



SEMESTER 2

**CONTINUE WORK ON ADOBE CAPTIVATE 9

By -----



Abstract: The goal of this report is to continue to develop a detailed background on the development of Adobe Captivate 9 along with its functions, benefits and drawbacks that using Adobe Captivate may entail along with an elaborate discussion on whether or not Adobe Captivate 9 is a worthy software to use to create an Online Tutorial for teamwork. Further detailed are the different examples of the “Infrastructure Tutorial” where real life student and corporate work forces use Adobe Captivate 9.

<21/04/2016>

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6. Adobe Captivate

In today's fast paced and high-tech world, it is imperative that as the surroundings around us develop and become modernize, so does the need to properly inform and instruct the learner, no matter where and what field they may be, by usage of proper and modern methods and techniques. Gone are the olden days of yore where a quintessential instructor taught an audience of bemused and quite often bored onlookers which were spectators more often than they can be considered learners. It was considered a fairytale for someone to learn who was not in the immediate vicinity of an instructor. Thankfully, those days are in the past as now that every other fact of our lives has stepped into the twenty first century, so have the teaching methods as the digital and internet friendly times of today allow for more guidance and help in the communicating the message to the relevant individuals than in any other point in history in the form of multiple software, applications, discussion forums, tutorials and other modes of learning. Among the leading names in such software is Captivate 9 by Adobe Systems which is the foremost name in computer software today. Captivate 9 enables rapid e-learning which allows from storyboarding to the final touches to create just about any kind of professionally slick and technically sound content (Adobe, 2015). This document details the key features and advantages that can be accrued using Adobe Captivate 9 as well as some of the drawbacks of using this otherwise competent tool. Further detailed is the capability within the tool to create online tutorials. Finally, some examples of usage of Adobe Captivate by real life work-forces are provided.

7. Adobe's Rapid Responsive Electronic Authoring Tool - Captivate 9

According to a recent survey conducted by Frost and Sullivan customer surveys, the Learning Management System industry is due for an overhaul as more than fifty per cent of the organisations that have integrated LMS software that were polled were of the opinion that they would replace their existing system completely with a new one from a different vendor rather than upgrade to a newer version of the software that they were already using. (Rambhia, 2014) Since the whole point of the learning management system is to enhance the educational experience using media and digital technology of the modern age, there seems to be something

missing in the LMS solutions of today. Matt Thompson, the executive Vice President of Worldwide Field Operations at Adobe agreed to the assessment and pointed out that Adobe was aware of the issues faced by corporations today in creating learning programs which keep the employees engaged in learning the material that is being communicated and at the topmost priority are not boring. To remedy that very same problem, Adobe has launched the Captivate 9 which succeeds the Captivate 8 as the software giant's candidate in the Learning Management System industry.

The software was launched on August 19, 2015 along with the Adobe Captivate Prime which it complements. The product enables professional in the learning field to create and setup, with the greatest of ease, any method of learning as well deliverance of the same. (Market Watch, 2015)

Adobe Captivate 9 has some additional functionality compared with the Captivate 8 including improved effects and paths of motion along with multi-state objects. Among the improved functionalities includes the ability to create draft content on all devices running iOS software and publishing the same on Captivate Prime. Adobe Captivate 9 provides access to a full library filled with assets of self-learning as well as games and characters which facilitate scenario building and characters that enhance the experience of the learner and provide assistance in grasping the course. The service of Adobe Captivate 9 is available for 34.99 USD per month while a license for a student or a teacher costs 349 USD. (The Journal, 2015)

8. Functions

One of the key features of Adobe Captivate 9 is its user-friendliness. The goal with Captivate 9 is to make the process quick and easy so that the users don't feel IT dependent like they have in the past. Captivate 9 drives rapid responsive learning to new heights by empowering instructors to rapidly create any and every kind of learning content, no matter what the device.

The newest version of Adobe's flagship rapid e-learning tool now has the following functions, features and capabilities which were not available in previous versions:

8.1 New User Interface

The Adobe Captivate 9 comes with a powerful and intuitive user interface which enables authoring which is easy and effective. The interface works both ways in that new users find it easy to use and user-friendly while the more experienced users can unlock the true power-packed potential of the Captivate 9.

8.2 Adobe Captivate Draft

This is a new feature which enables to transforming the ideas into a storyboard. A story board is a graphical representation of how the main video or training material will unfold and is made up of a number of squares with illustrations (GoAnimate, 2012). The storyboards supported by Captivate are equipped with all the e-learning elements that are needed such as slides which provide content and queries, branching logic and many others. The new app for the purpose supports creation of storyboards in literally moments which can be shared online through the cloud system for reviewers to view and rate. The reviewers don't need to be running Adobe Captivate, which makes for a seamless and hassle-free experience.

