



Adobe Captivate Essentials Pathway:

This pathway represents a typical Adobe Captivate Essentials programme. Every enablement engagement is tailored to your organisation's learning objectives, existing capability, Adobe Optimisation Assessment findings and preferred delivery approach. Modules may be adapted, combined or expanded to meet specific business requirements.

Duration: 2 Days

Prerequisites: Basic computer skills

Related Courses: Adobe® Photoshop CC, Adobe Premiere Pro CC, Adobe Acrobat Pro, Adobe Express

Overview

Adobe Captivate Essentials is designed for organisations and individuals who are new to Adobe Captivate or who want to build a solid foundation in creating engaging digital learning experiences. This enablement pathway develops the practical skills required to design, build, publish and share interactive eLearning content using Adobe Captivate.

Rather than focusing only on software features, the pathway is aligned to real-world eLearning development workflows and best practices.

Workplace Application

Participants will have the opportunity to apply their learning by creating a simple interactive eLearning module that incorporates:

- Text
- Images
- Multimedia
- Interactive elements
- Assessment
- LMS-ready publishing

Typical Business Outcomes

Following this enablement pathway, organisations can expect:

- Faster development of digital learning content
- Increased confidence using Adobe Captivate
- Improved learner engagement
- Consistent eLearning standards
- Better use of existing Adobe licences
- Reduced reliance on outsourced content development

Delivery Options

This pathway can be delivered through:

- Instructor-led classroom sessions
- Virtual instructor-led training
- Private team enablement
- Bespoke organisational programmes

- One-to-one coaching
- Related Enablement Pathways

Planning eLearning Projects

- Planning your project (Resolution vs Aspect Ratio)
- Story Boarding
- Development Process

Ideal Audience

This pathway is suitable for:

- Learning & Development Professionals
- Corporate Trainers
- Instructional Designers
- HR & Talent Development Teams
- Subject Matter Experts
- Educators & Lecturers
- Anyone responsible for creating digital learning content

Learning Outcomes

By the end of this enablement pathway participants will be able to:

- Navigate the Adobe Captivate interface confidently
- Create engaging eLearning projects
- Build responsive learning content
- Incorporate multimedia into learning experiences
- Design interactive quizzes and knowledge checks
- Publish courses for Learning Management Systems (LMS)
- Apply basic instructional design principles when developing learning content
- Enablement Topics

Module 1

Getting Started with Adobe Captivate

- Introduction to Adobe Captivate
- Understanding the interface
- Creating a new project
- Project preferences
- Working with slides
- Saving and managing projects

Module 2

Building Learning Content

- Adding text
- Working with images
- Shapes and design elements
- Themes and layouts
- Using templates
- Formatting content consistently

Module 3

Multimedia

- Audio
- Video
- Screen captures
- Recording demonstrations
- Importing media
- Managing assets

Module 4

Interactive Learning

- Buttons
- Click interactions
- Knowledge checks
- Basic quizzes
- Navigation controls
- Learner engagement techniques

Module 5

Responsive eLearning

- Responsive project concepts
- Fluid Boxes (Classic) or Responsive Design (depending on version)
- Designing for desktop and mobile
- Previewing projects
- Optimising learner experience

Module 6

Publishing Learning Content

- SCORM
- AICC (where applicable)
- xAPI overview
- LMS publishing
- HTML5 publishing
- Testing published content

Module 7

Best Practices

- Planning an eLearning project
- Organising project assets
- Accessibility considerations
- Branding and consistency
- File management
- Common mistakes to avoid

After completing Adobe Captivate Essentials, organisations may wish to explore:

- Adobe Captivate Advanced Development