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## **Essentials of Adobe Captivate 3**

“Skills and Drills” Learning

Kevin A. Siegel

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## Custom Projects

You have now learned how to create two kinds of movies: Demonstration and Assessment. Between Demonstration and Assessment CBTs, which type of movie will result in the most effective learning experience for your users? Good question—and there is no clear-cut answer. Demonstration projects are relatively quick and easy to create. However, Demonstration CBTs do not allow for user interaction. By watching a demonstration, without the ability to interact with it, the potential for learning is reduced. As I mentioned on page 27, the Text Captions that are automatically created for you by Captivate are great, but they are written in the active voice. For instance, an automatically generated Text Caption is likely to say “Select the File Menu.” Upon reading that caption, a user is likely to follow the caption's instructions and attempt to select the File menu. Unfortunately, at the same time that the user is trying to interact with the simulation, the mouse pointer that Captivate created is also moving across the screen. The result could be confusion for the user.

Assessment projects are perfect for assessing what a learner absorbed during a Demonstration. Since this mode does not add any Text Captions by default, there are no instructions telling the user what to do or what to expect. The user will either perform the required steps or click somewhere on the screen and see a Failure Caption when they perform the process incorrectly.

Many Captivate developers create both a Demonstration movie and an Assessment movie. That's all well and good until you remember that it could take several hours to “clean up” the movies so that the timing for the captions and other interactive elements are perfect. If you elect to produce both a Demonstration movie and an Assessment, you could make twice the work for yourself.

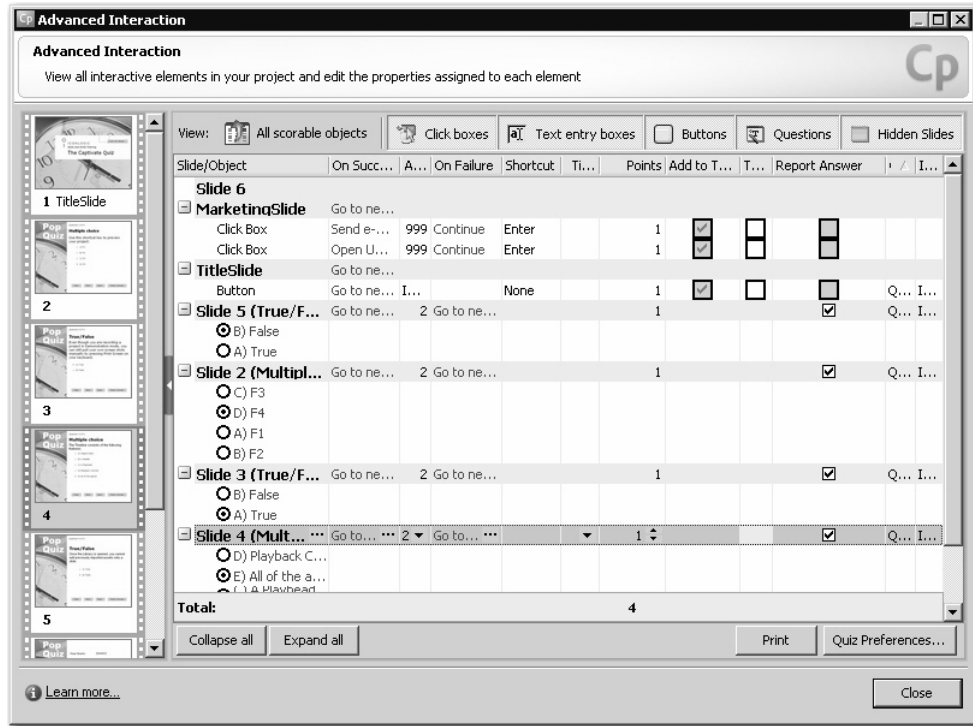
### **Demonstration or Simulation: Which Mode is Best?**

Instead of creating a Demonstration movie and an Assessment movie, I recommend you record a custom, or hybrid, movie that incorporates the best of the Demonstration and Assessment modes.

When you are finished recording the hybrid movie, you will end up with a movie that bridges the gap between a Demonstration and Assessment movie. You will also discover that the captions created by Captivate (because you selected Text captions from the Custom Recording Options) are written in the active voice and encourage learner participation.