8.3 Multi-screen Authoring Mode

This new innovation requires the authoring to be done only once which then automatically rearranges itself for the different modes in which it would be viewed, be it tablets, phones, or computer devices. The software now has enhanced capabilities where the content can be viewed from multiple vantage points and can be tweaked for a particular device which is preferred. The content could then be finalized as a sole project which automatically delivers in the most opportune form for the device on which it is viewed.

8.4 Multi-State Objects

Now e-learning can be powered up by even less efforts. Captivate 9 introduces even newer ways for learners to interact with objects in the courses which helps facilitate learning and retention. The most complex of flows in the course can be easily made using the Adobe Captivate 9 which enables a very high number of states for the objects including text, buttons, images and more. There is a timeline for the states which allows for easy modification for the same.

8.5 Asset Store

The Asset Store which is new to the Captivate 9 has a library of over 25,000 assets such as games, layouts, interactions, characters, situations and much more which can help in making sure that the course material remains vibrant and colorful and does not turn drab and dull. (Adobe, 2015)

8.6 iOS Device Capturing Capability

With the Adobe Captivate 9, there is now the capability of recording the content as a full resolution high definition video. The course and content can now be enhanced by adding such features which are predominantly associated with mobile-intensive devices such as tapping, swiping and pinching to zoom. A wide range of audio sources can also be selected to customize the project output.

9. Pros of Adobe Captivate 9

Following are features that enhance the user experience while authoring rapid response e-learning content and make authoring a creamy smooth experience:

9.1 PowerPoint Enabled

With the Captivate 9, even slides and presentations from PowerPoint can be imported into the e-learning project. Other helpful items such as pictures, multimedia and animations can also be brought in to update the project with relative ease. The well-entrenched import option allows for keeping both the project and the PowerPoint presentations in sync.

9.2 Editing Equations

With the Captivate 9, it is easy to add even complex mathematical equations with typical scientific symbols and uses with the Equation Editor which is built into the software.

9.3 Interactions and Themes Library

The library for interactions and themes is packed to the brims in the Captivate 9 through which beautiful interactions and gorgeous looking themes can be created. It is also possible to customize already existing themes and templates while allowing the users to take notes while the course is being taken. The newest version allows for less time to be spent worrying about the

perfect way to liven up the course. The library has many attractive themes which can be applied across the project to maintain the look of consistency. The colors and the look of the project can be modified as per the user's needs.

9.4 Supporting HTML5

Now projects within Captivate 9 also support animations featuring HTML5 without requiring any kind of plugins. The animations can be placed wherever needed, can be resized if the need arises, and can be published in HTML5 project without much hassle.

9.5 Location Support

Now the GPS capabilities of mobile devices can be utilized to make sure that timely and location-savvy content is delivered to the users. Customized assessments can be created which require the person taking the course to be at a particular location. With the integration of Google Maps within the software, this can easily be achieved.

10. Cons

- 1) The number of unique effects has been reduced from 88 in the Captivate 8 to 46 in the Captivate 9. Also of note was the ability to create courses on portable devices such as an iPad, considering pointless.
- 2) All the widget from previous version which user find useful such as Twitter chat C3b or Submitting PDF file no longer valid in the current version of Adobe captivate 9, thus older version 7 must be download for user to make sure of pervious version
- 3) The process of upload and run the tutorial live is very difficult for a person that unfamiliarly with software development to go through. There is many conversion need to be made before the tutorial created can be run successfully online as the server is not able to handle the file's size (max 0.5Gb)

11. Creating a Tutorial Using Captivate

11.1 Scope of Work

March, 2016

1 Project Scope

1.1 Project Background and Description

Initial plan is to create a simple tutorial for TEAMWORK using Captivated 9 as platform. it should allow students to communicate and collaborate before solve a question. It also allow teacher to access and monitor student progress an track each individual work.”

Project background includes:

“Each student assigns in different role such as architecture design, civil engineer, material engineering, production engineering... answering each individual role question in order to come up with an solution for the problems”

1.2 Project Scope

This project includes the design and development of a one collaborative lesson tutorial for UNSW. This includes UNSW content, as well as some stock media as required.

