

Adobe Captivate 6 Manual

De spin Charlotte is voor het varkentje Wilbur niet alleen een lieve vriendin - doordat ze zo knap, moedig en trouw is, redt ze ook zijn leven.

Adobe Captivate is used to create highly engaging, interactive, and responsive eLearning content. Do you want to produce high quality e-learning content but don't know where to begin? Do you want to implement e-learning in your company but are in need of a fun and interactive way to learn it? If any of these questions ring a bell, then this ...

The Macintosh Magazine

The Software Encyclopedia 2000

PC Magazine

Masterclass Steve Jobs

If you are a teacher, instructional designer, eLearning developer, or human resources manager who wants to implement eLearning, then this book is for you. A basic knowledge of your OS is all it takes to create the next generation of responsive eLearning content.

Een blind meisje te midden van het geweld van de Tweede Wereldoorlog Voor alle liefhebbers van De boekendief

'Anthony Doerr heeft een nieuwe maatstaf gehanteerd voor wat een verhaal met je kan doen.' Dave Eggers De jonge Marie-Laure is blind. Ze woont met haar vader in Parijs naast het Natuurhistorisch Museum, waar hij werkt als curator. Als Marie-Laure twaalf is bezetten de nazi's Parijs en vader en dochter vluchten naar het Bretonse Saint-Malo. Ze hebben de grootste en meest waardevolle schat van het museum meegenomen. In een Duits mijnstadje groeit Werner Pfennig op in een weeshuis samen met zijn jongere zusje Jutta. Werner belandt bij de Hitlerjugend en wordt vervolgens naar het front gestuurd. Via Rusland komt hij tenslotte in Saint-Malo terecht, waar zijn verhaal en dat van Marie-Laure samenkomen. Anthony Doerr heeft met zijn werk al vele gerenommeerde literaire prijzen gewonnen. Hij schreef tien jaar lang aan deze roman, die door de internationale pers als een meesterwerk wordt beschouwd en waarvan de filmrechten zijn verkocht aan 20th Century Fox. Anthony Doerr woont met zijn vrouw en twee jonge zoons in Boise, Idaho. 'Zijn imponerende gevoel voor detail en prachtige metaforen zijn overweldigend.' San Francisco Chronicle 'Doerr schildert met een rijk prozapalet dat resoneert als een klok en lang blijft hangen in je hoofd.' Daily Mail 'Absoluut betoverend.' The Guardian 'Hij kan een scène tot leven wekken in één enkele alinea.' The Times

The Really Useful eLearning Instruction Manual Android-tablets voor dummies Kleine Beer The Definitive Guide

Computer Graphics & Graphics Applications

Technology has revolutionised every aspect of our lives and how we learn is no exception. The trouble is; the range of elearning technologies and the options available can seem bewildering. Even those who are highly experienced in one aspect of elearning will lack knowledge in some other areas. Wouldn't it be great if you could access the hard-won knowledge, practical guidance and helpful tips of world-leading experts in these fields? Edited by Rob Hubbard and featuring chapters written by global elearning experts: Clive Shepherd, Laura Overton, Jane Bozarth, Lars Hyland, Rob Hubbard, Julie Wedgwood, Jane Hart, Colin Steed, Clark Quinn, Ben Betts and Charles Jennings - this book is a practical guide to all the key topics in elearning, including: getting the business on board, building it yourself, learning management, blended, social, informal, mobile and game-based learning, facilitating online learning, making the most of memory and more.

Scripting Enhanced Interactions in Adobe Captivate 5

Enterprise LMS with Adobe Captivate Prime

Adobe Captivate 4

Macworld

Steve Jobs was een visionaire en legendarische ondernemer. Zijn slogan 'Think different' is meer dan een marketingkreet, het is een manier van leven en werken. Maar je hoeft niet bij Apple te werken om van zijn voorbeeld te kunnen leren! De innovatieve aanpak van Jobs en Apple kan voor iedereen werken. In dit boek, een bestseller in de VS, onthult Carmine Gallo de zeven succesvolle principes die Steve Jobs toepaste in zijn eigen leven en werk. Gallo baseerde zich daarvoor op honderden interviews met Apple-medewerkers en op eigen onderzoek. Met dit boek leer je anders kijken naar je eigen verhaal, je visie - en ook naar je carrière, je klanten en je merk.

Adobe Captivate 3: The Definitive Guide, the follow-up to Wordware's popular Macromedia Captivate: The Definitive Guide, steps you through all the procedures needed to create Flash movies based on any software on your desktop. You'll learn how to create Flash movies, edit individual screens, add and edit sound, even add interactivity (with or without grading) for complete customization. The expanded e-learning chapter in this edition discusses a variety of ways to build quizzing functions with individual questions and question pools. A chapter on branching shows how to move slide elements on a visual display, and how to create paths through a movie that give each viewer a unique experience. This book covers everything from getting the software installed and activated, manipulating the movie files, adding and editing audio, and building quizzes, all the way to delivery mechanisms of the final output and integrating your movies with other applications. With this book, learn to install and configure Captivate; create and edit movies; add, delete, edit, and rearrange slides; incorporate audio and interactivity in your movies; create e-learning content through the use of question slides and branching functions; use a variety of

Captivate tools including templates and MenuBuilder.

