



Adobe Captivate (2019 release)



User Guide



**Adobe Captivate
(2019 release)**

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Unlock the future of smart eLearning design

The 2019 release of Adobe Captivate empowers you to create all kinds of fully-responsive eLearning content with a smart authoring tool. Embrace the future, as you effortlessly design modern immersive learning experiences using VR and 360° media assets. Record software simulations from scratch or add interactivity to existing PowerPoint slides and videos to create engaging eLearning that works across all devices.

Highlights:

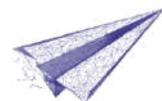


Virtual Reality: Head-turning learning

Introducing 360° media support in the 2019 release of Adobe Captivate to help you deliver immersive learning experiences in VR that allow learners to navigate near real-life situations in a risk-free environment. Use VR to deliver experiences such as virtual tours, safety drills, product walk-throughs, first responder situations and more.

Responsive eLearning: Learning that moves, for learners who move

Use the newly enhanced Fluid Boxes to automatically author fully responsive eLearning content that works across all devices and browsers. Also, convert legacy desktop courses to mobile learning with a few clicks.



Advanced eLearning: Power when you need it

Create everything from best-in-class simulations to complex branching scenarios and configurable conditional logic. Write your own scripts to effectively control learning outcomes.

Interactive videos: Play to learn

Record your webcam and computer screen or bring in YouTube videos, add questions and interactive elements and publish to HTML5. Save time, money and effort while you create or curate video learning modules for increased learner retention.



PowerPoint to mLearning: From drab to fab

Easily convert your PowerPoint slides to interactive eLearning without any programming. Choose from 75,000+ free eLearning assets, characters, themes, quizzes and more, to deliver learning content that works on every device.

Invest in the best – Stay ahead of the curve

Over 80% of the Fortune 500 companies use Adobe Captivate as their trusted eLearning tool. Take advantage of flexible licensing and affordable pricing options that satisfy the requirements of everyone – from individuals to large enterprises.



This User Guide provides a hands-on tour of the most important and powerful new features in Adobe Captivate 2019. Here is an overview:

[Part 1: Immersive learning with VR experiences](#) — Create immersive learning scenarios that your learners can experience in Virtual Reality using VR headsets.

[Part 2: Fluid boxes 2.0](#) — Take a look at the productivity enhancements for creating responsive courses using the Fluid Boxes.

[Part 3: Interactive videos](#) — Liven up demos and training videos by making them interactive with the new Adobe Captivate.

[Part 4: Live device preview](#) — See exactly how your eLearning content will play out on different devices, including the VR devices.

[Part 5: 360° learning experiences](#) — Augment the learning landscape with 360° images and videos and convert them into interactive eLearning material with customizable overlay items.

[Part 6: Automatic chroma key effects](#) — Transform your videos by making their backgrounds transparent and replace them in just a few clicks without the need for any green-screen technology.

[Part 7: Smart video recording – Webcam + Screen](#) — Create studio-quality HD videos as you simultaneously record your webcam and on-screen content with just a few clicks.

[Part 8: CSV question import template](#) — Bulk-import the questions to your Adobe Captivate projects using a CSV file.

[Part 9: PowerPoint to mobile learning](#) — Transform static PowerPoint slides into mobile learning content that works seamlessly across all devices.

[Part 10: Automatic device preview](#) — Hit the play button to see your content automatically change shape and form factor across device sizes.

[Part 11: Overlay slides](#) — Add a new dimension of interactivity to recorded or streaming videos with overlay slides in Adobe Captivate.

[Summary](#)

[Pricing](#)

For information about features in Adobe Captivate 2019 beyond those covered in this document, see the web site <http://www.adobe.com/products/captivate.html>

Top new features

- Immersive learning with VR experiences — Description
- Fluid boxes 2.0
- Interactive videos
- Live device preview
- 360° learning experiences
- Automatic chroma key effects
- Smart video recording – Webcam + Screen
- CSV question import template
- PowerPoint to mobile learning
- Automatic device preview
- Overlay slides

Part 1: Immersive learning with VR experiences

Battle shrinking attention spans with immersive learning scenarios that your learners can experience in Virtual Reality using VR headsets. Now Adobe Captivate makes it possible for you to import 360° media assets and add hotspots, quizzes and other interactive elements to engage your learners with near real-life scenarios. Achieve learning use cases such as – “be in the shoes of”, “virtual tours”, “crises management”, “safety drills” and more.

Try it:

1. Launch Adobe Captivate.
2. On the Welcome Screen, under **New** tab, double-click **Virtual Reality Project**.



You will see the familiar Captivate interface, but on the stage, you will find a 360 Placeholder image. A **360 image** is a photographic / graphic image which is designed to be rendered by the computer as a kind of 360 degree sphere, with your learner looking from the absolute center of the sphere. Because of this, 360 images have been specially formatted to prevent distortion when viewed.

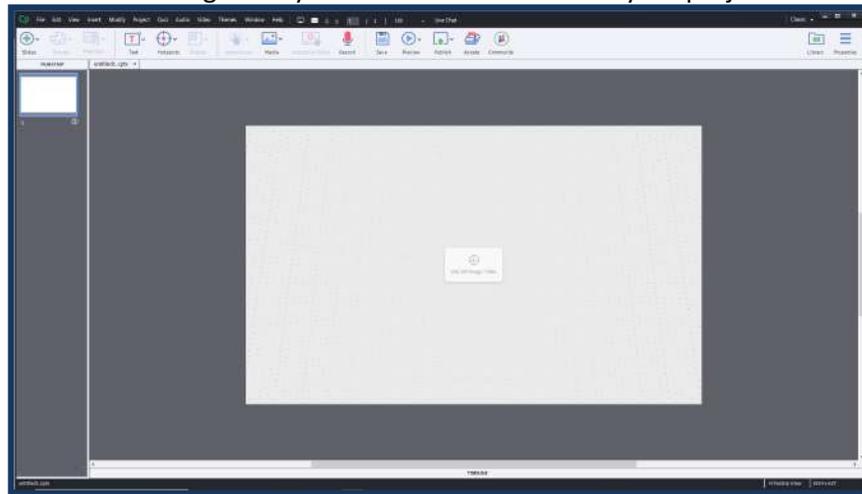


A typical 360 image appears distorted, as though viewed through a fun house mirror.

Because of the accommodation for drawing on the inside of the sphere, you will need special images to create a 360 VR experience. You may create 360 images with a 360 camera, and by using 360 output features from various 3D authoring tools. You will also

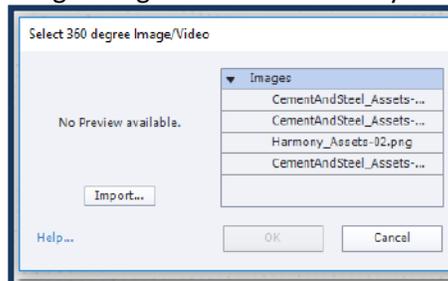
find many 360 VR images available on stock.adobe.com, Adobe’s photo and media stock purchasing service as well as many other stock photography resources.

3. Select the plus symbol in the center of the 360 VR placeholder on the Captivate stage to find the 360 image that you would like to include in your project.

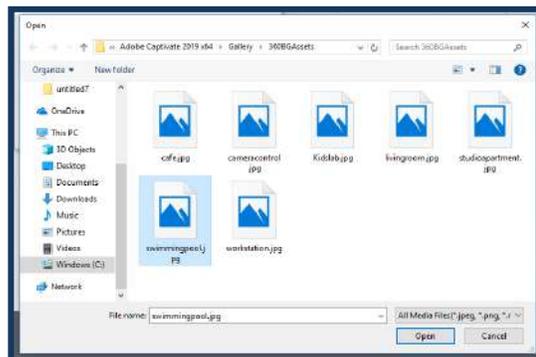


The circle + icon in the center of the stage area may be used to insert a VR image

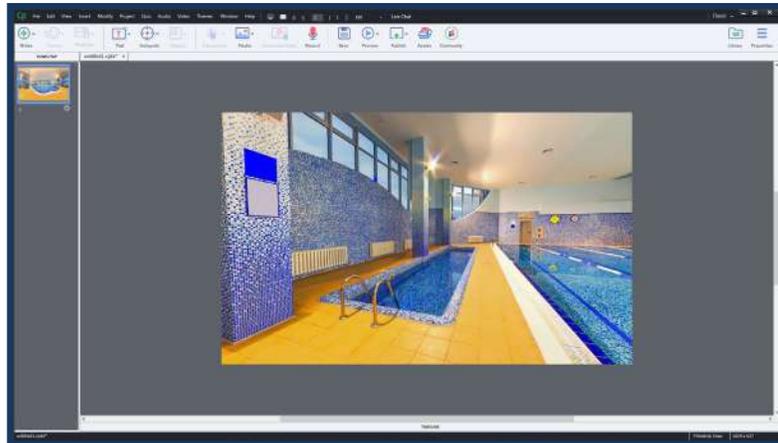
4. Captivate will invite you to select from a library within the course, or to browse for the file on your computer. Select an image from those provided or select your own 360 image using the file browser on your computer.