The eLearning tutorial will include one group project or team lesson, with a focus on:

- _ Collaboration amongst a team/group of students
- _ Content which is completed by specific team members
- _ Content which is to be completed by the team collectively
- _ Collaborative lesson that will be hosted on Moodle use Group functionality

1.3 Project Requirements per UNSW

The project should take the following things into consideration:

1.3.1 Business Requirement Analysis

1. Enable collaboration / team work in context of a Adaptive Lesson
2. 5 students per team, working to solve an Engineering Design problem
3. Based on identified roles, individual team members are allocated tasks in the adaptive lesson, and other team members have visibility on each other’s actions in the lesson
4. Organize distribution of tasks and enable team members to confirm correct answer by rest of group before submitting answer to each question in the adaptive lesson
5. Provision a live chat functionality, accessible throughout the lesson view, and visible to the instructor
6. Enable peer-to-peer marking

1.3.2 Pedagogical Requirement Analysis

1. There will be questions that need to be answered as a group, and some questions that can be answered only by those with a specific role. All answers (value input) need to be able to update / write to later questions in the lesson. The group cannot proceed through the lesson until the entire group has confirmed their answer (if it is a group-answer question) or until that specific team member has answered the question (if it is a question only for one specific person).
2. Collaborative, open ‘whiteboard’ space within the platform, especially at the start of the project, giving each team member visibility on the planning stages, decisions made etc. and workings.

2 Project Plan

2.1 Project Plan

We will use an online Project Management workspace to track this project. Our process includes the

Following major stages:

- _Design Collaborative Lesson Overview *Sign-Off
 - _Incorporate UNSW Lesson content
 - _Incorporate media *Project Review
 - _Design and develop logic and conditions *Project Review / Sign-Off
 - _Produce Collaborative Lesson *Sign-Off
 - _Final Deliverables – Collaborative Lesson *Final Sign-Off
- *Minimum Two Sign-offs prior to Final Sign-Off

2.2 Project Management

We are currently using Asana for our project management purposes. We have created a project management space for use throughout our project. Your designated Point of Contact is: Tien Ngo, who will be in charge of project management space; at his discretion, others may also receive an invite to be involves.

2.3 Project Timeline/Schedule

Project Launch: Project SOW

Project Deadline is: June, 2016

Additional deadlines:

- _Preliminary Sign-off: 16/03/ 2016
- _Second Sign-Off: 16/ 04/ 2016
- _Final Sign-Off: 16/ 06/ 2016

12. CREATING THE SCENARIO

Civil Infrastructure – Model Bridge Structure



Group Assignment questions:

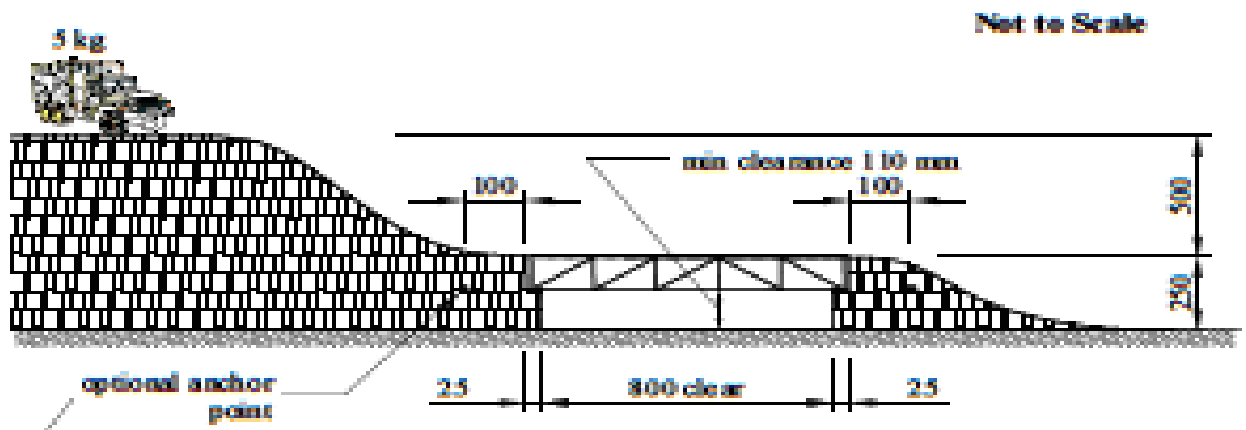
Your task is to work within a small group to design and construct a bridge to withstand a load generated by a truck loaded to 5 kg rolling from a height of 0.5 metres above the structure. Allowable materials for the superstructure of your construction are cardboard, paper, sticky tape, glue and string and the total mass of the structure is not to exceed 350 grams.

