Adobe Captivate 8
Get all you need to create everything in eLearning

Adobe Captivate 8 reimagines the way mobile learning is crafted. Rapidly author a wide range of mobile-first, responsive eLearning content without programming using an all-new, intuitive UI. Easily preview content for different screen sizes by selecting device layouts on-the-fly. Leverage device-specific capabilities, such as GPS, accelerometer, and gesture support, to deliver mobile learning as it is truly meant to be. Now enrich your courses with new customizable interactions, themes, and smart shapes.

Leap into mLearning with responsive authoring — Adopt a mobile-first approach to eLearning. Deliver seamless experiences across devices using an intuitive multi-device authoring canvas. Create, customize, and preview content without programming. Leverage device-specific capabilities, such as GPS and gesture support, to deliver first-in-class mobile.

Use one tool for all your eLearning needs — Easily create show-me product demos in HD, let-me-try simulations, and test-me compliance training materials using a single versatile tool. Transform Microsoft PowerPoint slides into HTML5-based eLearning content. Include eye-catching quizzes and interactions, and publish projects as apps, to devices, desktops, and YouTube, and leading LMSs.

Maximize productivity with out-of-the-box assets — Enrich courses with customizable out-of-the-box assets, such as actors, drag-and-drop elements, themes, responsive themes, and more. Select from stunning interactions, including Millionaire, Hangman, Jigsaw, Pyramid, and Accelerometer-based interactions. Augment eLearning content with in-course YouTube videos and web pages.

This Reviewer's Guide provides a hands-on tour of the most important and powerful new features in Adobe Captivate 8. Here is an overview:

Part 1: Responsive eLearning authoring — Author once and content will rearrange itself for the new tablet and mobile views based on the selected theme.

Part 2: Multi-device previews — Preview how your content will look on various screen sizes and tweak content by moving, resizing, and editing objects.

Part 3: Gesture–enabled mLearning — Leverage instinctive gestures that allow learners to tap, scroll, pinch, and swipe their way through courses.

Part 4: Geo-location support — Utilize the GPS capabilities to deliver timely, location-aware content such as assessments that require learners to be at a particular geo-location.

Part 5: Device–aware delivery — Enable project to automatically detect your learner’s device and deliver the most appropriate experience.

Part 6: More out-of-the-box assets — Adobe Captivate 8 includes 15 new character sets in 50 different poses, 24 themes and theme color options, and 2 new interactions.
**Part 7: New Intuitive User Interface** — Enjoy authoring with an interface that is simple enough for new users and powerful enough for experienced users.

**Part 8: Responsive Themes** — Choose from a selection of out-of-the-box responsive themes to render differentiated content for multiple devices.

**Part 9: Responsive Screen Capture** — Create a single screen capture project that works across devices.

**Part 10: Native support for HTML5 objects and animations** — Import HTML5 animations into your Adobe Captivate project without requiring any plug-ins.

**Part 11: Pop-up Blocker** — Get rid of the annoying notifications that pop up in the middle of your video demonstrations.

**Part 12: Smart Shapes Enhancements** — Customize the shapes and convert them into buttons. Choose different styles to indicate the up, hover, and down states.

**Part 13: Retina Display Support for Mac** — Use Adobe Captivate 8 at a resolution that matches your MAC.

**Summary**

**Availability and pricing**

For information about features in Adobe Captivate 8 beyond those covered in this document, see the web site [http://www.adobe.com/products/captivate.html](http://www.adobe.com/products/captivate.html)
Top new features
- Responsive eLearning authoring
- Multi-device previews
- Gesture-enabled mLearning
- Geo-location support
- Device-aware delivery
- More out-of-the-box assets
- New Intuitive User Interface
- Responsive Themes
- Responsive Screen Capture
- Native support for HTML5 objects and animations
- Pop-up Blocker
- Smart Shapes Enhancements
- Retina Display Support for Mac

Part 1: Responsive eLearning authoring
Author as you always have—content will rearrange itself for the new tablet and mobile views based on the selected theme. Tweak content for a specific device by moving, resizing and editing objects. Maintain content and layout integrity across devices by positioning objects relative to screen borders or other objects. Use the in-product preview to see how your project appears on various screens. Publish as a single project and automatically deliver the most appropriate experience for your learner’s device. Harness the power of mobile devices by enabling gesture support and location-aware features.

Try it:
1. Open Adobe Captivate 8.
2. On the Welcome screen, under New section, double-click Responsive Project thumbnail.
3. This will create a responsive project for you with three different breakpoints for Primary, Tablet, and Mobile layout.
4. Move the slider below each layout to change the width of the layout.

