

5-Day Course Outline — Adobe Captivate with AI Features

Course Title

Adobe Captivate 13.1 for Interactive eLearning Development with AI-Assisted Workflows

Target Audience

- Corporate trainers
- Instructional designers
- eLearning developers
- Teachers and educators
- L&D professionals

Course Objectives

By the end of this course, participants will be able to:

- Create responsive eLearning courses in Adobe Captivate 13.1
 - Develop interactive slides, quizzes, and simulations
 - Use AI-assisted tools for faster content creation
 - Add multimedia, accessibility, and assessments
 - Publish SCORM/xAPI compliant courses
 - Build a complete mini eLearning project
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Day 1 — Introduction to Adobe Captivate 13.1 & AI-Powered eLearning

Session 1: Introduction to eLearning & Captivate

- What is eLearning?
- Features of Adobe Captivate 13.1
- Understanding responsive design
- Overview of the Captivate interface
- Creating a new project
- Exploring project templates

Session 2: Getting Started with Course Creation

- Working with slides and blocks
- Themes and branding
- Text, images, icons, and media
- Timeline and properties panel

Session 3: AI Features in Captivate

- Introduction to AI-assisted workflows
- Using AI for:
 - Content generation
 - Quiz question ideas
 - Script writing
 - Learning objective creation
 - Course structuring
- Best practices for AI-generated content

Hands-on Activity

- Create a basic responsive course

- Generate course outline using AI prompts
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Day 2 — Interactive Content Development

Session 1: Working with Interactive Elements

- Buttons and navigation
- Click-to-reveal interactions
- Tabs and accordions
- Hotspots
- Interactive cards

Session 2: Multimedia Integration

- Adding audio narration
- Video embedding
- Screen recording basics
- Character and animation usage

Session 3: AI for Multimedia & Content Enhancement

- AI-generated voice-over workflows
- AI image generation ideas for eLearning
- AI-assisted storyboard development
- Writing engaging scenarios using AI

Hands-on Activity

- Create an interactive lesson with multimedia
 - Generate narration script using AI tools
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Day 3 — Assessments, Simulations & Accessibility

Session 1: Creating Assessments

- Knowledge checks
- Quiz slides
- Question types
- Scoring and reporting
- Feedback layers

Session 2: Software Simulations

- Recording demonstrations
- Training simulations
- Assessment simulations
- Mouse paths and captions

Session 3: Accessibility & Inclusive Learning

- Accessibility standards overview
- Keyboard navigation
- Alt text and screen reader support
- Color contrast best practices
- Closed captions

Session 4: AI for Assessments

- AI-generated quiz questions
- Adaptive learning ideas
- Scenario-based assessments using AI

Hands-on Activity

- Build a quiz module
 - Create a short software simulation
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Day 4 — Advanced Development & LMS Publishing

Session 1: Advanced Features

- Variables and conditional actions
- Branching scenarios
- States and advanced interactions
- Custom navigation

Session 2: Responsive Course Design

- Device preview
- Mobile-friendly layouts
- Fluid boxes and responsive blocks
- Performance optimization

Session 3: LMS & Publishing

- SCORM overview
- xAPI and AICC basics
- LMS publishing settings
- HTML5 publishing
- Course packaging and deployment

Session 4: AI-Assisted Productivity

- AI prompt engineering for instructional design
- Automating content workflows
- AI tools for localization and translation
- AI-assisted visual asset planning

Hands-on Activity

- Publish a SCORM-compliant course
 - Create branching scenarios
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Day 5 — Capstone Project & Best Practices

Session 1: End-to-End Project Development

Participants create a mini eLearning module including:

- Introduction screen
- Interactive content
- Multimedia
- Quiz
- Simulation
- Responsive design
- AI-assisted assets

Session 2: Review & Optimization

- Quality assurance checklist
- Accessibility review
- Testing course functionality
- Troubleshooting common issues

Session 3: Best Practices for Modern eLearning

- Instructional design tips
- Microlearning concepts
- Gamification ideas
- Learner engagement strategies
- AI ethics and responsible AI usage

Session 4: Project Presentation

- Participant presentations
- Peer review and feedback
- Final evaluation

Suggested Capstone Projects

- Employee onboarding module
- Cybersecurity awareness course
- Product training module
- Customer service training
- Software application tutorial