Marks will be awarded based on construction and aesthetics as well as performance. The design report will include sections on:

- The design philosophy – why the chosen design?
- A 2D elastic simulation of the structure indicating highly loaded members or regions
- A CAD drawing of the structure showing a plan, elevations and important details
- The performance test results
- An appraisal on the performance of the structure

Objectives

The objectives of this project is to introduce you to the profession of Infrastructure Engineering though the studies of engineering design and innovation whilst maintaining context to the profession of Civil Engineering and the role and practices of Engineers in a modern profession. To this end, a series of lectures on developing sustainable infrastructure is integrated into the key project lectures. Whilst taking on serious issues and reviewing the role of Engineers within a societal context, the subject is also designed to be a bit of fun



12.1 E-learning tutorial Design Procedure

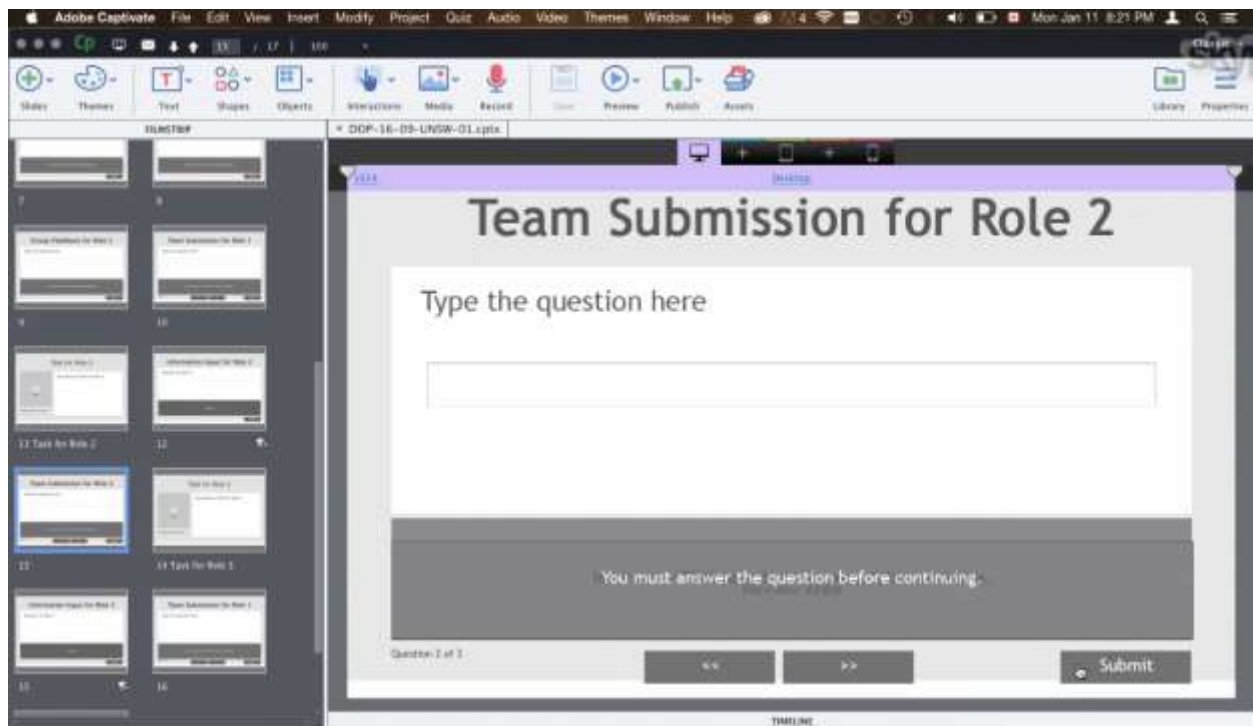
+ Student will pick each role they wanted to do. **Architecture, civil or project manager**

- **Architecture**- role- designing (sketch drawing designs)
- *Question type: multiple choices & submitted file answer*
- **Project manager**- role- planning (schedule, cost, due date. Ect)
- *Question type: Submitted file answer & Multiple choice answer*
- **Structural Engineering**- role- Building trouble shooting (forces calculation base on given data)
- *Question type: type in answer & multiple choices answer*



+ Different slices then be created correspond to the Role and question type. Considering:

- Team member roles & tasks to be completed by each role
- Tasks to be completed as a team
- Assessment/questions to be answered by each role
- Assessment/questions to be answered as a team
- Images/graphics/unsw logos, colors, course, project, lesson number associated
- Project rubric that needs to be used or had been used in the past
- Content or access to content learned by students prior to participating in this group project