5. In the toolbar, click Themes and select one of the themes to apply it. If you want to change the color scheme, click Theme Colors and select one of the theme color palette.

6. Now switch amongst the three breakpoints and notice how the content reflores based on the device size.

7. Add some objects to the project and notice that by default, the size and position of the object is set to %. Go to the Position Inspector and change it to anything else, based on your requirement.

8. Open the Advanced section in Position Inspector and notice that you can set the minimum and maximum value for the object size.

9. By default the position of an object is linked to the edges of the slide. To change it to follow any other object, select Smart Position and drag the object handles to attach them to the desired object.
10. To remove an object from a particular view, simply move it from stage to scrap area.
11. To keep the object in just one view and exclude from the rest of the views, right-click the object and select **Exclude from Other Views**.
12. Move between the breakpoints to view and tweak the content in three different views: Primary, Tablet, and Mobile.

13. In the toolbar, click **Preview > Project** to preview the course.

14. Click **1024**, **768**, and **360** buttons to preview the course in three different views.

15. Move the slider to preview how the course looks like in between views.
16. To publish the course, click **Publish > Publish for Devices** and then deploy the published course on an LMS or web server.

**Part 2: Multi-device previews**
View exactly how your content will look on desktops, tablets, and mobile phones. Preview your project on stage or browser, or use the free Adobe Edge Inspect app to see how it will look on a physical mobile device.

**Try it:**
1. Open Adobe Captivate 8.
2. On Welcome screen, click **Sample Projects/Tutorials**.
3. Open **CloudAir_SoftSkills Sample** OR **Picture Perfect_Simulation Sample** course.
4. Move between the breakpoints to view and tweak the content in three different views: Primary, Tablet, and Mobile.

5. Click **Preview > Project** to preview the content on a browser.

6. Click **1024, 768, and 360** buttons to preview the course in three different views.

7. Move the slider to preview how the course looks like in between views.
Part 3: Gesture–enabled mLearning

Use the multi-touch technology embedded in modern user interfaces to allow learners to tap, scroll, pinch, and swipe their way through courses. Leverage gesture support to enable more instinctive interaction between the learner and the content.

Try it:
1. Open Adobe Captivate 8.
2. On the Welcome screen, under New section, double-click Responsive Project thumbnail.
3. This will create a responsive project for you. Create your course and then click Publish > Publish for Devices.
4. Click Yes next to Mobile Gestures.
5. This will show you the different gestures available for Adobe Captivate 8.

Note: Gestures can also be enabled for non-responsive HTML5 courses in Publish dialog, under More section.

Part 4: Geo-location support
Utilize the GPS capabilities of mobile devices to deliver timely, location-aware content to learners. Create assessments that require learners to be at a particular geo-location.

Try it:
1. Open Adobe Captivate 8.
2. On Welcome screen, click Sample Projects/Tutorials.
3. Open CloudAir_SoftSkills Sample course.

4. To check out the GeoLocation variable, click Project > Variables.
5. Select Type as System and View by Mobile.

6. Check out the cpInfoGeoLocation variable. This variable will enable you to check the learner’s location and serve the content accordingly.

```
Variables

Type: System
Name: cpInfoGeoLocation
Lat: [Blank] Long: [Blank] Acc: [190000]
Description: Returns the Geometric Location.

View By: Mobile
cpInfoGeoLocation
```

7. This course is developed for two geo-locations: UK and US. Notice there are two user variables with the latitudes and longitudes for these locations defined.

```
Variables

Type: User
Name: GeoLocation/UK
Lat: 54.064 Long: -2.238 Acc: 190000
Description: GeoLocation

Variables

Type: User
Name: GeoLocation/US
Lat: 48.47 Long: -122.97 Acc: 190000
Description: GeoLocation
```

8. Also in Advanced Actions, notice the DetermineGeoLocation conditional action. This action is checking whether cpInfoGeoLocation value for the learner matches the UK_Location. If it matches, UK-related content is served to the learner, else US content is served.

```
Perform action if All conditions are true:

  cpInfoGeoLocation is equal to UK_Location

Actions

  Show: Header_UK_24
  Show: Header_UK_25
  Show: Header_UK_26
  Show: Header_UK_27
  Show: Header_UK_28
  Show: Header_UK_29
  Show: Nav_Btns_Secondary
  Show: Next_Btn
```
Part 5: Device–aware delivery
Publish your responsive project to leading LMSs as a single project. The project will automatically detect your learner’s device and deliver the most appropriate experience for it.

