

# Adobe Spark

**Getting Started** 

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# **University Information Technology Services**

## Adobe Spark Getting Started

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#### Introduction

Adobe Spark is the integrated web and mobile solution that enables users, to easily create and share impactful, visual stories. Adobe Spark supports three separate applications that allows you to create visual content such as *graphics*, *web pages*, and *videos*. You will learn more about how to use each of the applications in this booklet.

### **Learning Objectives**

After completing the instructions in this booklet, you will be able to:

- Acknowledge the system requirements
- Access and log in to Adobe Spark
- Review the three story formats
- Create visual content using Spark Post
- Work with Spark Page
- Modify your multimedia in Spark Video

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### **System Requirements**

#### **Platforms**

The Adobe Spark web application runs on Windows 7 or newer, and Mac OS X. The supported web browsers are Chrome 36 or newer, Firefox 31 or newer, Safari 7 or newer, Internet Explorer 11 or newer and Microsoft Edge.

#### **Internet Access**

Adobe Spark requires Internet access for sign in, saving to the cloud, syncing, image searching, and more.

If you are using an iOS device, syncing requires a Wi-Fi connection by default. This is to avoid any data charges that may be incurred when syncing over a cellular (mobile provider) data connection. If you do not want content to sync over cellular connections, you must enable this in the iOS Settings for the Spark apps.

#### Hosting

Your Adobe Spark creations are all hosted on Adobe's cloud. Content is automatically saved so that nothing will get lost and so that content may be synced between devices. Links to your content can be shared as often as desired.

Video movies and graphics may be downloaded locally, (on iOS these will be saved to the Camera Roll).

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