- *There is an issue with submitted file question on Captivated 9 as it will allows student to submit any file (pdf or word). However it doesn't store the file and save it to the admin control panel. Therefore the alternal solution is to let student submit there file through Moodle platform.*

+ *Team Role then be created and connect & link with each correspond question sliced and correct answer respond. Each question then chose to be answer in a specific correct answer (PDF file submit, submitted answer or multiple choices)*

- Each task is created with role image and the widget is then downloaded and import for collaboration and communication
- All the widget from previous version which user find useful such as Twitter chat C3b or Facebook chat options no longer valid in the current version of Adobe captivate 9, thus older version 7 must be download for user to make use of pervious version
- Skype symbol then be coded and added to interface, which allow the users to able to talk and collaborate each others in real time to exchange information



- ✚ The team then graded on the performance of the test questions.
 - The main issue with grading we facing is individual performance marking, as it is difficult to keep track of each individual contribution on record. Thus peer marking could be considering as the alternative solution.

Quiz Results

You Scored: 30
Maximum Score: 100
Correct Questions: 3
Total Questions: 10
Accuracy: 30%

Sorry, you failed!

[Back to course](#)

- ✚ Adding on pop-up chat widget which enable the user to click anywhere on the interface to collaborate between group member in real time

✚ Research in the available Pop-up chat & Drawing board

Choices (<https://www.tawk.to>) and (drawing board AWW)

✚ Research how the coding software Adobe Dreamweaver CC work

Install Pop-up chat and Drawing pop-up link by coding Using Adobe Dreamweaver CC software

Live Chat

Go to – assets -> js -> CPM.js

Add this code in last:

```
var Tawk_API=Tawk_API||{}, Tawk_LoadStart=new Date();
(function(){
var
s1=document.createElement("script"),s0=document.getElementsByTagName(
"script")[0];
s1.async=true;
```

Then Setup Dashboard:

```
s1.src='https://embed.tawk.to/57274903406fda521bc505ff/default';
s1.charset='UTF-8';
s1.setAttribute('crossorigin','*');
```

Then Run Chat:

```
s0.parentNode.insertBefore(s1,s0);
})();
```

The screenshot shows the Adobe Dreamweaver CC interface with a code editor. The code is for a Live Chat module. A red box highlights the following code block:

```
1407
1408 var Tawk_API=Tawk_API||{}, Tawk_LoadStart=new Date();
1409 if(function(){
1410 var s1=document.createElement("script"),s0=document.getElementsByTagName("script")[0];
1411 s1.async=true;
1412 s1.src='https://embed.tawk.to/57274903406fda521bc505ff/default';
1413 s1.charset='UTF-8';
1414 s1.setAttribute('crossorigin','*');
1415 s0.parentNode.insertBefore(s1,s0);
1416 })();
1417
1418
```

A red arrow points from the text "For Live Chat Module" to the highlighted code block.

Drawing Script

Go to Index Page and Add This First:

<!-- Latest compiled and minified CSS -->

```
<link rel="stylesheet"
href="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/css/bootstrap.min.css"
integrity="sha384-
1q8mTJOASx8j1Au+a5WDVnPi2lkFfwwEAa8hDDdjZlpLegxhjVME1fgjWPGmkzs7"
crossorigin="anonymous">
```

<!-- Optional theme -->

```
<link rel="stylesheet"
href="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/css/bootstrap-theme.min.css"
integrity="sha384-
fLW2N01lMqjakBkx3l/M9EahuwPsfENvV63J5ezn3uZzapT0u7EYsXMjQV+0En5r"
crossorigin="anonymous">
```

<!-- Latest compiled and minified JavaScript -->

```
<script src="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/js/bootstrap.min.js"
integrity="sha384-
0mSbJDEHialfmuBBQP6A4Qrprq5OVfW37PRR3j5ELQxss1yVqOtnepnHVP9aJ7xS"
crossorigin="anonymous">
```

Add this into Head Section:

```
<style type="text/css">
.mystylename {
  position: fixed;
  bottom: 50%;
  right: 0;
}
</style>;
```

Then Add This into Body:

```
<script type="text/javascript">
  document.getElementById('Captive').focus();
  document.Captive.focus();
</script>
```

Then Add a Button:

```
<Button type="button" class="btn btn-default mystylename" data-toggle="modal" data-
target=".bs-example-modal-lg">Start Drawing</button>
```