Try it:
1. Open Adobe Captivate 8.
2. On Welcome screen, click Sample Projects/Tutorials.
3. Open CloudAir_SoftSkills Sample OR Picture Perfect_Simulation Sample course.
4. Publish the course and upload to an LMS or web server.
5. Now access the course on mobile, tablet, and desktop and see the difference. Don’t forget to view the course in both vertical and horizontal modes in mobile devices.
6. Adobe Captivate 8 also comes with \texttt{cpInfoMobileOS} variable which allows you to check the OS of learner’s device and allow you to set actions based on the OS.

\begin{figure}[h]
\centering
\includegraphics[width=0.5\textwidth]{variables.png}
\caption{Variables in Adobe Captivate 8}
\end{figure}

\subsection*{Part 6: More out-of-the-box assets}
Adobe Captivate 8 now comes with 25 different character sets in 50 different poses in four different categories. It also comes with 24 different course themes to choose from. You can apply different theme colors to these themes to create more variations. Adobe Captivate 8 also comes with the redesigned Memory game and the new accelerometer-enabled game – Catch the AlphaNums amongst the 28 different pre-built learning interactions. These interactions are now available in all supported languages. We’ve also included two new text-to-speech voices.

\textbf{Try it:}
1. Open \textbf{Adobe Captivate 8}.
2. On the Welcome screen, under New section, double-click the \textbf{Blank Project} thumbnail.
3. In the toolbar, click Themes and check out 24 different themes.

4. In the Themes panel, click Theme Colors.

5. Hover over each theme color palette and you’ll see the colors changing in the applied theme.
6. To customize and/or create a new theme color palette, click **Customize**.

7. Give it a new name, modify the colors, and click **Save**.

8. To add a character image, in the toolbar, click **Media > Characters**.
9. Select the character image and pose of your choice and click **OK**. Also, if you need a high-resolution image, in case you just want to use the face/torso shot, select the new *Use High Resolution Images* option.

![Character selection screen]

10. To check out the new interactions, click **Interactions > Learning Interactions**.

![Learning Interactions]

**Part 7: New Intuitive User Interface**

Now call on the power-packed functionalities of Adobe Captivate 8 from within a redesigned UI that makes authoring simple and efficient. Enjoy authoring with an interface that is simple enough for subject matter experts and powerful enough for experienced users.

**Try it:**

1. Open Adobe Captivate 8.
2. Notice the Welcome screen. You will find big thumbnails for the basic project types under the **New** tab.
3. Switch to the Recent tab. You’ll find the thumbnails of all the project you have created and/or opened in Adobe Captivate 8.

4. Click Sample Projects/Tutorials icon in the top right corner, to access sample projects and video tutorials on essential and new features of Adobe Captivate 8.
5. Go to the New tab, and double-click Blank Project to create a new project.
6. You will find that the timeline and PI are hidden by default to get a bigger better view of the stage.

7. You can open the Timeline by clicking on the Timeline tab and close it by double-clicking.
8. To access the Properties Inspector, either click the Properties icon on the top-right corner, or double-click an object.
9. Notice the new toolbar instead of the L-shaped toolbar. All the frequently-used tools/options are categorized under this toolbar. Check out the tools and options available under these categories.

10. In the toolbar, click Publish > Publish to Computer to see the revamped publish dialog. Only essential publish options are available upfront, rest of the options are hidden under the More section.

Part 8: Responsive Themes
Choose from a selection of out-of-the-box responsive themes to render differentiated content for multiple devices. Customize themes to meet your requirements, or create your own. Save themes for reuse across projects.

Try it:
1. Open Adobe Captivate 8.
2. On the Welcome screen, under New section, double-click Responsive Project thumbnail.
3. In the toolbar, click **Themes** and select one of the themes.
4. Now switch amongst the three breakpoints and notice how the content reflows based on the device size. These pre-built themes make it easier for the authors to quickly create responsive content that looks good in all the layouts.
Part 9: Responsive Screen Capture

Create a single screen capture project that works across devices. Adobe Captivate detects screen activity in the recording window and automatically pans to those areas to create screen capture output for the tablet and mobile views as well.

Try it:

1. Open Adobe Captivate 8.
2. On the Welcome screen, under New section, double-click Responsive Project thumbnail.
3. In the toolbar, click Slides > Software Simulation.
4. Record the simulation as you always have and press the End key to stop recording.
5. In Captivate, notice how the simulation appears in the three different breakpoints. Captivate automatically selects the most important part of the screen capture to be displayed on the smaller screen areas.
6. In the tablet and mobile view, try moving the selection to some other area and Captivate will switch the view.
**Part 10: Native support for HTML5 objects and animations**

Now import HTML5 animations into your Adobe Captivate project without requiring any plug-ins. Place animations exactly where you need them, resize if required, and publish effortlessly in the HTML5 format.