32. One final thing, but it's big! The quiz should be worth a total of 4 points, 1 point per question.
33. Choose **Project > Advanced Interaction**.
34. Ensure there are check boxes in the Report Answer column for each question slide. In addition, change the Points as necessary for each question slide so that each question is worth 1 point. The total points should be **4**.



35. Click **Close** when finished with the Advanced Interaction.
36. Preview the project and take the quiz. Hopefully you will receive a passing score. :)
37. When finished, close the preview.
38. Save and close the project.

- from the **Output Options** area, ensure **Zip files** and **Full screen** are **not** selected



- click **Publish**

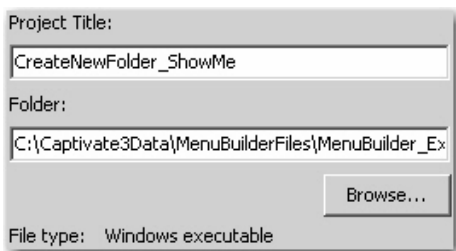
The project is published into the **MenuBuilder\_Exports** folder.

- click **Close**

2. Save and close the project.

## Confidence Check

1. Open **ShowMe** from **MenuBuilderFiles** folder.
2. Publish the project as a **Standalone** with the following Project Title and Folder destination:



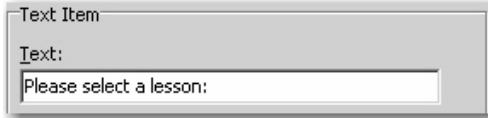
3. Use the following Output Options shown in the picture at the right.
4. When finished, save and close the project.
5. There should now be two **EXE** files within the **MenuBuilder\_Exports** folder.



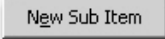
## Student Activity: Add Text Items to a Menu

1. Add an item to the project.

- type **Please select a lesson:** into the Text area



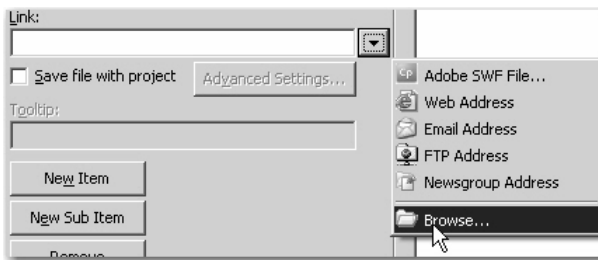
2. Add sub items to the menu.

- click the **New Sub Item** button 
- type **Create New Folder (Show Me)** into the Text area



3. Create a link to the text item.

- click the down arrow to the right of **Link** and select **Browse** from the drop down menu



- navigate to **C:\Captivate3Data\MenuBuilderFiles\MenuBuilder\_Exports**
- select **CreateNewFolder\_ShowMe.exe**



- click **Open**

**Note:** Had you Published SWF files back on page 244 instead of EXEs, you would have selected **Adobe SWF File** from the drop down menu above. At that point, you would have browsed for the HTML file that was published with the SWF. When possible, always create links that point to the HTML file instead of the SWF. If you link directly to the SWF, users are likely to see a distorted view of the SWF when the browser plays the SWF. The HTML file includes instructions to the browser that optimize the appearance of the SWF in the browser.





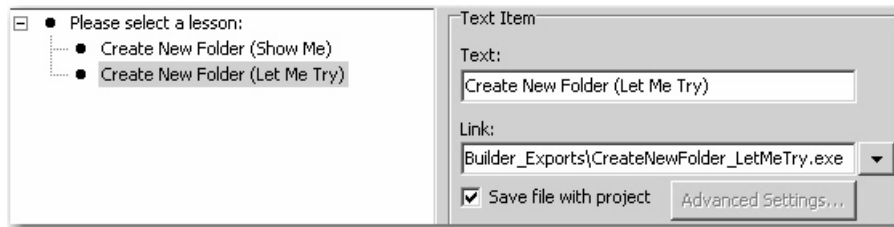
4. Save the file with the project.

