

Learning Interactions - Captivate 11.5.1

Updated version, because some interactions were added, others deprecated. Official Help documentation can be found under:

[Help Interactions](#)

In Windows Learning Interactions are to be found in **[Cp installation folder]\Gallery\Interactions**, however they will be used from a copied folder in **Users\Public\Documents\Adobe\eLearning Assets\Interactions**. In that second location, you will also see backups of the interactions if a new version has been pushed. The learning interactions are updated regularly, that is the reason why often you'll see an 'Updated' badge over an interaction.

Contrary to the older widgets (because a learning interaction is also a widget) these interactions are compatible with HTML5 output. Widgets had three categories: static, interactive and question. For the learning interactions you'll see only two categories: most of them are static. Widgets are only found in the Gallery\Widgets, not in a Public folder. Like an interactive object, an interactive widget/interaction has an Actions tab, the Reporting/Score functionality and can pause the slide. Drag&Drop is sort of a special Interaction, an interactive one. Beware: the pausing point for interactive widgets/interactions (D&D inclusive) is not visible on the timeline!

The static learning interactions will not pause the slide as was the case in Captivate 6, version in which they appeared for the first time. So you'll have to take care of pausing, using an interactive object. Inserting a learning interaction can be done with the Big Button Interactions, last option, or with Insert, Widgets. The first work flow will open a dialog box with thumbnails, the second work flow allows to browse and insert by name. Widgets can only be inserted with the Insert, Widgets work flow. The panel 'Widgets', available in Captivate 6 and 7 is no longer available. This is a bit regrettable, because in that panel it was possible to filter on category.

This table presents my personal way of grouping the Interactions, in Captivate itself there is no grouping: the first group, where no variable is associated with the interaction, has two subgroups, labeled 'Objects' and 'Display'. The second group has associated variables and can be very useful, some of them existed in previous versions as widgets. I mention the games in a third group, most of them have also a variable but the value of that variable has not always the same meaning and is never linked to a possible score for the interactive widget. Those interactions have disappeared in 11.5.1.

You will find some historical information, and links to blogs which are using that interaction

1. Interactions without variables

Two subgroups here: ‘Objects’ are interactions that allow to add specific objects to a CP-file. The second group ‘Display’ gives you the opportunity to offer (lot of) text, audio and sometimes images in an engaging way without having to build everything from scratch.

Group “Objects”

Interaction	Explanation	Use Case	Comment/tips
Glossary	Self-explanatory; XML can be used for import (sample in dialog box); no images/audio possible	Make it available in project, by using toggle shape button (master slide) to Hide/Show	Theme colors can be applied Can be timed for rest of project; 17 color themes (same as group 2). Will always be on top, except on slides with other interaction; there you’ll have to push the other interaction backward. Doesn’t support combination characters like ô, ù, ñ
Bookmark	Only useful if not reporting to a LMS	Resume course at bookmark	Need to be timed for rest of project to make available on all slides Theme colors can be applied
Bulletin	Add bulletin points (image/audio possible) to be viewed on runtime	Alternative to a TOC?	See Example 6 in Help
Carrousel	Automatic image or video carrousel	Alternative to setup with multistate object	Limited formatting and transitions. Can easily be replaced by a multistate object.
Image Zoom	Better quality zoom (by user) than dynamic Zoom object. Zoom with slider, Pan with arrows, no Hand dragging.	Offering quality zoom for image.	When resizing, use options tab but keep square size. Timing for rest of project is possible. Multiple instances per slide possible.
Notes	Sticky notes, either new notes per slide, or for project; can be recovered in next session (if browser cache is not cleared). Different colors possible.	Time them always for rest of project and put them on top of the timeline stack	Saved as shared objects, deleted when browser cache is cleared. Don’t use two instances, always time for rest of project, on top of timeline stack in slide from where you want the notes. Beware: double click to close Note, don’t use X (deletes note)
Table	Inserting a table, possible to import data formatted as CSV	Not dynamic, just to provide information	Rows, columns can be inserted, sort possible Excel-data can be saved as CSV Identical to previous Table Widget

Group “Display”

Most interactions of this group allow to apply theme colors! You can customize the interaction themes, but not save them as custom themes.