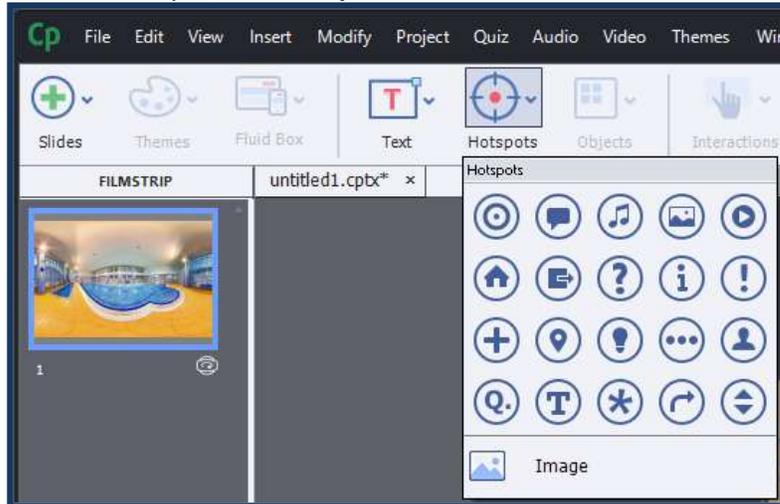
The Captivate import dialog



5. Browse your files for appropriate images. Select the image and click **Open**.
6. Once inserted, you can click and drag the mouse on the image to rotate the view.

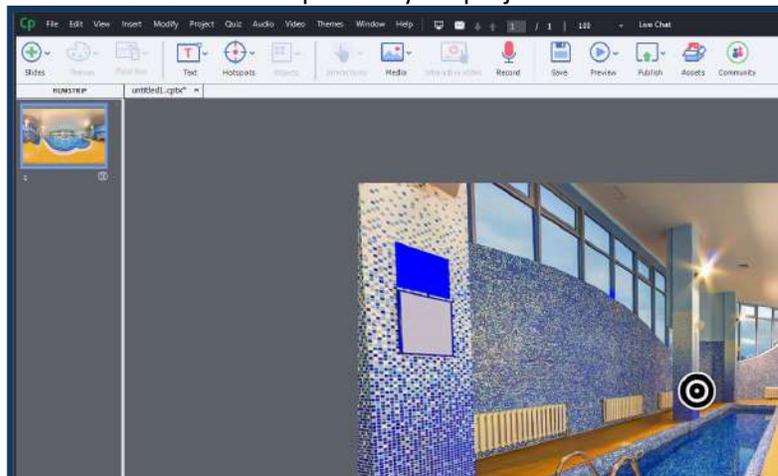


7. To add a Hotspot, click **Hotspots** on the Toolbar.



The hotspot menu will drop down to display pre-made icons.

8. Select any of the individual hotspot icons from the Hotspots drop down menu to insert a new interactive 360 hotspot into your project.



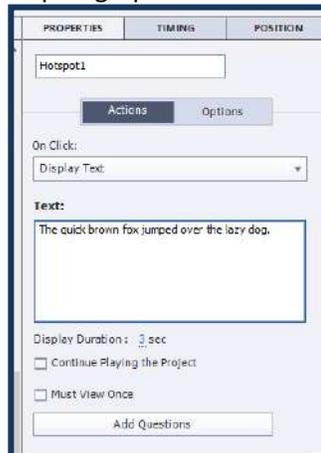
9. A hotspot will appear at the center of the currently viewed image when inserted.
10. Hotspots will appear enlarged, or in their selected state when inserted.
11. Click off the hotspot, then on again to see the selection effect. Once the inserted hotspot has been selected, you will see an **On Click** trigger menu for the hotspot appear in the Properties Inspector.

Hint: If you do not see the Properties Inspector, double click the hotspot.

12. Select the drop down **On Click** menu to reveal the available actions. You may select any one of these actions to be performed when the learner clicks the hotspot during the VR experience.
13. By default, the action will be set to go to the next slide. This would cause the project to move to the next available slide, and the learner would leave the 360 VR Space currently displayed.



14. Select the **Display Text** action from the drop-down list, and then enter a short sentence or paragraph into the available field.



15. Now let's preview the project. Go to the **Toolbar** and click **Preview > Project**.



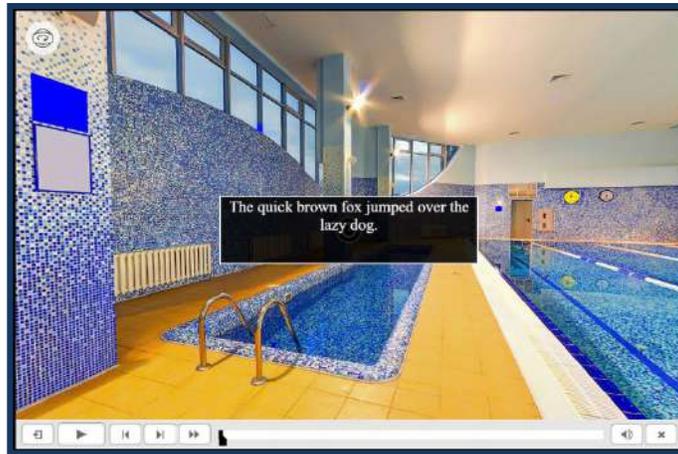
16. A preview of your project will appear in a web browser on your computer. Click the **Play** button in the project to begin.



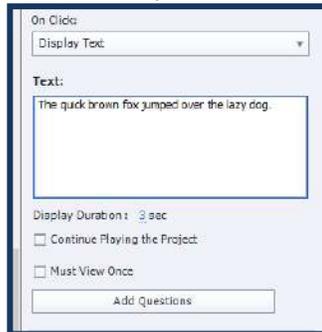
17. Once your project is loaded, try dragging your mouse to navigate the space. Click and hold the left mouse button down, while dragging the mouse to the left and right, and up and down.



18. When you have seen the space, navigate back to the hotspot and click the hotspot button.



19. Text appears in an overlay.
20. Close the preview and go back to Captivate.
21. You may adjust the length of time that the text overlay appears using the **Display Duration** setting below the text entry field.
22. If you want to force the learner to click any given hotspot before moving on to the next item or slide, check the **Must view once** option.



23. You may also trigger other actions using this method, including showing images, playing sound effects and navigating to other areas in your project.

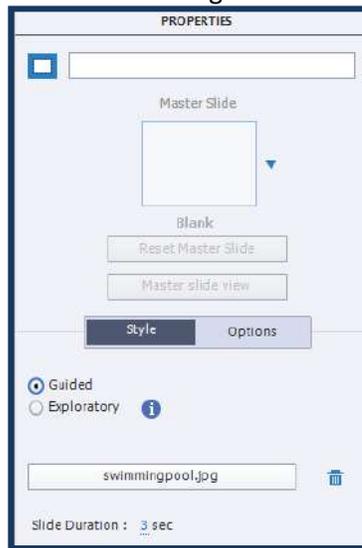


24. Now insert at least one additional hotspot, using the same steps you did for the first one. Once you have inserted 2 or more hotspots, select the grey, scratch area outside the stage.

25. Selecting the scratch area causes the Properties Inspector to reveal the properties of the entire slide, rather than the properties of an individual element. You will now find an option to make the slide either guided or exploratory.

In an **Exploratory project**, learners will experience the content with no guidance about which elements should be viewed in a given order.

In a **Guided experience**, learners will be 'led' to the next sequential hotspot after each hotspot is triggered. Captivate will use the sequence in the timeline to determine the order and will animate the camera to go to the next hotspot in the sequence. (At least it will do so in a 2D viewer of the 3D experience.) Because such animation might be disorienting inside a VR viewer, if Guided mode is selected, Captivate will draw arrows on the screen to guide the learner to the next desired interaction.



