






















## CAPTIVATE LEARNING INTERACTIONS

Game-like activities are highlighted.

Interaction name	Purpose	Variable provision	Variable controlled?	Features
<b>Accordion</b> 	Enables you to provide information in the form of clickable buttons, audio and images.	No	No	You can use this interaction in content heavy slides in the form of collapsible and expandable content, using buttons.
<b>Tabs</b> 	Used to demonstrate content in multiple tabs	No	No	Enables to spread the content across multiple tabs instead of cluttering in one slide.
<b>Process Circle</b> 	Enables you to define any business process or procedure for learners.	No	No	Clicking elements on process circle shows a panel at which you can provide descriptions for each of those elements.
<b>Pyramid Stack</b> 	Similar to process circle except that you can put elements in hierarchy based on importance.	No	No	Clicking elements on pyramid stack shows a panel at which you can provide descriptions for each of those elements.
<b>Timeline</b> 	Enables you to express data varied over a time sequence.	No	No	Clicking button labels on time sequence arrow shows up the content in the panel. You can change appearance of all these buttons using Buttons>Color in configure interaction dialog.

<b>Circle Matrix</b> 	<p>Similar to process circle except that it enables you to show data in a more complex form</p>	No	No	Clicking numbered elements in the circle shows up content in side tabs.
<b>Pyramid Matrix</b> 	<p>Similar to Pyramid Stack except that it enables you to use a complex hierarchical structure</p>	No	No	Clicking label elements on pyramid matrix shows a side panel at which you can provide descriptions for each of those elements.
<b>Glossary</b> 	<p>Enables learners to view unfamiliar terms from inside a course.</p>	No	No	Modify themes and color schemes. You can import an xml file with a set of pre-defined glossary terms. Refer to <a href="#">sample xml</a> file.
<b>Certificate</b> 	<p>Enables you insert certificates in your courses</p>	Yes	No	You can edit default variables and add other variables.
<b>Word Search</b> 	<p>Game based interaction</p>	No	No	Allows you to provide clues to users to search words. Users can choose first and last letters of the words based on clues within a stipulated number of attempts.
<b>Catch AlphaNums</b> 	<p>Accelerometer based interaction. Objective of this game is to catch the missing alphabets or numbers with basket, to make words for questions, within the stipulated time and lifeline chances.</p>	Yes	No	Refer <a href="#">new interactions in Captivate 8</a> for detailed usage instructions.

<b>Checkbox</b> 	<p>Similar to radio button interaction except that users can choose multiple answers.</p>	Yes	Yes	Multiple variables are available in this interaction for each checkbox item.
<b>Timer</b> 	<p>Handy to use this timer interaction in your slides to jump to other slides based on time out feature.</p>	Yes	No	Follow the instructions in configure interaction dialog to design your interaction. Option to count up or count down time.
<b>Drop Down</b> 	<p>Enables you to provide quick options to your learners inside course slides so they can select the correct option from the drop down list of choices.</p>	Yes	Yes	Users selected choice is stored in the form of a variable which can be used to trigger actions in slides.
<b>Hangman</b> 	<p>Activity based learning interaction for users.</p>	Yes	No	You can use timer in seconds. Store the result in variable so you can use it in your customized screens to display the result.
<b>Hourglass</b> 	<p>Enables you to use it inside slides of your courses so you can trigger some actions based on time out feature.</p>	Yes	No	Variable value is 1 if timed out else it is 0.  Follow the detailed instructions in configure interaction dialog.
<b>Image Zoom</b> 	<p>You can insert an image in your course slide to enable user to zoom and have a better view</p>	No	No	You can import only .png and .jpg image files.

<b>Jeopardy</b> 	<p>Quiz form of gaming interaction enabling learners to choose answers based on user provided questions.</p>	Yes	No	<p>Jpdy_FScore is a default variable, to store the result. You can modify it. Each question has an amount and a score associated. Answering correct adds up score, wrong answer negates it.</p>
<b>Jigsaw Puzzle</b> 	<p>Allows users to play while they learn.</p>	Yes	No	<p>You can store the score in variable so you can use it in your slides. Allows you to add multiple images.</p>
<b>Memory Game</b> 	<p>The objective of this memory game is to find a match for an image or text. By default, the images or text will be hidden. When you click each card, an image or text appears. Then you need to find a suitable match for that opened image or text by randomly clicking other cards.</p>	Yes	No	<p>memGame_var is default variable name to store the result.  Refer <a href="#">new interactions in Captivate 8</a> for detailed usage instructions.  You can modify default variable names in all applicable interactions.</p>
<b>Millionaire</b> 	<p>Gaming interaction designed in the form of famous who wants to be a Millionaire game theme.</p>	Yes	No	<p>Mlnr_FScore is default variable name.  Follow the instructions in configure interaction dialog to design the game for your end user.</p>

<b>Notes</b> 	<p>You can add it in the slide so you can type notes at run time.</p>	No	No	<p>User can change background color, modify content, save and print the contents at run time.</p>
<b>Radio Button</b> 	<p>Enables you to provide quick questions to your learners inside your slides so they can choose the correct option.</p>	Yes	Yes	<p>Option to choose the placement as vertical or horizontal.</p> <p>Answer can be stored in the variable so you can use it in your courses.</p>
<b>Table</b> 	<p>Enables you to represent content of your slides in the form of tables.</p>	No	No	<p>Option to import an existing table in the form of .csv file.</p>
<b>Scrolling Text</b> 	<p>Enables you to add content in the form of scrolling text area inside your slides. Text beyond the text area dimensions will be shown with the help of scroll bar.</p>	Yes	Yes	<p>Option to make the content of scrolling text as read only.</p>
<b>Web Object</b> 	<p>Enables to insert live website url content in slides</p>	No	No	<p>Useful in compliance and policy based courses. Note: Clickjacking websites is not allowed.</p>
<b>YouTube</b> 	<p>Allows you to stream YouTube videos in your elearning courses.</p>	No	No	<p>You can specify sections of videos. You can test the video before inserting. You can specify the time at which you want to start the video.</p>

Adobe Captivate update for subscription and Adobe Software Assurance customers provides dynamic updates to learning interactions by polling the Adobe interaction store at regular intervals. The collection of interactions installed on your machine is compared with the one in the interaction store to determine the new or updated interactions. When you open the Select Interaction dialog box, you find that some of the interactions are labelled as:

- **New:** New interactions that are available for you to use. The label disappears when you click the interaction.



*Interaction tagged as new*

- **Updated:** Interactions for which updates are available since you last viewed the Select Interaction dialog box. If you have the project open for a long period of time, you have to close and reopen the project to view the latest updates.



Updates to such interactions are dependent on the project data. So, irrespective of whether you have used the interaction in the project or not, you get to see the interactions that are tagged as Updated. If you have used the interaction in the project, you have to insert the updated one and reenter your data.

- **Update:** Interactions that you can update retaining your data intact. You can quickly update the interaction by clicking the Update button under the interaction in the Select Interaction dialog box.