Popular Photography

Als je het licht niet kunt zien

Mastering Adobe Captivate 8

Essential Speech

Adobe Captivate Prime is an enterprise LMS platform that enables you to deliver world-class e-learning solutions. This book helps you unlock the full potential of this platform to help you publish content online, ensure that the right student accesses the content, track student progress, and evaluate the course's effectiveness and ROI.

Buku Sistem Informasi Geografis: Konsep Dasar dan Implementasi ini memberikan konsep mengenai Sistem Informasi Geografis (SIG) beserta implementasi dari penerapan konsep SIG ke dalam software yang berbasis desktop hingga SIG berbasis internet. Buku ini juga memberikan pemahaman mengenai konsep dasar SIG yang terdiri dari sejarah SIG, konsep SIG, perkembangan SIG, komponen SIG, serta perbedaan antara SIG dan sistem informasi lainnya. Selain itu, di dalamnya terdapat pembahasan mengenai sistem koordinat dan proyeksi peta, pengolahan data spasial dan data nonspasial. Pembaca akan memahami visualisasi dan presentasi data pada SIG yang terdiri dari konsep kartografi, visualisasi dan presentasi titik, line, dan polygon. Buku ini dapat dijadikan sebagai buku panduan dalam proses belajar-mengajar mengenai konsep SIG dan implementasinya.

Charlotte's web

Mastering Adobe Captivate 2019

Sistem Informasi Geografis

Konsep Dasar & Implementasi

Step by step tutorial to build three projects including a demonstration, a simulation and a random SCORM-compliant quiz featuring all possible question slides. Enhance your projects by adding interactivity, animations, sound and more. Publish your project in a wide variety of formats enabling virtually any desktop and mobile devices to play your e-learning content. Deploy your e-Learning content on a SCORM or AICC-compliant LMS Learn by doing. Each concept is immediately explained with a meaningful exercise. Take your students from the basics of communication to mastering speech preparation and delivery with this engaging, dynamic text. ESSENTIAL SPEECH introduces the various types of speeches as well as the keys for effective speech preparation and confident delivery. Relevant activities and examples of effective and ineffective communication make student learning easier. Students learn how strong speeches begin with thorough preparation. They develop into confident, competent communicators as they

learn to research and use language and vocabulary effectively. Students learn useful delivery strategies as well as how to perfect their listening, observing, analyzing, and critiquing abilities. This book's inviting and open visual presentation, along with numerous examples drawn from today's world, keep the presentation meaningful and engaging for your students. Numerous hands-on activities also keep students actively involved in learning. Ongoing review and assessment ensure that students understand the concepts as they move ahead. Technology has had a huge influence on how we learn, how we work, and how we communicate today. The online Speech Builder Express tool solves the major challenges in this course: getting students organized and comfortable to make their presentations and relieving anxiety and stress caused by lack of planning and organization. Speech Builder Express coaches students through every step of the speech outlining process. By providing students with the necessary tutorials, sample videos, and access to a dictionary and thesaurus, this product will help build student confidence, lessen student anxiety, and prepare them for real-world career speaking opportunities. Discover all of the aspects of teaching speech that you told us were important to you from concepts and practice to technology support. This book's approach is based on extensive field research and input from teachers across the nation. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Advanced Actions, Variables and Text-to-Speech

The Software Encyclopedia

Mastering Adobe Captivate 6

This book is intended for those who have already mastered the fundamentals on using Adobe Captivate 5. In particular, it targets developers and designers desiring to master using Advanced Actions and Variables to achieve greater interactivity in Captivate projects. This book goes beyond providing mere step by step tutorials on how to use advanced actions, by providing the instruction in the context of five real-life scenarios. Each scenario applies advanced actions and variables in a different way. Each scenario is a little more complex than the previous. They are presented with clear sequential screenshots of each step, so that you can easily follow along using your Captivate software. In addition, one chapter is dedicated towards achieving professional results in text-to-speech projects. If you are a new user to Adobe Captivate 5, we recommend that you also read "Adobe Captivate 5 - the Quick Visual Guide." Learn Step-by-step on the following subjects : Introduction to Variables and Advanced Actions Scripting for Advanced Actions and Variables In 5 different interactions Scenario 1 - Clicking each image for information Scenario 2 - Clicking each image for information with navigation control Scenario 3 - Navigation

completely disabled until all objects are clicked Scenario 4 - A personalized and customized course based on a personality assessment Scenario 5 - A personalized and customized course based on a pretest Recommended voices for text-to-speech tasks Scripting with VTML tags in Text-to-speech projects How to improve the quality of audio in text-to-speech projects Captivate source files are available for all interactions. Written by Illustrator artist Sharon Steuer with many new and improved features, the Illustrator 9 Wow! Book has grown over 100 pages, and covers step-by-step material for beginners through advanced users. In addition, readers get the goodies that come with full-color Wow! books, making this book educational and inspiring.