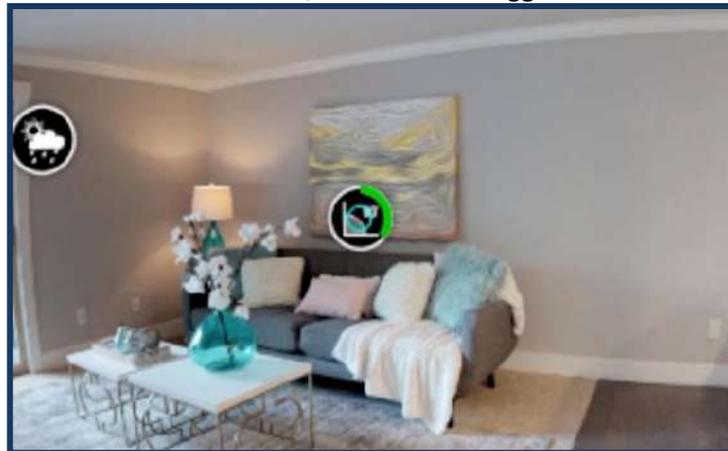
Try it in Interactive Virtual Reality

26. For this next step, you will need a VR headset. Google Cardboard or any derivative format should work nicely. You may either navigate via web browser to a published version of your project, or you may select the **Preview > Live preview on devices** option from the Toolbar.
27. If you use the live preview feature, be certain that your phone / VR device and your computer are on the same WIFI network, and that you are not in a High Security environment.
28. See the [later section in this guide](#) for details on how to do live preview.
29. Once you are in the virtual reality preview there are a few slight differences in the viewing experience compared to 2D viewing in a browser.
30. A new button will appear on the control menu below the project that looks like the VR Project button.
31. You will need to click the button to launch your 3D viewing experience. This will then put you inside the VR space, and you can simply move your head to navigate.



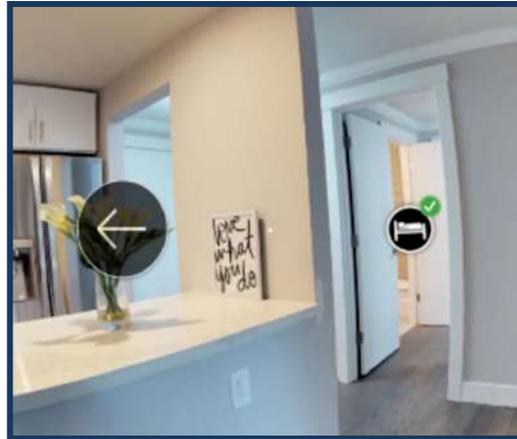


Because you now have limited ways to interact with the 360 environment, Adobe Captivate 2019 adds a method of triggering events called **Gaze**. Captivate will monitor what the learner is looking at, and if an interactive element is the focus of your gaze for more than a few seconds, it will click or trigger that interaction.



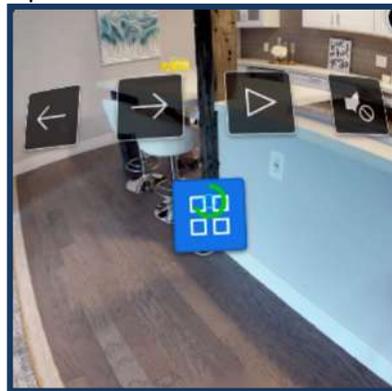
Active Gaze is timing the look duration, indicating that a click will occur shortly.

32. Look for the green animated timer to learn how active gaze will assist learners in clicking by simply looking at an object.
33. Captivate will also add arrows to guide the learner, rather than automatically shifting the focus to the next hotspot when guided experience is enabled for the project.



An arrow appears in VR to guide learners to the next hotspot.

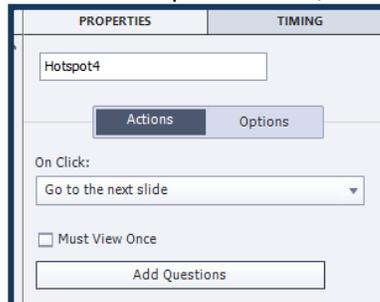
34. Finally, Captivate will provide additional guidance in the form of a navigation menu. If the learner looks downward, they will be given a navigation button. This set of four squares will launch the control menu, and learners may navigate using this menu.



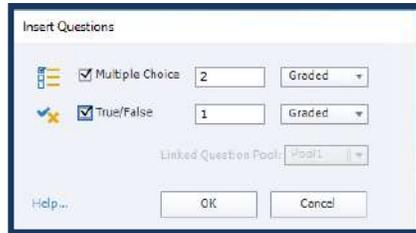
The navigation menu may also be accessed with gaze controls.

Adding a quiz

35. You may also add quizzes to your project using the hotspot menu. Return to Captivate authoring environment and insert a new hotspot using the steps outlined previously.
36. With the hotspot selected, click the **Add questions** button in the Properties Inspector.



37. You will be asked to say how many Multiple Choice and how many True/False quiz questions you would like to include in this project. Once you have completed the dialog, click **OK**.



38. Captivate will add templates for the requested questions, a new 360 image slide, and a quiz summary slide.
39. You may edit the quiz questions directly on the stage, while the quiz slide is selected.
40. If you need to add more answers, click the **Add Answers** button or use the quiz properties tab to specify changes in the quiz answer count and logic.
41. You may also edit the question, the captions and configure SCORM reporting details in the Quiz Properties tab.
42. After the quiz is completed, Captivate will take the learner to another slide where you can summarize the lesson. This is the added 360 slide. You can use any VR environment you like but this is probably most useful if you simply use the same image you did initially.
43. Finally, Adobe Captivate 2019 will display the quiz results, directly on the second VR slide.

Part 2: Fluid boxes 2.0

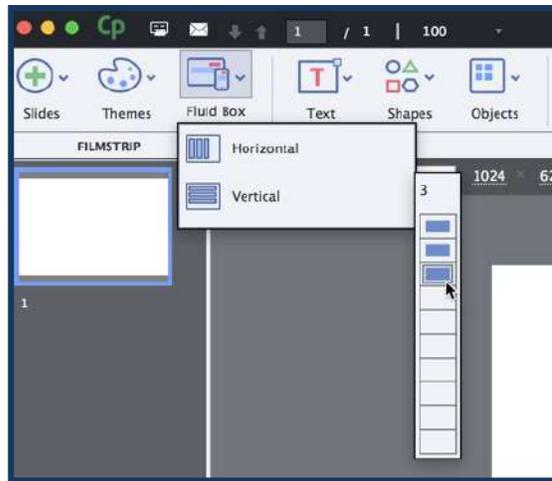
In the 2019 release of Adobe Captivate, Fluid Boxes get a productivity makeover - use the intuitive UI to control and customize your Fluid Boxes, view parent-child relations, distribute objects equally in a single click, define alignment properties in Static Fluid Boxes and more.

Try it:

1. Launch Adobe Captivate 2019.
2. On the Welcome screen, under **New** tab, double-click **Responsive Project** to create a new responsive course.



3. On the Toolbar, click **Fluid Box**, select either **Horizontal** or **Vertical**, and then select the number of Fluid Boxes you wish to add.



Resize properties: Now along with the ability to resize the Fluid Boxes on the stage, you can also go to the Position inspector, and enter the values in percentage or pixels.

4. Select the Fluid Box for which you wish to change the size.



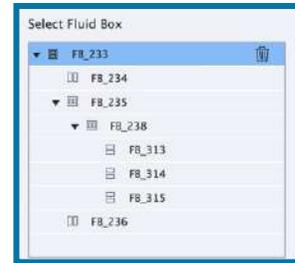
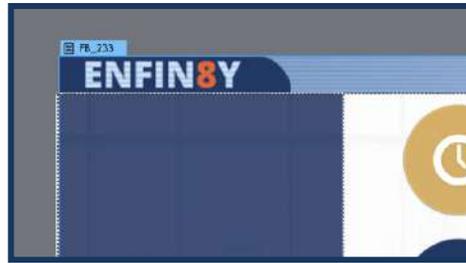
5. Then go to the Properties Inspector, and switch to the Position Inspector.
6. Open the drop down and select either percentage or pixel, and then enter the value in the field.



This will change the Fluid Box size on the stage.

Selection mechanism: The selection of objects and Fluid Boxes in Captivate is also much easier now.

7. The selected Fluid Box appears with a blue outline and a label with the Fluid Box name on the top-left corner. The same is reflected in the Fluid Box selection panel.



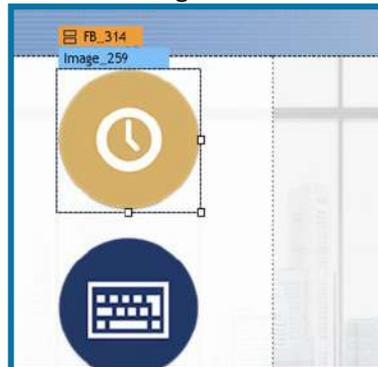
8. Alternately, you can make a selection in the Properties Inspector, and it will be reflected on the slide.
9. When you hover over another Fluid Box, you will see a green highlight, outline, and label. The same can be seen in the selection panel too.