**Try it:**

1. In the toolbar, click **Object > Web** to insert an HTML/HTML5 web page. This option was previously available as a part of Learning Interactions, but is now available natively in Adobe Captivate 8.

2. To add an HTML5 animation, click **Media > HTML5 Animation**.

3. Navigate for either HTML5 animation folder or an OAM file generated from Edge Animate and click **Open**.

**Part 11: Pop-up Blocker**

Now get rid of annoying notifications that pop up in the middle of your video demonstrations. Automatically remove the unwanted popup by just selecting it. Alternatively easily replace the unwanted segment with a desirable one, using just a few clicks.

**Try it:**

1. Open **Adobe Captivate 8**.
2. On the Welcome screen, under New section, double-click **Video Demo** thumbnail.
3. Record a video demonstration where an email alert or IM message pops up during recording.

4. Go to the **Edit** mode.

5. Click **Properties** icon on the top-right corner.

6. Under Video Effects Inspector, click **Popup** tab.

7. You’ll get two options here. The first option will allow you to automatically remove the popup. And with the second option, you can manually remove the popup by defining the desirable frame and duration to cover the pop-up.

8. **Cleanup:**
   a. Click **Cleanup**.
   b. Make a selection over the popup.
   c. Click the **Cleanup** callout button on top of the selection.
   d. The pop-up will be automatically be replaced by background image.

9. **Replace:**
   a. Click **Replace**.
   b. Make a selection over the popup.
   c. Click the **Add Button** and drag the cursor left to find a segment in the video without the popup. Release the mouse button to select the desired frame.
   d. Drag the popup freeze bar in the timeline to set the replacement frame duration to mask the popup completely.
Part 12: Smart Shapes Enhancements
Add a wide range of shapes, including circles, rectangles, triangles, callouts, arrows, lines, banners, and flowchart symbols, to your eLearning content. Customize them and convert them into buttons. Choose different styles to indicate the up, hover, and down states.

Try it:
1. In the toolbar, click **Shapes** and add a shape.

![Shapes toolbar]

2. Double-click the shape to open Properties Inspector.
3. Select **Use as Button**.

![Properties Inspector]

4. Notice that you can now style the three different states for shape buttons.
5. You can also save custom shapes in Adobe Captivate 8.

Part 13: Retina Display Support for Mac
Use Adobe Captivate 8 at a resolution that matches your MAC. Enjoy a superior authoring experience thanks to high-resolution icons and UI assets that make your program elements look crisp.
System requirements

Windows

- 1GHz or faster Intel Pentium 4, Intel Centrino, Intel Xeon, or Intel Core Duo (or compatible) processor
- Microsoft Windows 7 with Service Pack 1, Windows 8, or 8.1
- 2GB of RAM minimum (4GB recommended)
- 5GB 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 11 for viewing multimedia content
- DVD-ROM drive
- 1024x768 display (1280x1024 recommended) with 16-bit video card

Mac OS

- Multicore Intel processor
- Mac OS X v10.7, v10.8, or v10.9; iOS 7.0.3 for iPad*
- 2GB of RAM minimum (4GB recommended)
- 5GB 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 11 for viewing multimedia content
- DVD-ROM drive
- 1024x768 display (1280x1024 recommended) with 16-bit video card

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.

This product may integrate with or allow access to certain Adobe or third-party hosted online services (“Online Services”). Online Services are available only to users 13 and older and require agreement to additional terms of use and Adobe’s online privacy policy (see www.adobe.com/go/terms). Online Services are not available in all countries or languages, may require user registration, and may be discontinued or modified in whole or in part without notice. Additional fees or subscription charges may apply.

Summary

Thanks for taking the time to explore some of the new features in Adobe Captivate 8. For additional information, please refer to the website http://www.adobe.com/products/captivate.html

Availability and pricing

Adobe Captivate 8 is expected to be available via Adobe Authorized Resellers and the Adobe Store at www.adobe.com/store from 20th May 2014. Estimated street price for Adobe Captivate 8 is US$999; upgrade pricing from Captivate 7 to Captivate 8 is US$399. Educational pricing is also available.

Adobe Captivate 6 is compatible with Mac OS X v10.7, v10.8, or v10.9; iOS 7.0.3 for iPad*; Microsoft Windows 7 with Service Pack 1, Windows 8, or 8.1