Manual de 3DS Max 2013

The Independent Guide to IBM-standard Personal Computing

Adobe Captivate 3: The Definitive Guide

Your toolkit for putting elearning into practice

Mastering Adobe Captivate 6 Packt Publishing Ltd

A comprehensive tutorial packed with examples, which is divided into small subtopics that follows a clear and logical outline to help you get to grips with Adobe Captivate 7. Readers are also encouraged to develop their understanding of the tool through practical exercises and experimentations in every chapter. A lot of external references and tips and tricks from established e-Learning professionals are also included. If you are a designer, e-Learning developer, or webmaster who wants to construct an interactive and fun-filled e-Learning project using Adobe Captivate 7, this book is ideal for you. Just a basic knowledge of operating system is expected from the developers interested in this book.

Met tekeningen van Maurice Sendak : (4. druk)

Build cutting edge professional SCORM compliant and interactive eLearning content with Adobe Captivate, 5th Edition

The Quick Visual Guide

Design and develop world-class learning experiences for your employees, partners, and customers

Dit boek vertelt je precies wat je allemaal met je Android-tablet kunt doen. Van het gebruiken van internet, e-mail en social media tot het vinden van apps, muziek en boeken. Het is geschikt voor alle types Android-tablets en bevat alle informatie die je nodig hebt om met je tablet aan de slag te gaan. Foto's maken en delen, genieten van films en series, je agenda bijhouden en nog veel meer - met dit boek heeft je tablet geen geheimen meer voor jou! Deze nieuwe editie is bijgewerkt tot en met Android-versie 8 (Ouro). Dan Gookin is de auteur van 'DOS voor Dummies', het allereerste Voor Dummies-boek. Hij wordt wereldwijd geprezen om zijn vele computing-bestsellers. Bron: Flaptekst,

uitgeversinformatie.

*A visual guide on how to use Adobe Captivate 5 for developing e-Learning modules. Step-by-step guide with screen shots and clear guidelines how accomplish various tasks in Captivate quickly. Topics include: * The new features in Captivate 5 * Setting project preferences and quiz settings * Using Templates, master slides and object styles * Recording * Adding Text Captions * Adding Images * Adding Interactivity * Adding Emphasis and Attracting Attention * Adding Audio & Configuring Closed Captions * Using the Text-to-Speech Feature * Adding video * Keeping it Organized & Standardized * Working with PowerPoint Projects * Adding a Table of Contents & Skins * Creating Quizzes * Creating LMS-Ready Files * Publishing for a Learning Management System * Publishing for an Autorun CD*

The Illustrator 9 Wow! Book

Adobe Captivate 5

Mastering Adobe Captivate 7

A Guide for Personal, Professional and Business Users Including Application Software on CD-ROM

International Academic Conference on Global Education, Teaching and Learning in Budapest, Hungary 2016 (IAC-GETL 2016), November 23 - 24, 2016

Nuestra Colección Manuales ofrece cursos prácticos de los más importantes programas del sector informático dirigidos tanto a usuarios noveles como a usuarios que trabajan habitualmente con esos programas y desean ampliar sus conocimientos. En este Manual dedicado a 3ds Max 2013, el conocido programa de diseño y animación 3D de la compañía Autodesk, se estudian en profundidad todas sus utilidades. Mediante sencillos, y a la vez elaborados ejemplos que el alumno desarrollará de principio a fin, se describen detalladamente las herramientas del programa. 3ds Max 2013 no ha incorporado notables cambios en su interfaz ni en sus herramientas, aunque sí ha incluido algunas nuevas funciones que facilitan el trabajo y permiten obtener resultados más espectaculares. Con la nueva barra Viewport Layout, el usuario podrá tener mejor organizado su espacio de trabajo, ya que permite obtener y guardar diferentes configuraciones de los visores; además, se ha añadido una nueva herramienta de creación de splines, Egg, que permite crear objetos planos con esa forma; también se han introducido mejoras en algunos modificadores, como Hair and Fur, y gPoly. Gracias a estas mejoras, muchos procedimientos resultan claramente más sencillos. También se presentan mejoras en el proceso de renderización, introduciendo el nuevo sistema State Sets,

que permite crear instantáneas de diferentes estados de la escena. Garantizamos que si el lector realiza correctamente todos los ejercicios que componen este volumen, conocerá en profundidad muchas de las utilidades de este complejo y podrá aplicar los conocimientos avanzados adquiridos sobre sus propios diseños personales o profesionales (creación de animaciones, entornos virtuales tridimensionales, videojuegos, etc.), aprovechando así al máximo las principales utilidades que ofrece el programa.

Proceedings of IAC-GETL in Budapest 2016