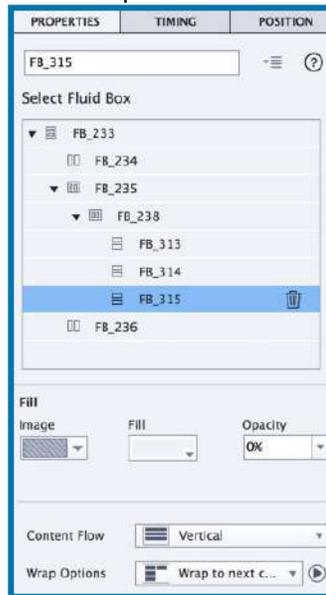
10. The selected Fluid Box also shows the parent Fluid Box label in orange color above the child Fluid Box label. To select the parent Fluid Box, you can click the Orange label.



11. Similarly, if an object is selected, the parent Fluid Box name appears in orange label. Click the Orange label to select the Fluid Box.



Fill option: For using the Fill option for the Fluid Boxes, now you don't need to switch to another tab in the Properties Inspector. You'll find the option below the Fluid Box selection panel.

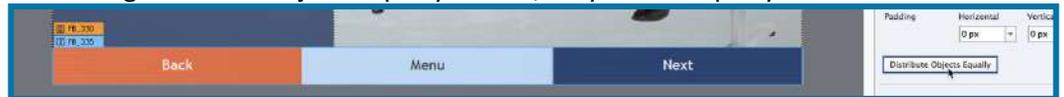


Distribute objects equally: You can use the Distribute objects equally option to ensure that all objects in a Fluid Box are equally spaced and are of the same size.

12. In this Fluid Box, the shape buttons are of different size.

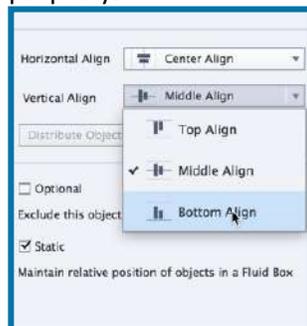


13. On clicking Distribute objects equally button, they will be equally distributed.



Static alignment properties: For Static Fluid Boxes, previously there were no alignment options available. In Captivate 2019, you can define the alignment properties in Static Fluid Boxes.

14. Select the Static Fluid Box and then decide the horizontal and vertical alignment property.



15. When the learner views the course on smaller device sizes, the content will follow the alignment properties defined by you, instead of using the default center and middle alignment properties.

Automatic Device Preview: Now along with the ability to use the Preview Slider and device preview options, you can use the automatic device preview option. [Click here](#) to learn more about it.

Part 3: Interactive videos

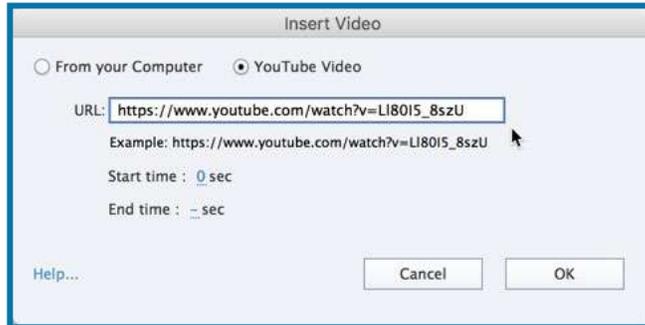
Liven up demos and training videos by making them interactive with the new Adobe Captivate. Create your own or bring in existing YouTube videos, add questions at specific points and conduct knowledge checks. Add bookmarks in the timeline to aid learner remediation. Customize feedback options for answers and interactions.

Try it:

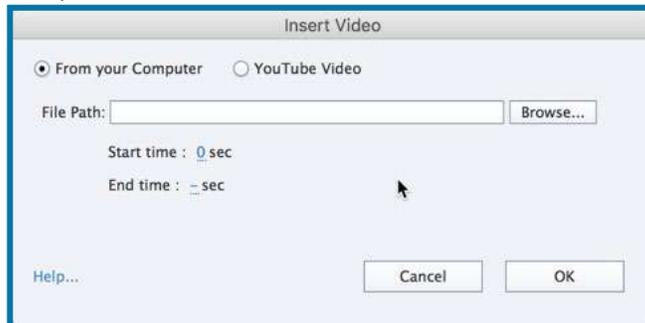
1. Create a new blank or responsive project.
2. Go to the **Toolbar** and click **Interactive Video**.



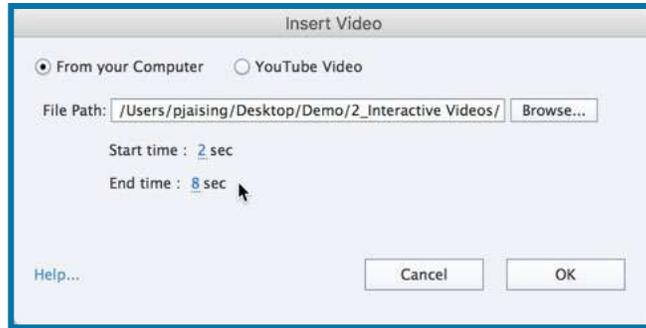
3. In the Insert Video dialog, let the YouTube Video option remain selected, if you wish to embed a YouTube video on the slide and enter the YouTube video link in the URL field.



4. **OR** select **From your computer** if you want to import an MP4 video saved on your computer.



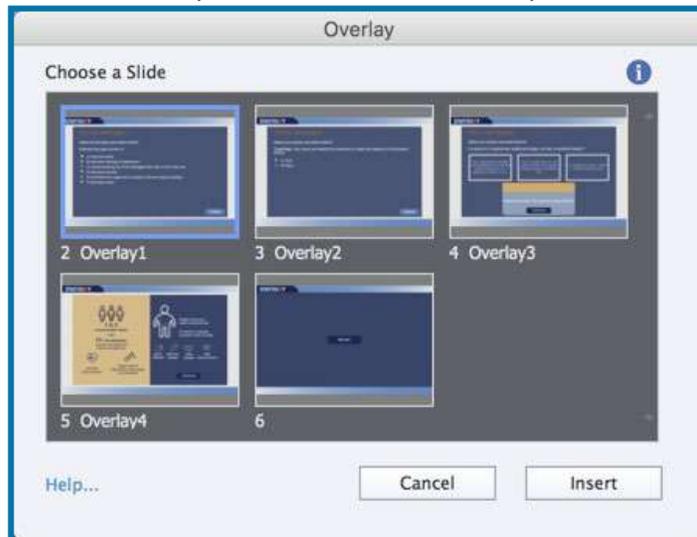
5. Click **Browse** and navigate to the folder where you have saved the video.
6. Select the video and click **Open**.
7. If you wish to use a portion of the video instead of the entire video, enter the **Start time** and **End time**.



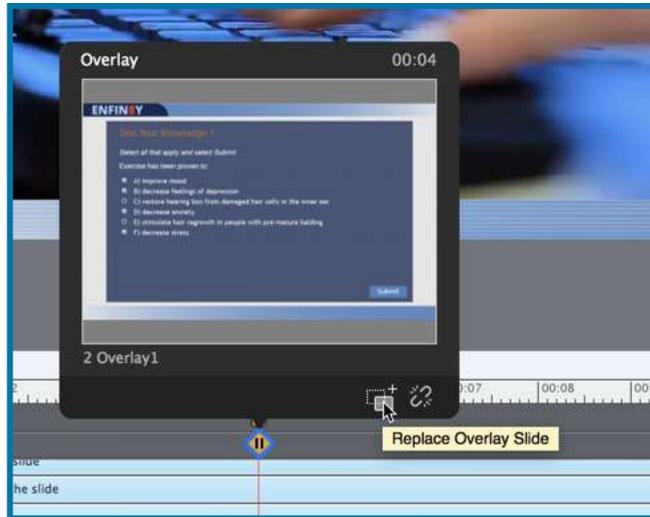
8. And click **OK**.
9. The video will now be added to the slide. Resize and reposition it as per your liking.
10. Add a few additional slides to the project, like knowledge check questions, custom interactions or content slides. We will convert all these slides as overlays for the video.
11. Go back to the video slide and drag the playhead to the position where you wish to add the first overlay.
12. Click **Insert Overlay**.