Then Add a Modal:

```
<div class="modal fade bs-example-modal-lg" tabindex="-1" role="dialog" aria-
labelledby="myLargeModalLabel">
  <div class="modal-dialog modal-lg" style="width: 100%; height: 100%;
background: #ffffff; ">
    <div class="modal-content" style="width:100%">
      <!--<div class="modal-body">-->
      <iframe src="https://awwapp.com/" style="position:fixed; top:0px; left:0px;
bottom:0px; right:0px; width:100%; height:100%; border:none; margin:0; padding:0;
overflow:hidden; z-index:999999;">
        Your browser doesn't support iframes
      </iframe>
    <!--</div>-->
  </div>
```

And at the last add this:

```
<script src="js/jquery-2.1.4.min.js"></script>
<script src="js/bootstrap.min.js"></script>
```



```
index.html
standard.js bootstrap.min.css bootstrap-theme.min.css bootstrap.js captivate.js jquery.2.1.4.min.js bootstrap.min.js

Code Split Design Live

9 <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
10 <title></title>
11
12 <script src="standard.js" type="text/javascript"></script>
13
14 <!-- Latest compiled and minified CSS -->
15 <link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/css/bootstrap.min.css"
16 integrity="sha384-1q8t769rx8jiauvaa5WVnVp121kfwcAashD8DJzPtqgXhJVMRifqjW6mks7" crossorigin="
17 anonymous">
18
19 <!-- Optional theme -->
20 <link rel="stylesheet" href=
21 "https://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/css/bootstrap-theme.min.css" integrity=
22 "sha384-1kxwz901mlMqjakhKx31/N9EahuwP8feNV63J5e2n3u2ap70u7EYX0XjQV=0Zn5z" crossorigin="anonymous">
23
24 <!-- Latest compiled and minified JavaScript -->
25 <script src="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/js/bootstrap.min.js" integrity=
26 "sha384-0m8bJDEr1alfmu8Q6FA4Qrprq50VIM37PRB3J5LQxesyVq0tnepnHVP5aJ7x8" crossorigin="anonymous">
27 </script>
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```

```
<style type="text/css">
.myStyleName {
position: fixed;
bottom: 50%;
right: 0;
}
</style>
```

```
index.html
standard.js bootstrap.min.css bootstrap-theme.min.css bootstrap.js captivate.js jquery.2.1.4.min.js bootstrap.min.js

Code Split Design Live

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```

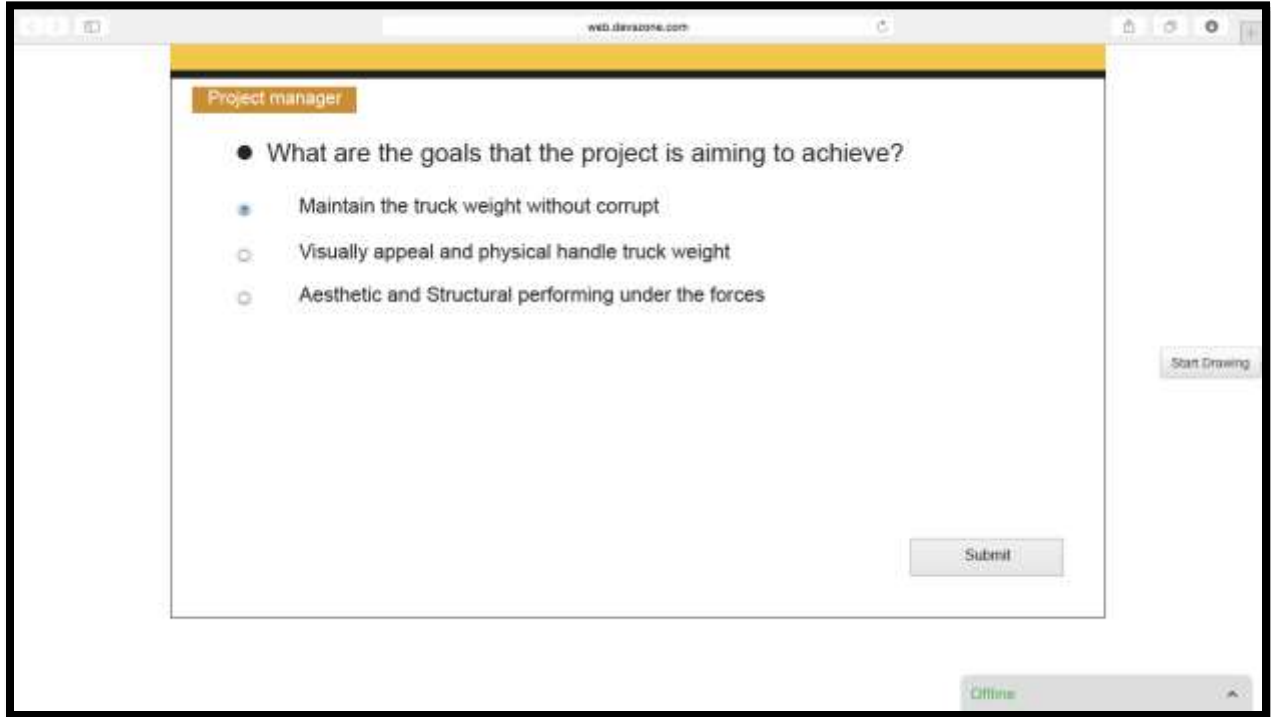
```
<script type="text/javascript">
document.getElementById('Captivate').focus();
document.Captivate.focus();
</script>
```

```
<button type="button" class="btn btn-default myStyleName" data-toggle="modal" data-target=
".bs-example-modal-lg">Start Drawing</button>
```

```
<div class="modal fade bs-example-modal-lg" tabindex="-1" role="dialog" aria-labelledby=
"myLargeModalLabel">
<div class="modal-dialog modal-lg" style="width: 100%; height: 100%; background: #ffffff; ">
<div class="modal-content" style="width:100%">
<!--<div class="modal-body">-->
<iframe src="https://awwapp.com/" style="position:fixed; top:0px; left:0px; bottom:0px;
right:0px; width:100%; height:100%; border:none; margin:0; padding:0; overflow:hidden; z-index:999999;
">
Your browser doesn't support iframes
</iframe>
<!--</div-->
</div>
</div>
</div>
```

```
<script src="js/jquery-2.1.4.min.js"></script>
<script src="js/bootstrap.min.js"></script>
```


