Interactions (Knowledge Check, Drag & Drop)
- Introduction to Responsive Project Design and Fluid Boxes
- Customizing Playback Controls and Skin Editor

05 Module 5: Publishing and Project Management

- Reviewing and Testing Projects
- Publishing for HTML5, SCORM, AICC, and xAPI

- Optimizing Projects for Web and Mobile Delivery
- Troubleshooting Common Issues
- Maintaining and Updating E-learning Content

CAREER PATHWAYS

Graduates of this program are prepared for the following roles:

- > **E-learning Developer / Instructional Media Specialist**
- > **Corporate Training & Development Lead**
- > **Software Simulation & User Experience Trainer**

FREQUENTLY ASKED QUESTIONS

Q: How will mastering Adobe Captivate enhance my capabilities as an instructional designer and e-learning specialist?

Mastering Adobe Captivate will significantly elevate your instructional design capabilities by providing a powerful authoring tool to bring your pedagogical strategies to life. You'll move beyond theoretical design to practical development, enabling you to create highly interactive, engaging, and measurable e-learning modules. This includes developing complex simulations, branching scenarios for adaptive learning, robust assessments, and responsive content, making you a more versatile and in-demand professional capable of delivering superior digital learning experiences.

Q: What prior experience or software knowledge is recommended before enrolling in this intermediate Adobe Captivate course?

While this is an intermediate course, a basic understanding of computer operations and familiarity with common office productivity suites (like Microsoft Office) is beneficial. Prior exposure to e-learning concepts or a general understanding of instructional design principles would be advantageous but is not strictly required. The course is designed to build foundational Captivate skills rapidly, so a willingness to learn and engage with a new software interface is key.

Q: Can I integrate my Adobe Captivate projects with existing Learning Management Systems (LMS) or web platforms, and what publishing options are covered?

Absolutely. A core focus of this course is on ensuring your Captivate projects are deployable across various platforms. You will learn to publish your e-learning content in industry-standard formats such as HTML5, SCORM (Shareable Content Object Reference Model), AICC, and xAPI (Experience API). These formats ensure seamless integration and tracking with most modern Learning Management Systems (LMS) and web servers, allowing for robust learner progress tracking and reporting.

ABOUT COMPUTER PRIDE

With over 15 years of excellence, Computer Pride delivers globally recognized certification programs from leading technology vendors. Located on Kenyatta Avenue in Nairobi's CBD, our state-of-the-art facilities and expert instructors have empowered thousands of professionals across East Africa.

15+

Years of Excellence

10,000+

Professionals Trained

50+

Vendor Certifications

READY TO ENROL?

Take the next step in your technology career.

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