



Creating Effective “Let Me Try” Movies

In This Lesson You Will Learn To

- Insert a Text Button
- Insert and Format a Highlight Box
- Add Click Boxes
- Add Text Entry Boxes

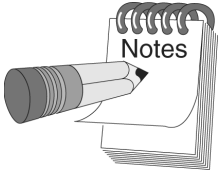
Show Me vs. Let Me Try Movies

There are two categories of movie you can create in Captivate. I have long referred to them as “Show Me” and “Let Me Try.” In essence, a Show Me movie demonstrates a concept. There is typically some interactivity such as Buttons and Highlight boxes. However, a Show Me movie plays by itself. The user is expected to sit back and watch captions appear on the screen and the mouse move from menu item to menu item. Although there is nothing wrong with Show Me movies, Let Me Try movies improve the learning experience for your users by letting them actively participate in the movie.

The four primary methods of adding interactivity are Click Boxes, Text Entry Fields, Buttons and Highlight boxes. This document will teach you how to add all four elements to your movies.

Buttons

Buttons provide you with an easy way to add interactivity to a slide. There are three types of buttons: Text, Transparent and Image. A Text button can contain any word or phrase you care to type, such as “Continue” or “Begin.” You have complete control over the font and font size used in the Text button; however, the larger the font size, the larger the button will be. With a Transparent button, the button cannot contain text, but you can control its



Frame and Fill color. With Image button, you can specify a different image for each button state: Up, Down and Over.

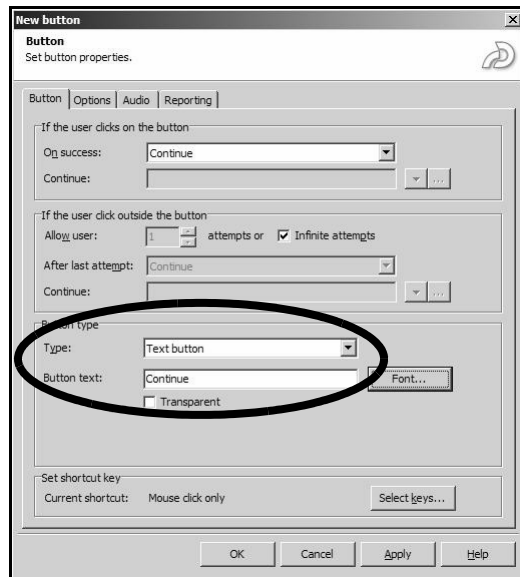
Insert a Text Button

1. Insert a Text button.

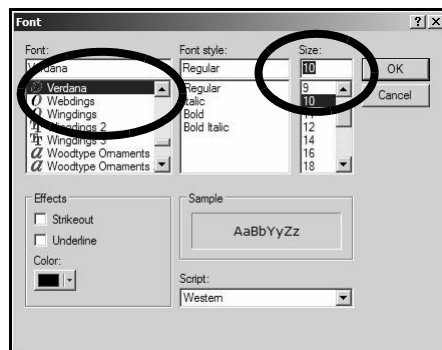
- open any movie in Macromedia Captivate
- open any slide
- choose **Insert > Button**

The New Button dialog box appears.

- on the **Button** tab, select **Text button** from the Type area
- type **Continue** into the Button text area

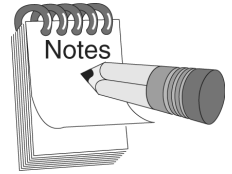
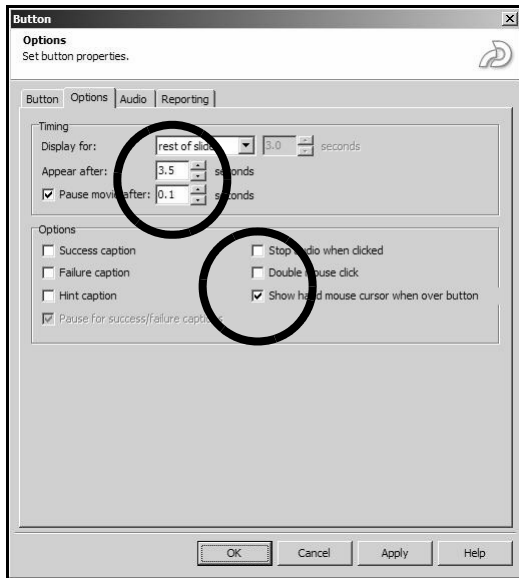


- click the **Font** button
- change the Font to **Verdana**
- change the Font Size to **10**



- click **OK**

- confirm **Continue** is selected from the **If the user clicks on the button** area



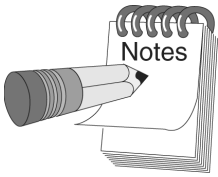
- click **OK**

A Continue button appears on the slide.