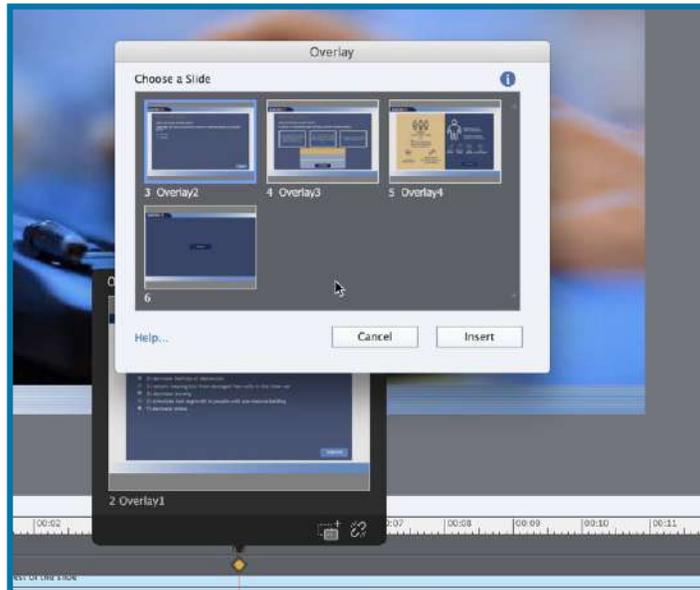
13. Select the slide you wish to use as an overlay and click **Insert**.



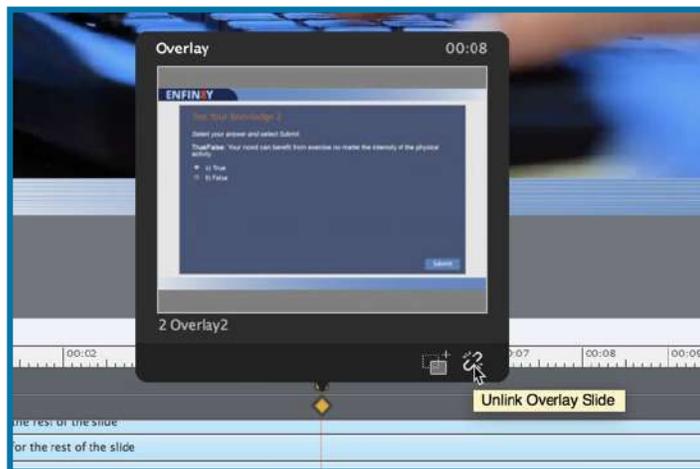
14. To move the overlay slide to a different location, simply drag the Overlay marker to a different location on the timeline.
15. To replace the overlay with any other slide, hover over the Overlay marker and click **Replace Overlay Slide**.



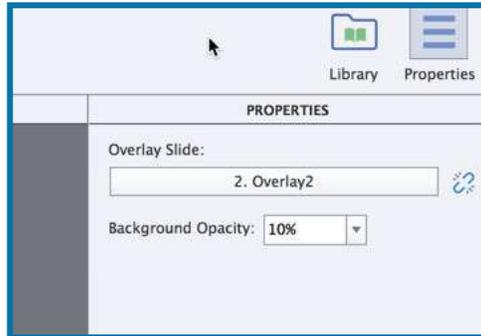
16. Select a different slide and click **Insert**.



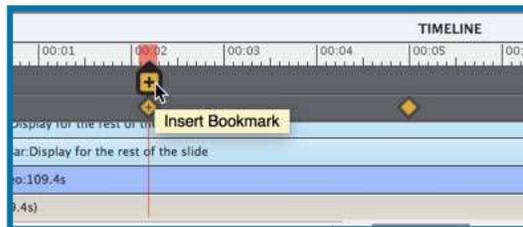
17. To unlink the Overlay slide, hover over the Overlay marker, and click **Unlink Overlay Slide**.



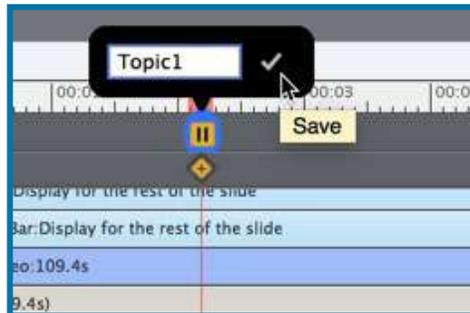
18. You can also adjust the background opacity of the Overlay slides, which will help you see the video in the background of the overlay slide. The default opacity is set to 10%, but you can change it any percentage value from the Properties Inspector.



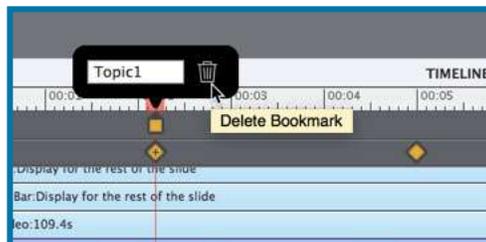
19. To add a bookmark, drag the playhead to the position where you wish to add the bookmark.
 20. Click the **Insert Bookmark** marker.



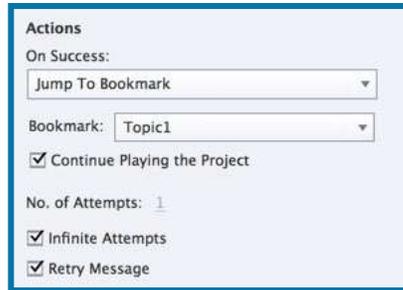
21. Rename the bookmark and click the **check mark**.



22. To move the bookmark to a different location, drag the marker on the timeline.
 23. To delete the bookmark, hover over the marker, and then click the **Delete Bookmark** icon.



24. Then go to the overlay knowledge check slide.
 25. Go to the Properties Inspector and open the Quiz Inspector.
 26. Here, go to the Last Attempt and change the action to **Jump to Bookmark** and select the bookmark.



27. This will make sure that when the learners answer the question incorrectly, they are taken back to the section where the content is covered. And then, they get back to the question, and get a chance to answer it again.
28. The Interactive Video feature in Captivate 2019 is only compatible with HTML5 output, so make sure you select the HTML5 option when previewing or publishing the interactive videos course.

Part 4: Live device preview

For your responsive and VR courses, you can now see exactly how your eLearning content will play out on different devices, including the VR devices. You can use the live preview feature in Adobe Captivate to generate a QR code that you can scan using a mobile device and mirror the project real-time on your device browser. Once the initial connection is done, you can keep previewing all your work across projects as long as the Adobe Captivate session is active.

Try it:

Live device preview for responsive courses

1. Open a responsive project.
2. On the Toolbar, click **Preview > Live Preview on Devices**.



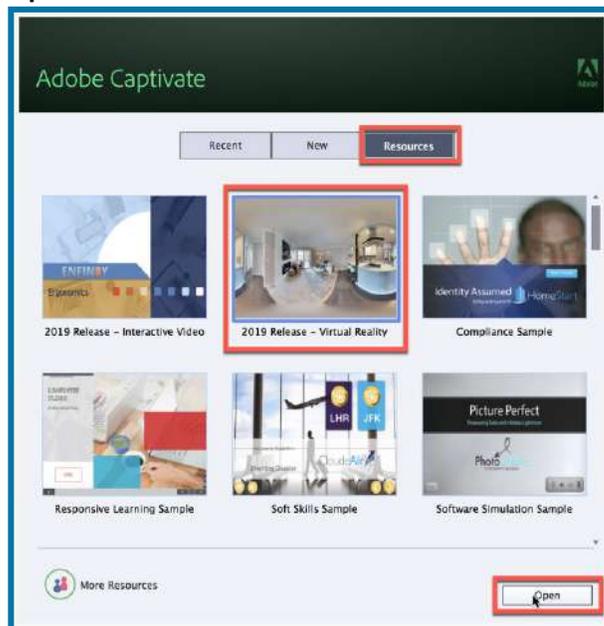
3. This will generate a QR Code for you.



4. Scan the code on your device to see the preview.
5. You can also share the QR code with others, who are on the same network, and they will also be able to preview the course.
6. After scanning the code, if you make any changes the course and preview it again, you will see those changes reflected on the device as well.

Live device preview for VR courses

7. Launch Adobe Captivate **OR** if you already have Captivate open, close all open projects.
8. This will bring you to Captivate Welcome screen.
9. Switch to the **Resources** tab, select the **2019 Release – Virtual Reality** project, and click **Open**.



10. To preview this course on a VR device, click **Preview > Live Preview on Devices**.
11. You will see a QR Code in the Browser.
12. Scan the QR code on your mobile phone.
13. Now place the phone in your VR device and preview it to get a complete 360 experience.

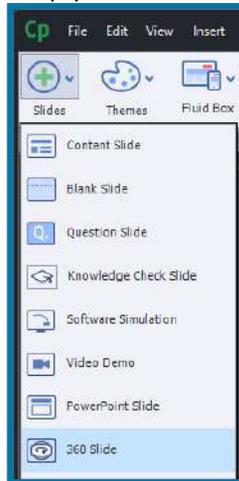
Part 5: 360° learning experiences

Augment the learning landscape with 360° images and videos and convert them into interactive eLearning material with customizable overlay items such as information blurbs, audio content & quizzes. Make learners explore their surroundings and actively engage with the environment to

enhance retention. Achieve complex learning use cases such as compliance protocols in action, virtual walkthroughs, realistic product demos and more.