Final product



web.devzone.com

Project manager

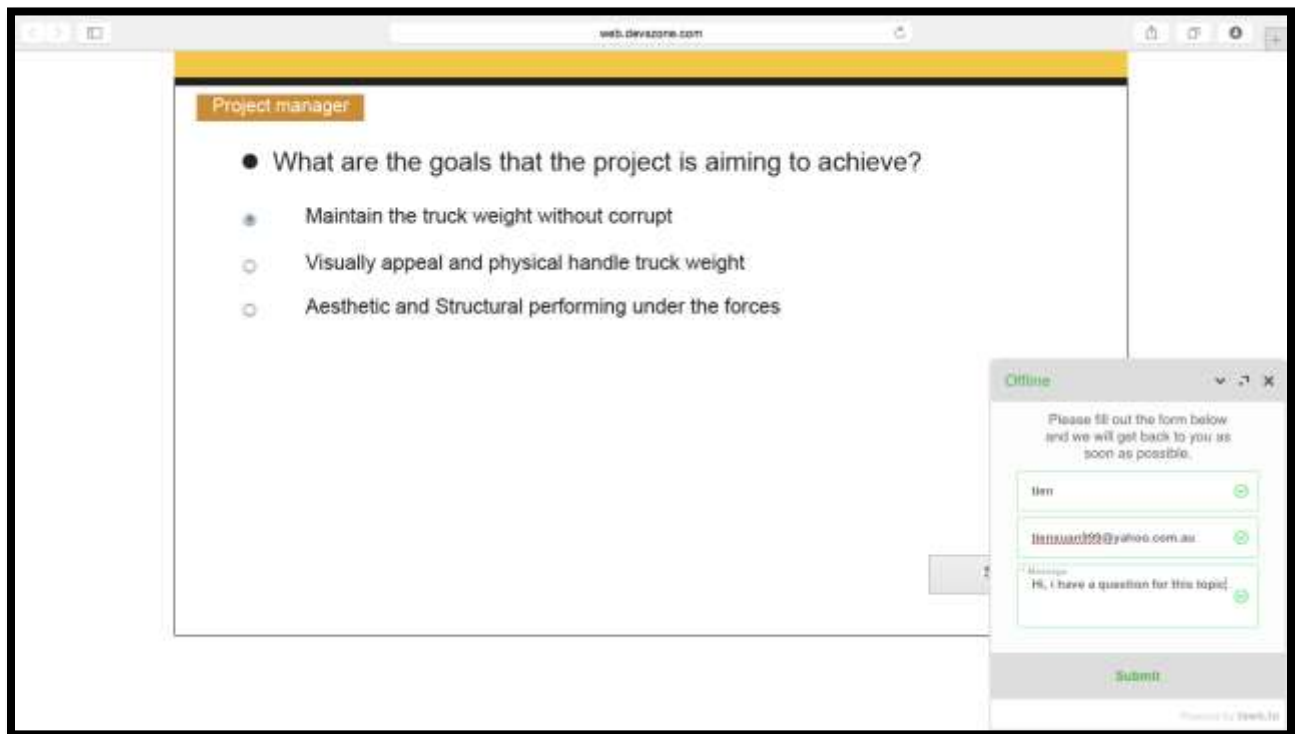
- What are the goals that the project is aiming to achieve?
 - Maintain the truck weight without corrupt
 - Visually appeal and physical handle truck weight
 - Aesthetic and Structural performing under the forces