These interactions have also a option ‘Scale text for responsive projects’ (under Custom), to avoid truncation in Mobile, they have to be inserted at coordinates 0;0 and width set to 100%.This method is for Breakpoint views only.

Timeline interactions can also be found in the new Quick Start Projects.

Interaction	Explanation	Use Case	Comment/tips
Accordion	From 2 to 5 accordions possible Content: Text, Audio, Image	Want to offer more text, and easy way to have different audio clips.	Insert at coordinates 0;0 and set width to 100%, check ‘Scale Text for responsive projects’ Image always 150x100 pixels (tooltip), keep width/height at 15/10 Example can be found in Help, under Example 1.
Circle Matrix	From 2 (central + 1 ring) to 8 buttons (up to 3 rings) possible Content: Text, Audio		Insert at coordinates 0;0 and set width to 100%, check ‘Scale Text for responsive projects’ No images. Look for arrow buttons do split a ring in buttons
Process Circle	From 2 to 6 buttons possible Content: Text, Audio	Moving, makes it sometimes difficult to select button	Insert at coordinates 0;0 and set width to 100%, check ‘Scale Text for responsive projects’ No images. Pinning button for editing can be tricky: double-click.
Pyramid Matrix	From 1 to 8 buttons (3 or 4 stacks) possible Content: Text, Audio		Insert at coordinates 0;0 and set width to 100%, check ‘Scale Text for responsive projects’ No images. Adding another stack with horizontal arrows, splitting stack with vertical arrows
Pyramid Stack	From 2 to 6 stack buttons possible Content: Text, Audio	Stack slides out	Insert at coordinates 0;0 and set width to 100%, check ‘Scale Text for responsive projects’
Tabs	From 2 to 5 tabs possible Content: Text, Audio, Image	Horizontal alternative for Accordion (vertical)	Insert at coordinates 0;0 and set width to 100%, check ‘Scale Text for responsive projects’ Image size will always be 150x150 pixels (tooltip), use only images with width/height ratio = 1 to avoid distortion
Timeline	From 2 to 8 event buttons possible You can move those buttons to reflect schedule/timing Content: Text, Audio, Image	Excellent to show a schedule, although there is no real ‘timeline’ visible	Insert at coordinates 0;0 and set width to 100%, check ‘Scale Text for responsive projects’ Image size will always be 150x150 pixels (tooltip), use only images with width/height ratio = 1 to avoid distortion

2. Interactions with variables

! Be sure to create the user variables, they are not created automatically when you fill them in the interaction dialog box.

Interaction	Explanation	Use Case	Comment/tips
Certificate	Use of system variables to insert date, course name, student name, score		Theme colors are available for this interaction Example 4 in Help. User variable cpQuizInfoStudentName is used.
Checkboxes	Allowing multiple selections, to be stored in user variables. When resizing on stage, which is often necessary, use the Refresh Widget button to update the placeholder.	Choices, custom questions, survey in combination with advanced actions	Examples: http://blog.lilybiri.com/widgets-and-custom-questions-part-1 and http://kb2.adobe.com/community/publishing/893/cpsid_89307.html Configuration tips: http://blog.lilybiri.com/using-captivate-widgets-some-tips Example 3 in Help
Dropdown	Allows selecting one item, to be stored in a user variable. Has also Refresh Widget button if you resize.	Choices, custom questions, survey in combination with advanced actions	The user variable is never empty, will be filled with the first item in the list if no other one is selected. Example: http://blog.lilybiri.com/dropdown-interaction-tips
Radio Button	Allows one item selected, to be stored in user variable. Has also Refresh Widget button if you resize.	Choices, custom questions, survey in combination with advanced actions	See blog posts listed for Checkboxes widget Example 2 in Help
Scrolling text	Allows showing text or input of text by the user. This widget is associated with a variable. It has also the Refresh Widget button appearing if you resize.	For FIB or short answer custom questions, to display more text	One of my favourites. Examples: http://blog.lilybiri.com/custom-short-answer-question http://blog.lilybiri.com/widgets-and-custom-questions-part-2 http://blog.lilybiri.com/extended-textarea-widget-more-functionality http://blog.lilybiri.com/scrolling-text-interaction-to-replace-text-entry-box
Hourglass	Same functionality as Timer interaction: can trigger jump to slide after time out + 2 seconds	Per slide or for project Timing quizzes	When entering slide, counter doesn't start immediately: between 1-2 seconds delay. Think about extra 2 seconds after time out (to display message) Variable is a Boolean: 0 will switch to 1 when timeout occurs. No customization image/colors
Timer	Same functionality as Hourglass interaction: can trigger jump to slide after time out + 2 seconds	Per slide or for project Timing quizzes	Identical to Hourglass, with exception of the image. Variable is a Boolean, color can be customized Blog planned ASAP