Try it:

1. Now you can include 360 slides, right inside standard 2D Adobe Captivate projects. You should review the steps for 360 projects from the [prior section](#) to familiarize yourself with hotspots and interaction.
2. When you blend 2D and 3D in a single project, Captivate will only play the project within a standard 2D browser, full immersive VR is not supported. To add 360 to a 2D project, simply click on the insert slide button from the Toolbar and select the **360 Slide** option.



Note that you may now mix and match various activities and slide types within a common responsive project. Feel free to import PowerPoint decks, include video demos or software simulations, knowledge checks quizzes and more. The finished project will play within a 2D browser, and the 3D will be navigable by mouse.

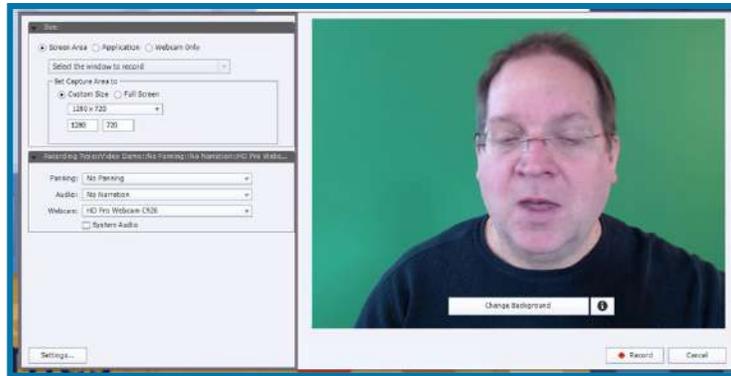
Part 6: Automatic chroma key effects

Transform your videos by making their backgrounds transparent and replace them in just a few clicks without the need for any green-screen technology. Personalize your video background by adding images or videos of places, scenarios or on-slide content. Get your project on the road with free media assets shipped with Adobe Captivate or choose your own.

Try it:

Adobe Captivate 2019 now supports webcam capture and automatic chroma key effects to clip your background out entirely, or to replace the background with any image that you desire.

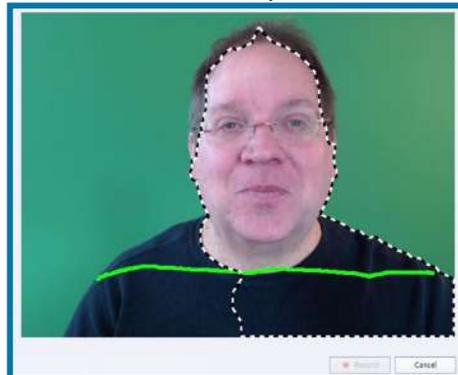
1. To begin, double click the **Video Demo** thumbnail from the Adobe Captivate 2019 launch screen.
2. The video capture dialog will appear.
3. The capture dialog includes parameters on the left to adjust the screen area selected, enable both microphone and system audio and automate panning.



4. You will see your webcam image on the right side. To begin the chroma key process, click the **Change Background** button at the bottom of the image preview.
5. Next click the **Take my snapshot** button to let Captivate start filtering your image from the background.



6. Draw a vertical line from your forehead to the bottom of the screen, and then to draw a horizontal line across your shoulders. This will isolate your head from the background.



7. You don't need a greenscreen to accomplish this. Use any wall that is handy, as long as the wall is a solid color. You will want to choose wall colors that are at least a little different than the color of your skin or clothing. Decorative wallpaper or ornate backgrounds are not usually good candidates for replacement.
8. If you miss anything, you can always go back and draw over the missing elements. Commonly hair must be selected with a bit more careful brush.
9. Once you have completed selection, click **I am fully selected** to move on to the next stage.



10. Captivate will display a preview of your video, this time with the background clipped away and a new background substituted. Check the image to verify that it is doing a good job of clipping out the speaker and replacing the background.
11. Once you are satisfied, click the **My preview looks good** button to explore additional backgrounds.



12. You can now change the background, and even remove the background by clicking on the background itself.
13. After a few images, you will come to one that is a checkerboard pattern. The checkerboard represents transparency. When you use this background, your image will be placed directly over the desktop screen capture, making the background the desktop itself.



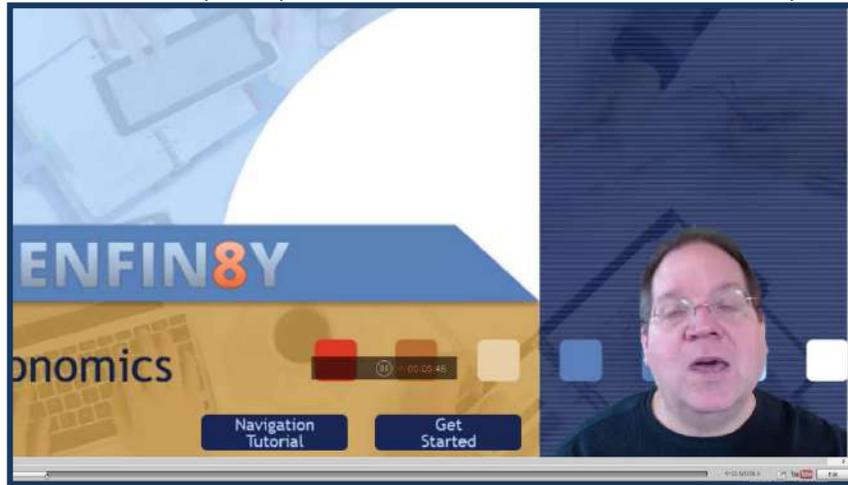
Part 7: Smart video recording – Webcam + Screen

Create studio-quality HD videos as you simultaneously record your webcam and on-screen content with just a few clicks. Adjust the talking-head video position and add persona to your training content. Easily edit the videos in Adobe Captivate and add interactivity to multi-screen video-based learning.

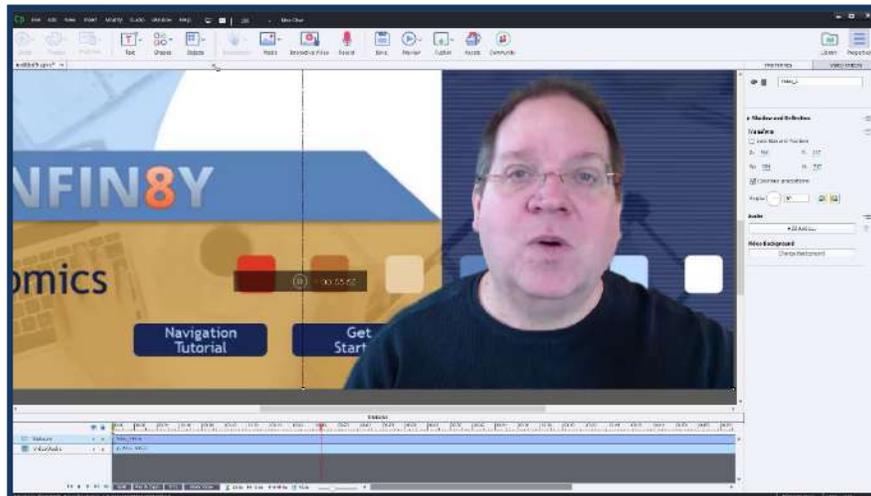
Try it:

In the previous section, we looked at how webcam video may be recorded, and the background removed. In this section we'll build on that process. Once you have elected whether or not to include the webcam background removal, you are ready to begin recording both webcam and screen capture at the same time. Captivate will record everything on your computer in full motion, high definition video.

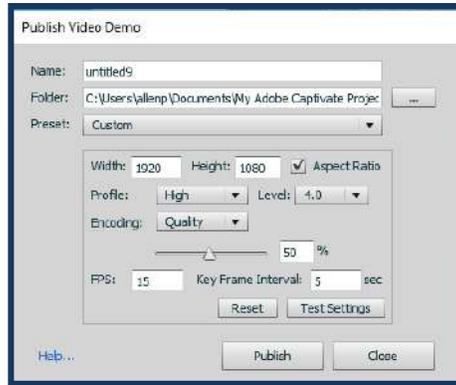
1. **Begin recording:** Once you are satisfied, click the **Record** button to begin recording.
2. Upon completion of the video, Captivate will display a preview of the video including both the screen you captured and the web cam video with a transparent background.



