



University Information
Technology Services

Adobe Captivate 5.5

Creating an Adobe Captivate Project

University Information Technology Services

Training, Outreach, Learning Technologies and Video Production

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Introduction

Adobe Captivate® is designed to help you create instructional videos, also called screen casts.

This booklet explains how to create a Captivate project based on two primary methods:

- import your Microsoft PowerPoint® presentation, or
- record your screen in a Software Simulation.

Once you have recorded into a Captivate project via one of these methods, you can add text captions, highlights, images, and audio recording to the project.

The final output of your Captivate project will be either a Flash file (.swf) or an MP4 video (.mp4), both of which are platform-independent video files. These videos can be published to Desire2Learn, a Web site, or even YouTube (.mp4 only).

Objectives

This booklet will cover the following learning objectives:

- Beginning a new Captivate project by:
 - Creating from PowerPoint
 - Creating a Software Simulation from screen capture
- Editing your Captivate project, including:
 - Recording new slides
 - Deleting and moving slides
 - Adjusting slide length
 - Recording new slides
- Recording audio in your Captivate project
- Adding or editing Captivate objects on your slides, including:
 - Text captions
 - Highlight boxes
 - Mouse cursor
 - Images
- Previewing your Captivate project
- Publishing your Captivate project

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