Creating Responsive Projects with Captivate

1. <u>Working with Responsive Projects</u>

- 1. What is a responsive project?
- 2. Responsive design overview
- 3. HTML5 vs SWF Formats

2. HTML5 incompatibility

- 1. HTML5 limitations
- 2. HTML5 compatibility issues
- 3. Replacing incompatible content
- 4. The HTML5 Tracker

3. <u>Sizing a Responsive Project</u>

- 1. Viewport sizes and screen sizes
- 2. What is a breakpoint?
- 3. Customize Breakpoints
- 4. Planning for breakpoints
- 5. Managing breakpoint layouts

4. Adjusting styles for responsive projects

- 1. Applying a responsive theme
- 2. Customize theme colors
- 3. Using master slides in responsive projects
- 4. Ensuring text compatibility
- 5. Creating responsive text
- 6. Formatting text for different screen sizes
- 7. Using pixel and percent positioning
- 8. Use the Position Inspector
- 9. Setting Relative Positioning

5. <u>Creating Responsive Designs</u>

- 1. Responsive project workflow
- 2. Adding content in a responsive project
- 3. Understanding the view hierarchy
- 4. Excluding content from views
- 6. <u>Positioning Objects in a Responsive Project</u>

- 1. Sizing and positioning content in a responsive project
- 2. Controlling objects
- 3. What is smart positioning?
- 4. Using smart positioning
- 5. Smart positioning to other objects
- 6. Linking objects

7. Working with Responsive Content

- 1. Making images responsive
- 2. Adding video

8. <u>Replacing Non-Responsive Content</u>

- 1. What content should be replaced?
- 2. Replacing content for responsive designs
- 3. Converting to responsive content
- 4. Advanced action replacements
- 5. Working with shared actions

9. <u>Responsive Quizzes and simulations</u>

- 1. Creating responsive quizzes
- 2. Responsive simulations

10. <u>Testing a Responsive Project</u>

- 1. HTML5 Tracker
- 2. Previewing a responsive project
- 3. Previewing methods
- 4. Previewing and testing tools
- 5. Testing in a browser
- 6. Testing with Adobe Edge Inspect