3. You can publish directly to YouTube from the preview, or you can click the **Edit** button to make specific changes to the screen capture and web cam capture in Adobe Captivate.
4. You can alter the scale of the videos, add images, text and animation and even add transitions.



5. Try clicking and dragging on the webcam video to scale it larger, adjust it to fit the needs of your project.
6. To publish the project, go to the **Toolbar** and click **Publish > Publish to Computer**.
7. A dialog will appear on screen to help you configure the video publication.



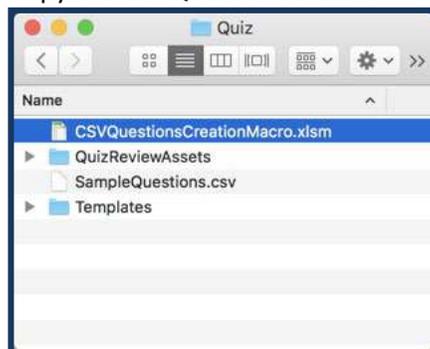
8. Most of the time you won't need to do anything other than click the **Publish** button. You can use this dialog to name your file, and to select a destination location. You can also adjust the size of the video that you produce.
9. The profile and encoding settings have been preselected to give you the best results, if you are trying to reduce file sizes or tackle complex bandwidth problems, those settings can be adjusted here. You may also adjust the frames per second and key frame interval.

Part 8: CSV question import template

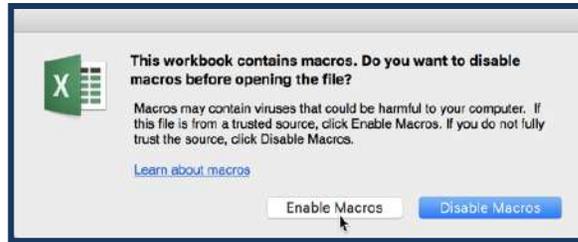
With Adobe Captivate 2019, you can now bulk-import the questions to your projects using a CSV file. The supported question types for CSV import are true/false, multiple choice, matching, fill in the blanks, and short answers. You can either use an example CSV file shipped along with Captivate and add the questions directly to it, or you can use a Macro-enabled excel sheet to populate the questions and then generate a CSV file from it.

Try it:

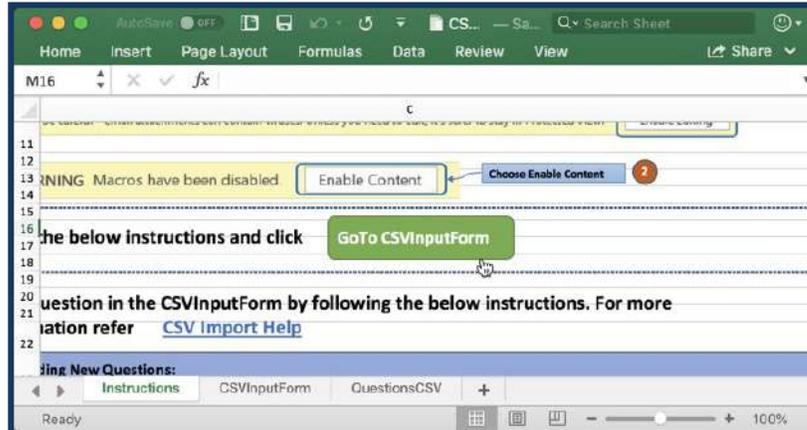
1. Navigate to this location:
Win: C:\Program Files\Adobe\Adobe Captivate 2019 x64\Gallery\Quiz
Mac: /Applications/Adobe Captivate 2019/Gallery/Quiz
2. Copy the **CSVQuestionsCreationMacro.xlsm** file.



3. Paste it in your local folder.
4. Double-click to open the file.
5. Click **Enable Macros**.

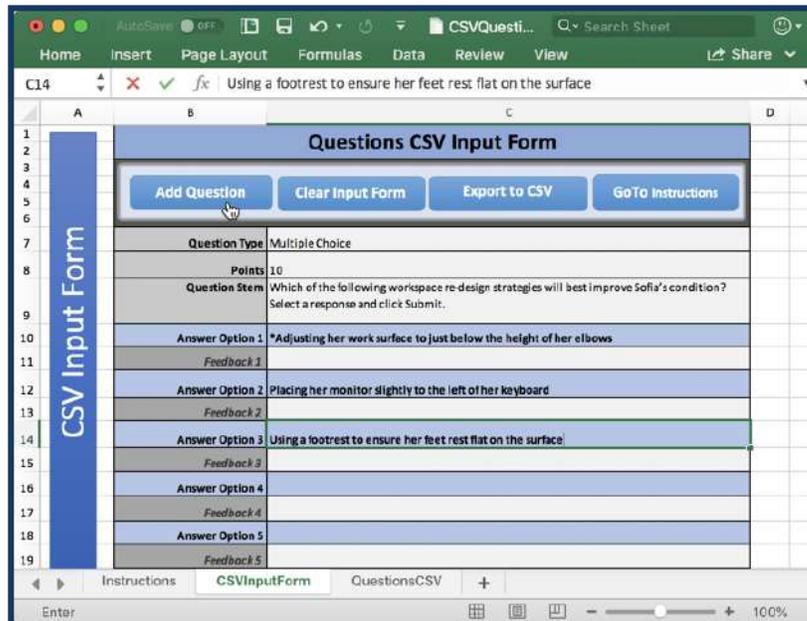


6. Read the instructions and then click **GoToCSVInput Form**.



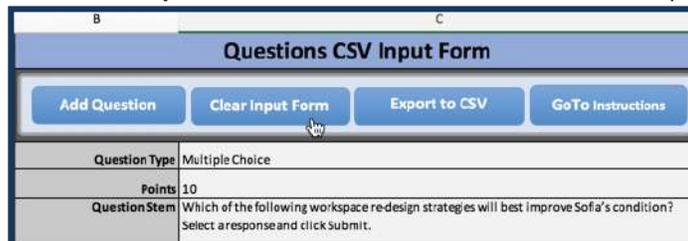
7. Add the question details in the form.

8. And then click **Add Question**.



9. The question will now be added to the **QuestionCSV** tab.

10. Click **Clear Input Form** and add the details for the next question.

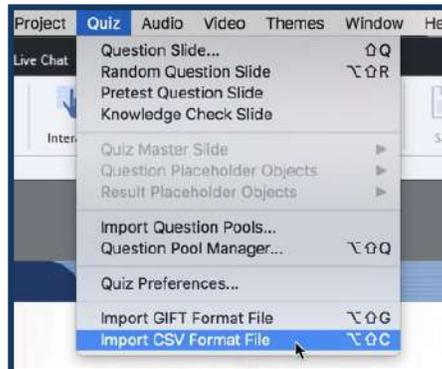


11. And click **Add Question**.

12. Follow these steps till you have finished adding all the question details.
13. Then click the **Export to CSV** button.



14. If you are on Windows, you will be able to directly save the CSV file.
15. For Mac, a new CSV file will be generated, click **File > Save**, and then save it in **CSV UTF-8** format.
16. Then create or open the Captivate project where you wish to import the questions.
17. Go to the **Quiz** menu and select **Import CSV Format File**.



18. Select the CSV file and click **Open**.
19. All the questions from the CSV file will now be added to the Captivate project.

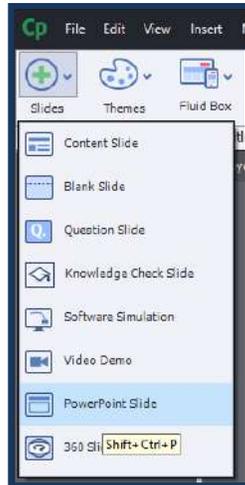
Part 9: PowerPoint to mobile learning

Fast-forward to smart eLearning authoring by importing PowerPoint presentations to Adobe Captivate with just a few clicks. Transform static PowerPoint slides into mobile learning content that works seamlessly across all devices. Enhance the learning experience by adding interactive elements, assets and quizzes.

Try it:

Now you can easily add Microsoft PowerPoint slides to your mobile learning projects in HTML5 and Captivate will automatically handle the sizing and orientation issues common in mobile device display.

1. To begin, create a new Responsive Project.
2. This will create a new HTML5 project that is ready to be consumed on mobile devices.
3. Go to the Toolbar and click **Slides > PowerPoint Slide**.



4. A dialog will appear to allow you to pick where in the current project you would like the PowerPoint slide(s) to appear. You can always move these around later.
5. Next a system dialog will prompt you to point to the PowerPoint file, and finally a dialog will appear that will allow you to select the slides you wish to import.



