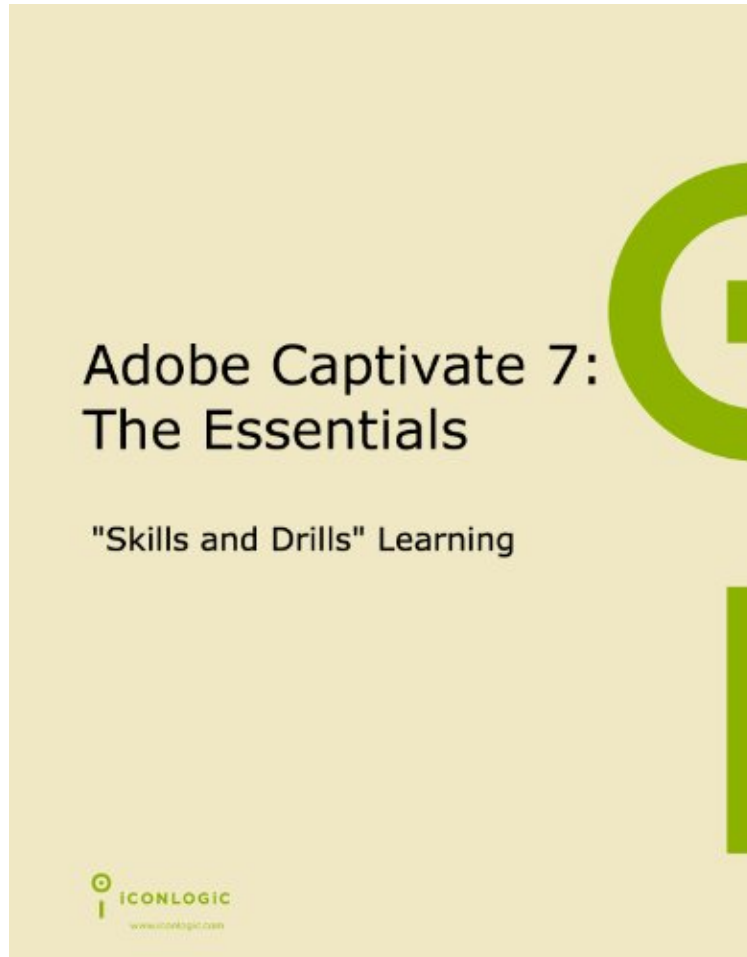


(Free) Adobe Captivate 7: The Essentials (English Edition)

## Adobe Captivate 7: The Essentials (English Edition)

Von Kevin Siegel

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**Von Kevin Siegel : Adobe Captivate 7: The Essentials (English Edition)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Adobe Captivate 7: The Essentials (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich.  
Exzellentes BuchVon robsPerfektes Buch fr alle mit wenig Zeit und viel "PC/Software-Erfahrung". Die meisten "Anleitungsbcher" fr Software kann man nach den ersten 10 Seite nicht weiterlesen, weil der Autor kaum von der Stelle kommt. Erfahrene Benutzer mssen nicht erklrt bekommen, wo man die Option "Ausschneiden" findet und schon gar nicht den Weg dorthin in Einzelschritten aufgezeigt bekommen (ganz schlimm: in Einzelbildern!). Sie brauchen sehr schnell einen berblick was die Software kann und wo die Grenzen sind. Wenn man nicht wei, was die Software kann, kann man auch nicht danach suchen!Genau hier setzt dieses Buch an: nach den beiden Prinzipien "search and destroy" und "beispielbasiertes Lernen" rast der Autor durch die Mglichkeiten von Captivate. Nach 4-5 h hat man die 246 Seiten durchgeklickt und kann mit Captivate informiert loslegen.Lernpsychologisch ist dieses Buch ebenfalls

berragend, da sowohl erfahrene Leser nicht gelangweilt werden, als auch Anfänger durch integrierte Übungen und Schritt-für-Schritt-Anleitungen nicht abgelehnt werden. Der gesamte Text ist in kurzen Sätzen, bzw. Halbsätzen gehalten und hebt Schlüsselwörter fettgedruckt hervor - ein Segen für schnelle Leser.

Kurzbeschreibung Teach Yourself Adobe's Captivate 7 Fast With This Step-by-Step Workbook. If you are an instructional designer, technical writer or trainer, you have no doubt spent time attempting to perfect the art of teaching programs using fewer and fewer words. If you are in the business of educating, you know how difficult this job can be. These days, interactive lessons that can be viewed over the Internet or from a mobile device are all the rage. There are many programs that can be used to capture a computer's screen, mouse action and audio. Unfortunately, the resulting movies can be huge--a five minute lesson could easily gobble up nearly 100mb of storage space on a hard drive. Downloading a file that large will take a lot of time, even if a user has a fast Internet connection. Large file sizes are just part of the problem. The movies may not be cross-platform (they may not work on both Macs and PCs). Interactivity is a feature most of the "mouse capture" applications do not support. And there are few of these programs that allow images to be imported. In short, the technology for creating interactive lessons WAS bad. But not anymore. Using Adobe Captivate, you can capture screen actions on your computer and quickly turn them into highly interactive software simulations. This book includes, but is not limited to, lessons on recording screen actions, adding objects to slides (captions, images, buttons, click box and text entry boxes), using the Timeline, adding animation, adding interactivity, adding and editing audio, and publishing your lessons for the widest possible audience (including SWFs and HTML5).

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