

Adobe Captivate

System requirements

Windows

- Intel® Pentium® 4, Intel Centrino®, Intel Xeon®, or Intel Core™ Duo (or compatible) processor
- Microsoft® Windows® XP with Service Pack 2 (Service Pack 3 recommended) or Windows Vista® Home Premium, Business, Ultimate, or Enterprise with Service Pack 1 (certified for 32-bit editions)
- 512MB of RAM (1GB recommended)
- 1.5GB of available hard-disk space; additional free space required during installation (cannot install on flash-based storage devices)
- DVD-ROM drive
- 800x600 screen resolution (1,024x768 recommended)

Planning your Projects

Before you begin to create a project in Adobe Captivate you must plan every detail.

Ask yourself some questions:

- Who is my audience?
- Is my audience educated, what skill level does my audience have?
- Is my audience hearing challenged?
- Have I made a script/ storyboard?
- Have I collected all the assets, for example, music, or video?
- Do I want my project to be a demonstration or interactive?

When Planning projects, keep in mind that most useful projects contain the following basic elements:

- Title slide (telling the audience what they are going to learn)
- Credits and copyright
- Narration, music and other sound effects
- Images and animations
- Interactivity (click boxes, text entry boxes and buttons)
- An ending slide (reviewing what the audience learned)

The Development Process

Learning how to use Captivate is just one small part in the process of developing computer based resources.

You can probably learn how to use Captivate in a few days. Developing quality computer based resources however can take a lot longer.

The development process is outlined below. While this list is by no means complete, it'll give you a overview.

Write It: If you're not a writer, you'll need someone to write the step-by-step instructions (also known as a script or storyboard) necessary to record the project in Captivate. You'll typically find technical writers doing this kind of work, and this is the most important process.

Rehearse It: Take the completed script and go through it with the software you'll be recording in front of you. Don't skip any steps. You'll be able to see if the steps you wrote are incomplete or inaccurate before you attempt to record the movie in Captivate.

Reset It: After rehearsing the steps, be sure to "undo" everything you did. Few things are more frustrating than recording your movie only to find a step you intend to demonstrate has already been performed.

Record It: If rehearsals went well, the recording process should as well.

Clean It: This is where you add all of the interactivity in Captivate including highlight boxes, captions, text entry fields, buttons, question slides, etc. If the project contains 70-80 slides and each slide needs your attention, you should expect to budget 7-10 hours to get the project perfected.

Publish It: While not a difficult task, if your project is large this could take a great deal of time. You cannot do any work in Captivate while your project is publishing.

Post It: This is a broad category. Posting your project will mean different things depending on where your finished lessons are supposed to go. For instance, putting your files on the web etc.

Test it: This task isn't difficult, but it could take time. If you find a problem, you've got to go back and clean it, publish it and re-test it. I think that you cannot fully see your finished project until you have put it where it is going to live and test it fully. If you find problems then you should go back to Clean It, and re-do.

Recording Size, Screen Size and Resolution

All computer monitors are measured in pixels. When developing a Captivate project you need to know how many pixels you have to play with. The number of pixels in a screen is known as the resolution.

Captivate has a few preset recording sizes, before you choose one be mindfull of the finished project. Below is a table that shows the current trends in screen resolution. As you can see the majority of screen resolutions are higher than 1024 x 768. I would say that at CSU if you are using a 19inch monitor that would be correct.

You have to keep in mind that students with laptop computers might be looking at a lower resolution. So I would recommend that you make projects that work well on a monitor that is set for 1024 x 768 pixels.

Display Resolution

The current trend is that most computers are using a screen size of 1024x768 pixels or more:

Date	Higher	1024x768	800x600	640x480	Unknown
January 2009	57%	36%	4%	0%	3%
January 2008	38%	48%	8%	0%	6%
January 2007	26%	54%	14%	0%	6%
January 2006	17%	57%	20%	0%	6%
January 2005	12%	53%	30%	0%	5%
January 2004	10%	47%	37%	1%	5%
January 2003	6%	40%	47%	2%	5%

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Keep in mind that if they have a Google toolbar etc installed then the screen real estate will be smaller.

I would recommend that you record in the preset size of 1024 x 768 and resize the software to that size. You should then (after capture) shrink the project to 800 x 600 or 640 x 480. These are a comfortable size for everyone to view.