6. Now you may select / deselect any of the slides that you want to include inside your project.
7. If you want the slides to advance on a mouse click, then just click **OK**. If you want, you can also change that to make the slides play continuously like a movie.
8. The linked option determines whether Captivate will remain linked to your external slide deck (leave this linked if you want to be able to easily update your deck from a shared external source.) If you do not leave the deck linked, Captivate will embed the deck inside its authoring environment, making a duplicate of the original.
9. Once the PowerPoint slides are added. Go to the Toolbar and click **Preview > Project** to preview the project.

Part 10: Automatic device preview

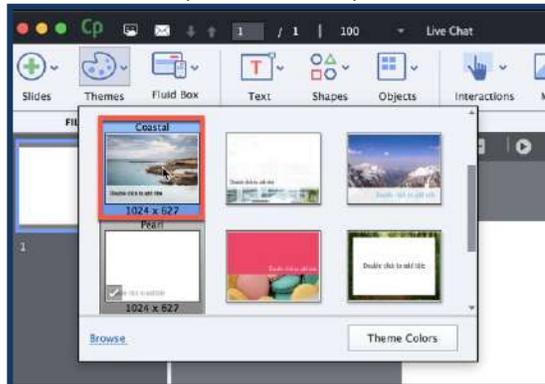
Hit the play button to see your content automatically change shape and form factor across the full spectrum of device sizes. Get a holistic view of how responsive your content is on every screen size.

Try it:

1. Launch **Adobe Captivate 2019**.
2. On the Welcome screen, under **New** tab, double-click **Responsive Project** thumbnail to create a new responsive project.



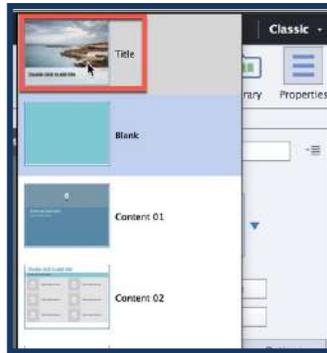
3. On the Toolbar, click **Themes**, and select the **Coastal** theme to apply it to the project.



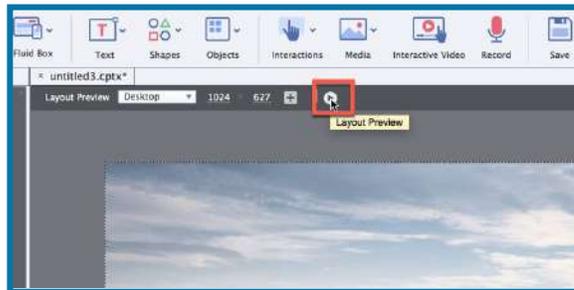
4. Click **Yes** to apply the new theme.
5. Click the **Properties** icon on the top-right corner.
6. Click the arrow next to the Master Slide thumbnail.



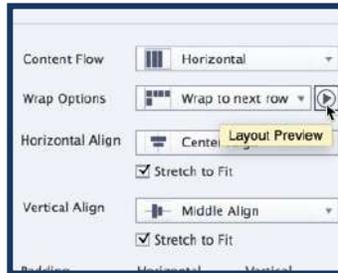
7. From the list of Master slides, select the **Title** thumbnail.



8. Click the **Layout Preview** button to see your content automatically wrap, scale and align across device sizes.



9. You can also use the same option in the Wrap properties. Change the wrap property for the Fluid Box and click the **Layout Preview** button to check out the new wrapping behavior.



Part 11: Overlay slides

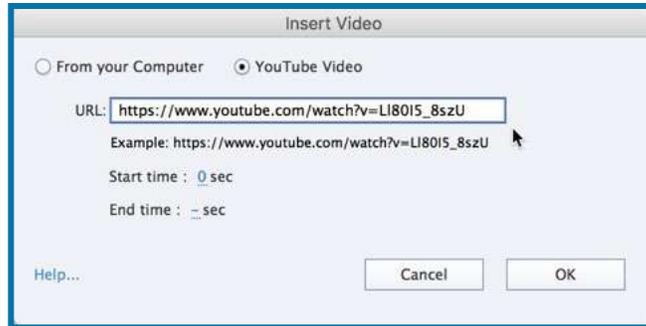
Add a new dimension of interactivity to recorded or streaming videos with overlay slides in Adobe Captivate. Mark any slide as an overlay slide and insert it anywhere on your video timeline allowing you to add additional interactive layers for improved learner engagement.

Try it:

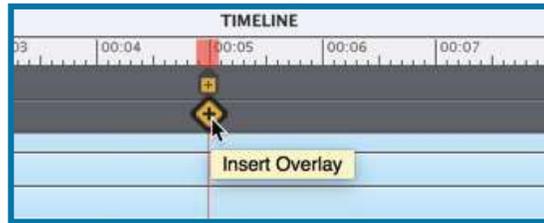
1. Create a new blank or responsive project.
2. Add a few additional slides like content slide, custom interaction slide, or knowledge check questions.
3. Go to the **Toolbar** and click **Interactive Video**.



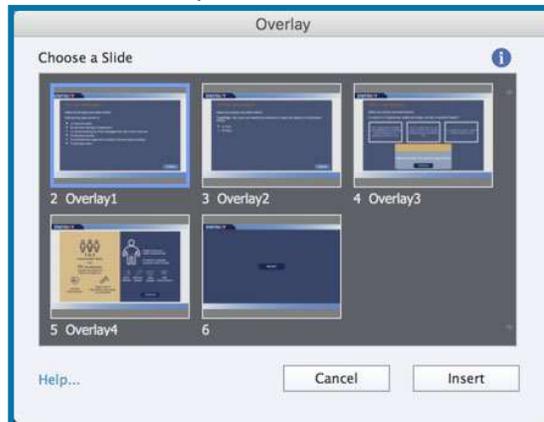
4. Here you can either add a YouTube video OR an MP4 video.
5. Let's add a YouTube video here, by adding the YouTube video link in the URL field, and then click **OK**.



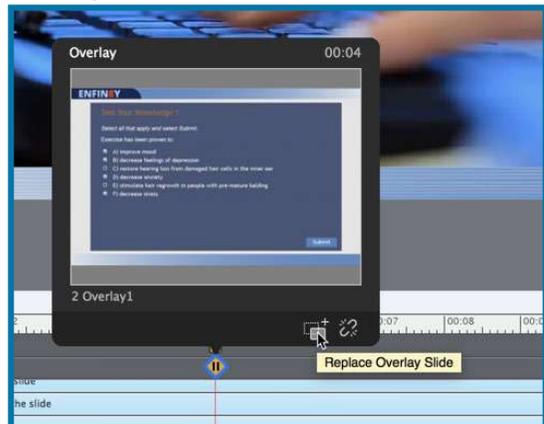
6. Now go to the Timeline and drag the playhead to the position where you wish to add the overlay slide.
7. Then click **Insert Overlay**.



8. Select the slide you wish to add and click **Insert**.



9. Similarly, you can go to any other position on the Timeline and add another overlay slide.
10. If you wish to move the position of the Overlay Slide, you can drag and drop it at any other position on the Timeline.
11. To replace the overlay slide, hover over the Overlay marker and click the **Replace Overlay Slide** icon.



System requirements:

Windows

- 2GHz or faster Intel processor
- Windows operating systems
 - Microsoft Windows 7 with Service Pack 1, Windows 8.1, or Windows 10
- Windows 64-bit operating system is supported.
- 8GB RAM
- 10GB of available hard-disk space for installation; additional free space required during installation (cannot install on removable flash-based storage devices)
- Adobe Flash Player 10 (or more) for viewing multimedia content
- 1024x768 display (1280x1024 recommended) with WebGL compatible Graphics Cards

Mac OS

- Multicore Intel processor
- Mac OS X v10.13.5 (or later); iOS 11.4 (or later)
- 8GB RAM
- 10GB of available hard-disk space for installation; additional free space required during installation (cannot install on a volume that uses a case-sensitive file system or on removable flash-based storage devices)
- Adobe Flash Player 10 (or more) for viewing multimedia content
- 1024x768 display (1280x1024 recommended) with WebGL compatible Graphics Cards

*This software will not operate without activation. Broadband Internet connection and registration are required for software activation, validation of subscriptions, and access to online services. * Phone activation is not available.*

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12. This will open the Overlay dialog. Select any other slide and click **Insert**.
13. Also, if you wish to remove the Overlay slide, hover over the Overlay marker, and then click **Unlink Overlay Slide**. This will remove the overlay from your video.



Now when you preview the project, the video will pause at the position where you have added the overlay slide and allow the learners to view or interact with the content before proceeding further.

Summary

Thanks for taking the time to explore some of the new features in Adobe Captivate 2019. For additional information, please refer to the website <http://www.adobe.com/products/captivate.html>

Pricing

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