2. Set button options.

- double-click the button
- select the **Options** tab and change the **Appear after** to **3.5** seconds
- change the **Pause movie after** to **0.1 seconds**
- select **Show hand mouse cursor when over button** from the Options area
- click **OK**

3. Preview the movie to test the button.



Highlight Boxes

If you want to make sure your users know exactly where they are supposed to look on the screen, you can insert Highlight Boxes. You can control the size, color and timing of Highlight Boxes.

Insert and Format a Highlight Box

1. Insert and format a Highlight Box.

- choose **Insert > Highlight Box**

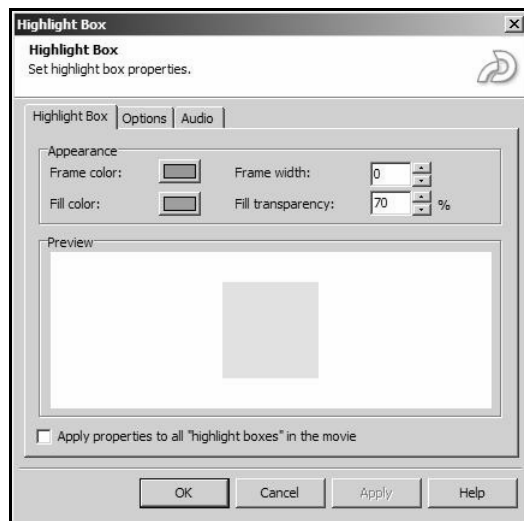
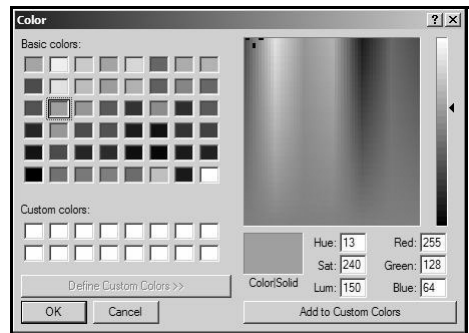
The New Highlight dialog box appears.

- change the Frame width to **0**

There is no direct command in Captivate to eliminate a border around a Highlight box. If you do not want a border to surround your Highlight boxes, setting the Frame width to 0 is an effective workaround.

- click the little square to the right of **Fill color**
- select any color you like
- click **OK**
- change the Fill transparency to **70%**

The higher you set the Fill transparency, the less of your Fill color you will see.

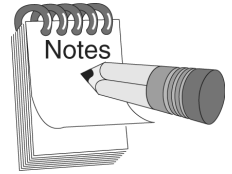
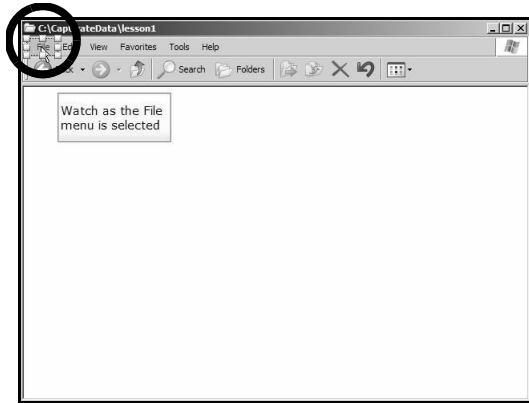


- click **OK**

By default, the Highlight Box appears in the center of your slide.

2. Resize and reposition the highlight box.

- drag the center of the Highlight Box to a desired location
- resize the Highlight Box as necessary

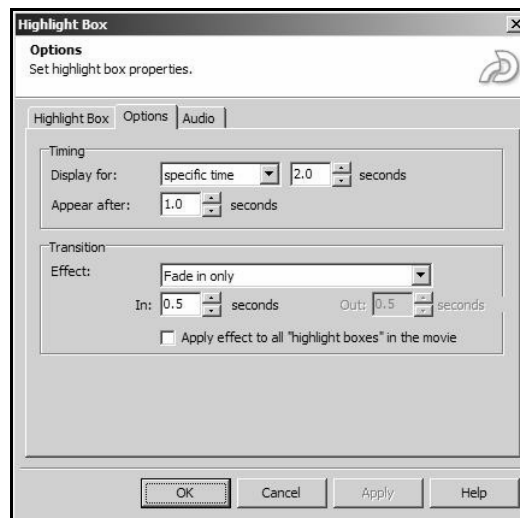


3. Play the slide.

Notice that the highlight box fades in as the slide plays, stays around the entire time the slide plays and then fades out.

