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adobe captivate 2019 user guide

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Adobe Captivate 2019 User Guide

Adobe Captivate is the industry leading e learning authoring tool that empowers instructional designers, developers, and educators to create interactive, responsive, and engaging learning experiences. Whether you're building a corporate training module, a university course, or a product demo, Captivate 2019 offers a comprehensive set of features that streamline the entire development process.

This guide is designed to help you master Adobe Captivate 2019 from the ground up. We'll walk you through installation, interface navigation, core authoring functions, advanced interactivity, publishing options, and troubleshooting. By the end, you'll be equipped to produce polished, SCORM compliant courses that look great on any device.

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1. Overview of Adobe Captivate 2019

Adobe Captivate 2019 builds on the legacy of its predecessors while introducing new capabilities that align with modern learning needs. Some of the standout improvements include:

- Enhanced Screen Recording with instant editing tools.
- Improved Responsive Design to support mobile, tablet, and desktop devices.
- Expanded Interaction Library featuring drag and drop, hotspots, and scenarios.
- Seamless SCORM 1.2, SCORM 2004, and Tin Can API (xAPI) integration.
- Robust Analytics and Reporting via Adobe Captivate Prime.
- Integration with Adobe Captivate Cloud for collaboration and version control.

Captivate is not just a screen capture tool; it's a full featured authoring environment that supports branching scenarios, quizzes, simulations, and adaptive learning paths. The 2019 version also offers a streamlined workflow for creating courses that are automatically responsive, reducing the need for manual resizing.

2. System Requirements

Before installing, confirm that your system meets the following specifications. These are the minimum requirements; for optimal performance, we recommend higher specifications.

Windows

- Operating System: Windows 10 (64 bit) or Windows Server 2016 (64 bit).
- Processor: 2.0 /GHz /or faster (Intel® or AMD).
- RAM: 8 /GB (16 /GB recommended).
- Hard Disk: 1 /GB free space for installation; additional space for media files.
- Graphics: DirectX 11 compatible graphics card.
- Display: 1280 /× /720 resolution or higher.

macOS

- Operating System: macOS 10.14 (Mojave) or later.
- Processor: 2.0 /GHz /or faster (Intel®).
- RAM: 8 /GB (16 /GB recommended).
- Hard Disk: 1 /GB free space for installation; additional space for media files.
- Graphics: Metal compatible graphics card.
- Display: 1280 /× /720 resolution or higher.

Additional Notes

- Adobe Captivate 2019 requires a valid Adobe Creative Cloud subscription.
- For SCORM or xAPI publishing, an LMS (Learning Management System) that supports these standards is needed.
- Ensure your network allows Adobe servers for licensing and updates.

3. Installation Process

Installing Adobe Captivate 2019 is straightforward if you follow these steps. The process is identical for Windows and macOS, with minor UI differences.

1. Download the Installer

   Log in to your Adobe Creative Cloud account.
2. Navigate to the Apps tab and locate Adobe Captivate 2019.
3. Click Download to start the installer.

- On Windows, double click the AdobeCaptivate2019.exe file.
- On macOS, double click the AdobeCaptivate2019.dmg file and drag the app to the Applications folder.

- Accept the license agreement.
- Select the installation location.
- Choose optional components (e.g., additional languages).

- Launch Captivate after installation.
- Enter your Adobe ID and password to activate the license.
- If you’re part of an organization, you may need to log in through the enterprise portal.

- Navigate to Help > Check for Updates to ensure you have the most recent bug fixes and feature enhancements.

4. User Interface and Workspace

Adobe Captivate's interface is organized into several key areas that facilitate efficient authoring:

- Menu Bar – Access to File, Edit, View, Insert, Window, and Help commands.
- Toolbar – Quick access icons for common actions (New, Open, Save, Undo, Redo, etc.).
- Project Pane – Displays all slides, assets, and folders in a hierarchical view.
- Slide Pane – The canvas where you design each slide.
- Properties Pane – Allows you to edit properties of selected objects.
- Library – Stores reusable elements such as buttons, text boxes, and media.
- Timeline – Visual representation of slide duration, triggers, and animations.

To maximize productivity, you can customize the workspace by dragging panels, creating tabs, or using *Window > Workspace > Reset to Default* if you need to revert to the original layout.

5. Basic Authoring Workflow

Creating a new project in Captivate 2019 follows a simple, step by step process. Below is a concise workflow for a typical e learning module.

1. Start a New Project

   File > New.
2. Select Responsive Project for mobile friendly output.
3. Choose a template (e.g., Blank, Quiz, Scenario) to jumpstart your design.

- Set the project title, author, and description.
- Configure global settings such as navigation style, slide transition, and time limits.
- Enable Auto Save to protect your work.

- Right click the Project Pane and choose New Slide.
- Select slide types: Title, Content, Quiz, Scenario, etc.
- Drag and drop media from the Library or import new files.

- Use the Insert menu to add hotspots, buttons, text fields, or drag and drop interactions.
- Apply triggers to define actions (e.g., show/hide, next slide, play sound).

- Click the Preview button to view the course in a new window.
- Test all interactions, navigation, and media playback.
- Make adjustments as needed.

- File > Publish.
- Choose the output format (HTML5, SCORM, xAPI).
- Configure publishing options such as folder structure and file names.
- Click Publish and verify the output files.

6. Creating Interactive Elements

Interactivity is the heart of engaging e learning. Captivate 2019 offers a rich set of tools to create dynamic content. Below are the most common interaction types and how to implement them.

6.1 Hotspots

Hotspots allow learners to click or hover over specific areas on an image or video to trigger actions.

1. Insert an image or video into a slide.

2. Choose Insert > Hotspot and draw the hotspot area.
3. In the Properties pane, set the trigger (e.g., Show, Hide, Next Slide).
4. Optionally add a tooltip or overlay text.

6.2 Drag and Drop

Drag and Drop interactions are ideal for matching exercises or sorting activities.

1. Insert a Drag and Drop interaction from the Insert menu.
2. Define the draggable objects and target areas.
3. Set the correct answer set and feedback options.
4. Adjust scoring and attempt limits if needed.

6.3 Scenarios

Scenarios

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- **automaker mini software version v8 erptoboss**
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