3. Games (some with variables)

All games have been deprecated, are no longer available since 11.5.1

With the exception of the old Word Search interaction which is static, all games are interactive: you can set a Pause time in the Timing Properties (default = 1sec) but it will not be visible on the timeline. Except Word Search all games have an associated variable, which you will have to create, it will not be created automatically when assigning in the Interaction Properties dialog box. You can attach a score (except Word Search) but that score is not linked to the score obtained in the game! You get the score if you played, that is it.

Interaction	Explanation	Comment/tips
Catch AlphaNums	Interactive widget, variable stores score Word or Number questions (no decimals) Lifelines	Using the accelerator on mobile devices. Theme colors can be used. Most text can be translated, not all. Color customization very complete.
Hangman	Interactive widget, variable stores number correct answers. Two movie backgrounds to choose from. Several words in several categories possible. Pause = 1sec	English only, Timing can be set; same for all words. No customization for 'look' at all. Confusing terminology (Replay for next question?). In editing mode widget shows as a blank box. Variable gets number of correct answers after finishing game.
Jeopardy	Interactive widget, variable (=score) You can choose number of topics, number of questions/topic. For answers both unique and multiple selection possible. Topics cannot be labeled ☹.	Theme colors can be applied. Partially customizable: color grid/start/end screen but not the text (only in English). Choose topics, questions and press 'Create grid' to refresh dialog box. You can choose individual timing and score per question. Feedback can be edited per question. Total score game (in variable) is not linked to Reporting score in Properties panel.
Jigsaw puzzle	Interactive widget, Boolean variable associated. Two sizes possible – square 300 or 400px 4, 9 or 16 pieces Timer. Pause = 1sec	Variable is a boolean, set to 0 when game is played? Sometimes a puzzle piece is missing Image to use needs to have ratio width/height = 1 or will be distorted. You can upload multiple images, but you have to choose one, no randomness. SFH available but they never show up. Title can be edited, but the start screen is English only Be sure to have at least a border, because background image is always white.
Memory Game	Interactive widget, variable stores score. Horizontal or vertical layout Total time and score/pair can be edited	Theme colors can be applied. Good customizability, most of text can be translated/edited Uploaded images will not be distorted, just fit into cards. Start screen is transparent, so no way to hide an image behind the 'cards' like I did here:
Millionaire	Interactive widget, variable stores score All questions are MCQ, one correct answer	Theme colors can be applied Texts cannot be translated, with exception of the Instructions. Currency can be changed. Only for English speakers, too much cannot be localized? Cannot display variable on screen, should have score?
Word Search	Static widget, no variable. Two possible grids: small and big.	insert at coordinates 0;0 and set width to 100%, check 'Scale Text for responsive projects' You need an interactive object to pause the slide, same as for group 1 ! Use Edit words also to choose the size of the grid. No combination characters (ñ, ô..) possible, which is a problem for non-English languages..