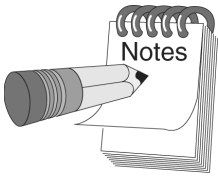
4. Set Highlight Box properties.

- on the **Timeline**, double-click the **Highlight Box object** to show the Highlight box properties
- select the **Options** tab
- change the Display for time to **2.0 seconds**
- change the Appear after to **1.0 second**
- change the Transition Effect to **Fade in only**
- click **OK**



5. Play the slide.

Notice that the Highlight Box fades in after one second and sticks around for 2 seconds.



Click Boxes

Instead of telling and then showing users how to perform an action, you can add Click Boxes that allow the user to perform actions such as clicking a menu or command.

Add Click Boxes

1. Open any Captivate movie you have recorded and select all of the slides.

2. Hide the mouse for the entire movie.

- choose **Slide > Mouse > Show Mouse**

The mouse pointer has been hidden.

3. Insert and set user options for a Click Box.

- choose **Insert > Click Box**

The Click Box dialog box appears.

- on the **Click Box** tab, ensure **Continue** is selected from the **If the user clicks inside the click box, On success** area

- ensure **Infinite attempts** is selected from the **If the user clicks outside the click box, Allow user** area

- ensure Set shortcut key is set to **Mouse click only**

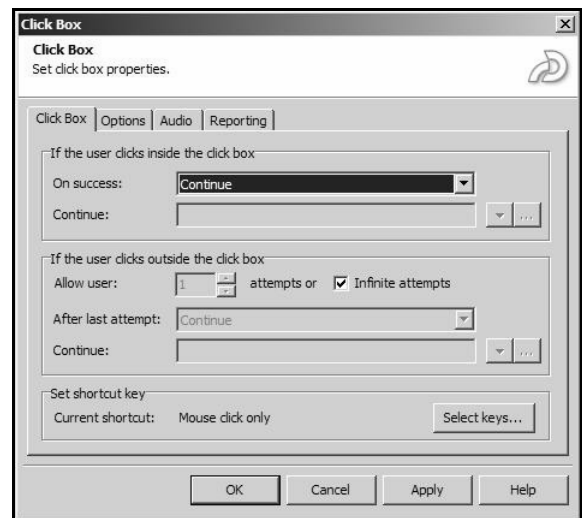
4. Set timing options for a Click Box.

- click the **Options** tab

- select **rest of slide** from the Display for area

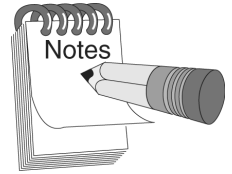
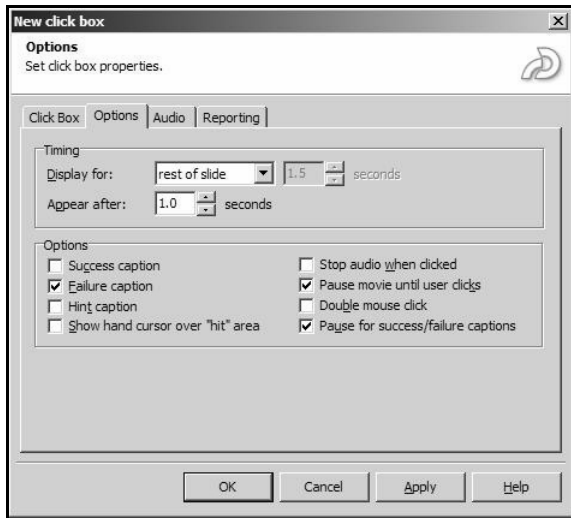
- change the **Appear after** to **1.0** seconds

- from the **Options** area, select **Failure caption, Pause movie until user clicks** and **Pause for success/failure captions**



The **Failure caption** option will insert a Failure caption on the slide for you. This is the caption that will appear if the user does not click on the click box. By selecting **Pause Movie until user clicks** you ensure that the movie will not continue unless the user clicks the click box. The **Pause for success/failure caption** ensures the user is given a chance to read the Failure caption before getting frustrated and clicking again in the wrong place.