Start Drawing

Submit

Offline

Live Chat pop up



web.devzone.com

Project manager

- What are the goals that the project is aiming to achieve?
 - Maintain the truck weight without corrupt
 - Visually appeal and physical handle truck weight
 - Aesthetic and Structural performing under the forces

Offline

Please fill out the form below and we will get back to you as soon as possible.

Item

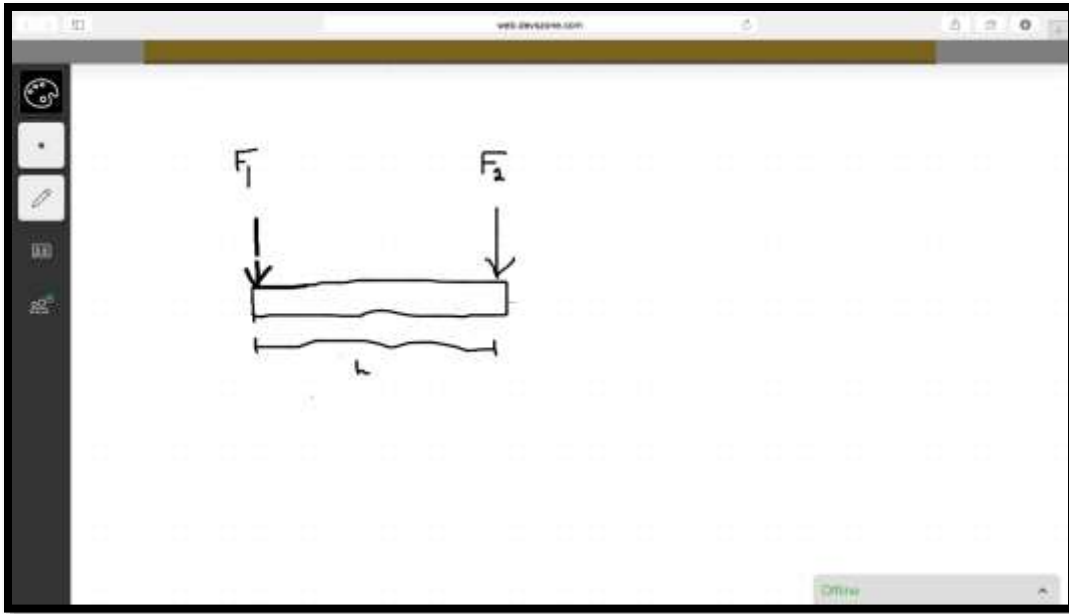
Itemname@yahoo.com.au

Message
Hi, I have a question for this topic!

Submit

Powered by Stackify

Drawing chat pop up



13. A Platform to Collaborate and Communicate

Adobe Captivate 9 can enable collaborating and communicating through its features including social media support. Social conversations within the Captivate courses can take place with the built-in social media websites such as Twitter and Skype widgets. This enables the learners to collaborate with other learners in real time by asking questions about a specific area within the course and making queries regarding the same. The built-in learning analytics dashboard can easily keep track of all the conversations that take place.

Further, the storyboards for the courses can also be shared in real-time for review using the cloud service. The Captivate 9 further facilitates collaboration and communication as the reviewers are not required to be running Captivate 9 or any other previous version. A project can be published and be forwarded to be reviewed without need for any other software.

14. Real Life Test and Examples of People Using Adobe Captivate

*****More research to be done on:

Kevin Siegel, President of IconLogic -

Aptus Learning Design CEO, Alice Acker -

President of MeLearning Solutions, Sarah Gilbert –

*****Testing with students:

Hon Ngai Chiu (z3393605)

Zee lee (z3369400)

Eddy Zhous (z3393600)

15. Conclusion

*****under process

16. Works Cited

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