- select **Save file with project**  Save file with project

*This is quite possibly the most important step in this process. If you do not select this option and later export the project (you will be exporting this project soon), users clicking the link will attempt to find the movie in **C:\Captivate3Data\ MenuBuilderFiles\MenuBuilder\_Exports** instead of the CD or Web site where the movie is stored. With this option selected, the link will become a local link.*

5. Add a second text item and link to the menu.

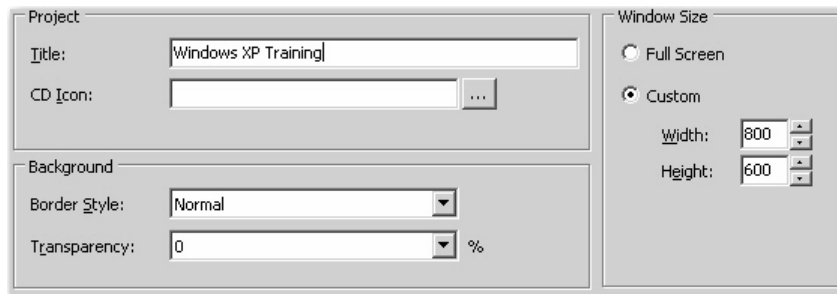
- click the **New Item** button
- type **Create New Folder (Let Me Try)** into the Text area
- click the down arrow to the right of **Link** and select **Browse** from the drop down menu
- navigate to **C:\Captivate3Data\MenuBuilderFiles\ MenuBuilder\_Exports**
- open **CreateNewFolder\_LetMeTry.exe**
- select **Save file with project**



- click **Next**

6. Give the project a title.

- type **Windows XP Training** into the Title area
- ensure the Window size is **Custom**, Width, **800** and Height, **600**



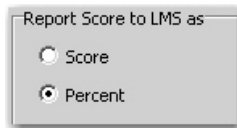
- click **Finish**

The unsaved MenuBuilder project appears on your screen. The text on the slide is too large. You will fix that next.



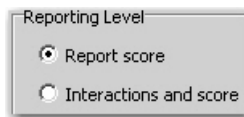
5. Set how the score is reported to the LMS.

select **Percent** from the Report Score to LMS as area

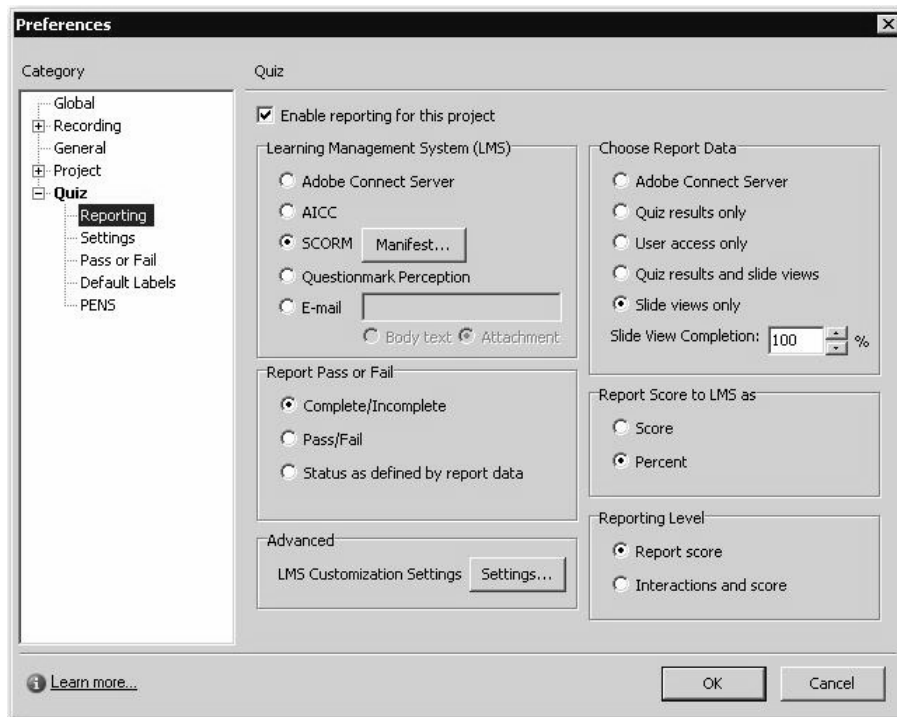


6. Set the Reporting level.

select **Report score** from the **Reporting Level** area



**Note:** Not every LMS will fully support the features in this dialog box. Those that do could possibly treat the data sent by Captivate differently. Consult with your LMS provider to get an idea of what will work and what won't.



7. Keep the Reporting dialog box open for the next activity. (If you closed it, choose **Quiz > Quiz Preferences** now to reopen it.)