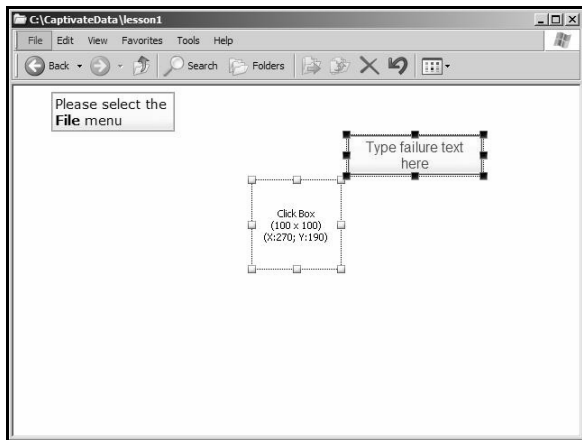
- if necessary, deselect the other options



- click **OK**

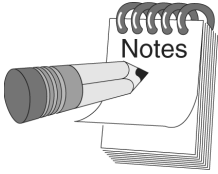
A Click Box and Failure caption appear on the slide. The Click Box indicates the area that the user must click before the movie can continue.

- click away from all objects to deselect both the Click Box and the Failure caption



5. Reposition the click box.

- drag the center of the Click Box to an appropriate location on the slide** (do not drag the squares that surround the Click Box unless you intend to resize the Click Box)



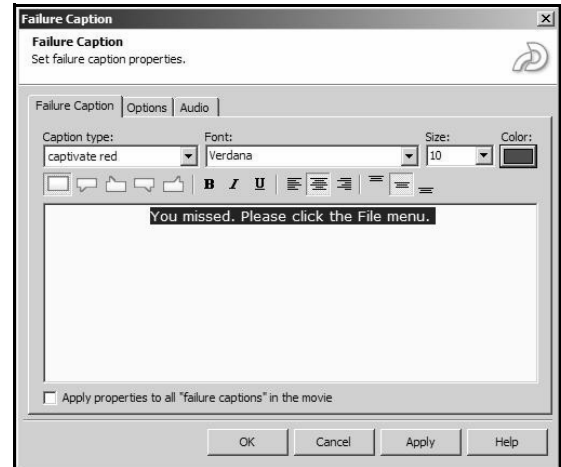
6. Resize the click box.

- drag the **lower right square** of the Click Box **up** and to the **right** to resize it



7. Edit the Failure caption.

- drag the Failure caption to an appropriate location on your slide
- double-click the Failure caption
- replace the text with **an appropriate message**
- select the text and change the Font to **Verdana**
- change the Font Size to **10**
- click **OK**



8. Preview the movie from the current slide.

- click the Preview tool and choose **From this slide**

9. Test the Failure caption.

- click anywhere except where you placed the click box

The failure caption should appear.

10. Test the Click Box.

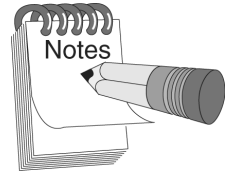
- click where you positioned the click box

The movie continues.

11. Close the Preview.

Text Entry Boxes

You can use Text Entry Boxes to simulate areas in an application that require a user to type data. You can instruct users to type specific information into a Text Entry Box and, depending on what they type, captions can provide feedback on their entry.



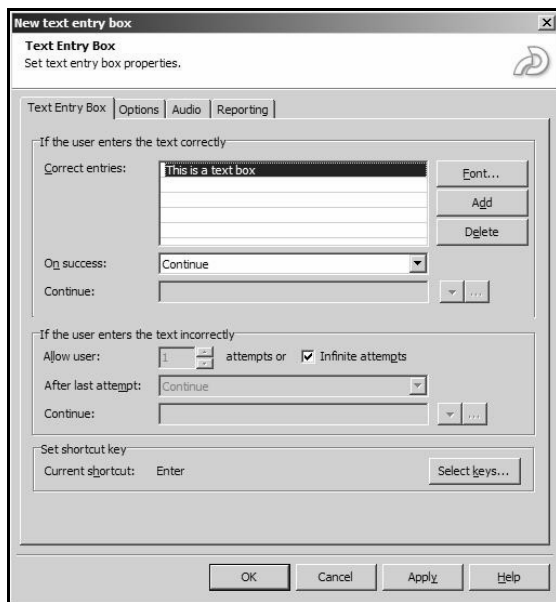
Add Text Entry Boxes

1. Open a movie and go to a slide where you wish to add a text entry box.
2. Insert and set Text Entry Box options.

choose **Insert > Text Entry Box**

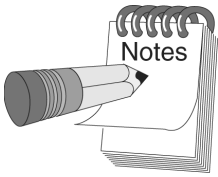
The New text entry box properties appear.

- ensure the **Text Entry Box** tab is selected
- click the **Add** button
- type **This is a text box** into the Correct entries area
- if necessary, select **Continue** from the **On success** area
- ensure **Infinite attempts** is selected from the **Allow user** area
- at the bottom of the dialog box, ensure the Current shortcut is **Enter**

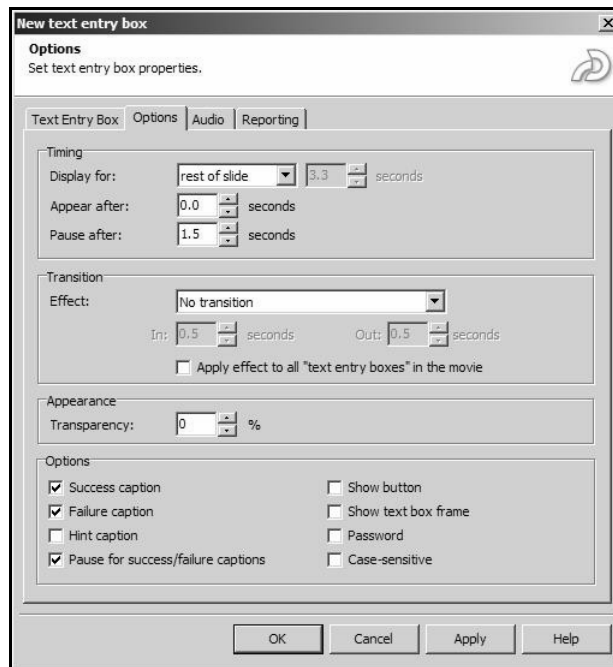


3. Set Options for the Text Entry Box.

- select the **Options** tab
- if necessary, change the Timing **Display for** to **rest of slide**
- set the Transition to **No transition**



- deselect **all of the remaining options** except **Success caption**, **Failure caption** and **Pause for success /failure captions**



- click **OK**

Three things appear on the slide: the **Text Entry Box** and two captions, **Success** and **Failure**.

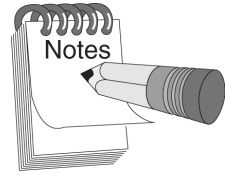
4. Double-click the green caption and replace the text with **Great job**.
5. Format the Font and Font size as you see fit.
6. Double-click the red caption and replace the text with **Sorry, but you need to type This is a text box**.
7. Make the phrase **This is a text box** bold so that it stands out.
8. Move/resize the **Text Entry Box** and **Success/Failure Captions** until the slide looks good to you.
9. Press [f8] to Preview from this slide.
10. Type **This is not a text box** into the text field and press [enter].

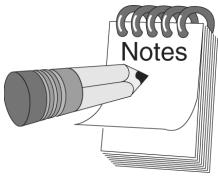
You should see an error message because you did not type the correct text.

11. Replace the text you typed with **This is a text box** and press [enter].

You should see the green caption because you typed the message correctly. However, the slide hangs around a bit too long after you press [enter]. You will fix that next.

12. Close the preview.





Best Practices for Creating an Effective “Let Me Try” movie

- Keep your movies short—no more than 50-70 slides.
- Run the Bandwidth Monitor and check your Frame count. The limit of the Flash Player is 16000 frames (13 minutes of play-time).
- Use professional quality audio for narrations.
- Use sans-serif fonts (Verdana) instead of serif fonts (Times New Roman).
- Hide the Mouse Pointer on all slides that are “Let Me Try.”
- Set the timing for all Captions to 2 seconds.
- Add Continue buttons for every Caption with the timing set to 2 seconds (to match the Captions).
- Add Click Boxes.
- Add Highlight Boxes (timing to 2 seconds if they are supposed to synch with Captions and Click Boxes).
- Add Text Entry Boxes.
- When adding text entry boxes, consider leaving the keystroke as ENTER and adding a button. Set the properties of the button so that the button is Transparent. Move the button over the OK button in the dialog box. When a user interacts with your movie, they will be able to either press ENTER or click OK.
- When adding Text Entry boxes, attempt to use the same font and font size used in the application you are trying to simulate.
- If you must use transitions for slide objects, use Fade-In Only. Using the Fade-In and Out transition leads to inconsistent playback.