

# MOBILE LEARNING 101

USING FLUID BOXES IN ADOBE CAPTIVATE

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## OVERVIEW

- Introduction
- Demo on Fluid Boxes
- Mobile Strategies
- Summary

## DEMO ON FLUID BOXES

- Abundant Number of Tutorials on Fluid Boxes
- Here's an Overview of Fluid Boxes

## MOBILE STRATEGIES

- Developing for Mobile is Significantly Different than Desktop Development
- More to Consider for Mobile
  - Less Horse Power
  - Less Real Estate
  - Is Learner Right or Left Handed
  - Are they Viewing Content in Landscape or Portrait

## MOBILE STRATEGIES

- POLL: How many have a Mobile Strategy when it Comes to Learning?
- This Presentation will Offer some Strategies
- Followed by Examples on How to Achieve in Adobe Captivate

## MOBILE STRATEGY: ONE

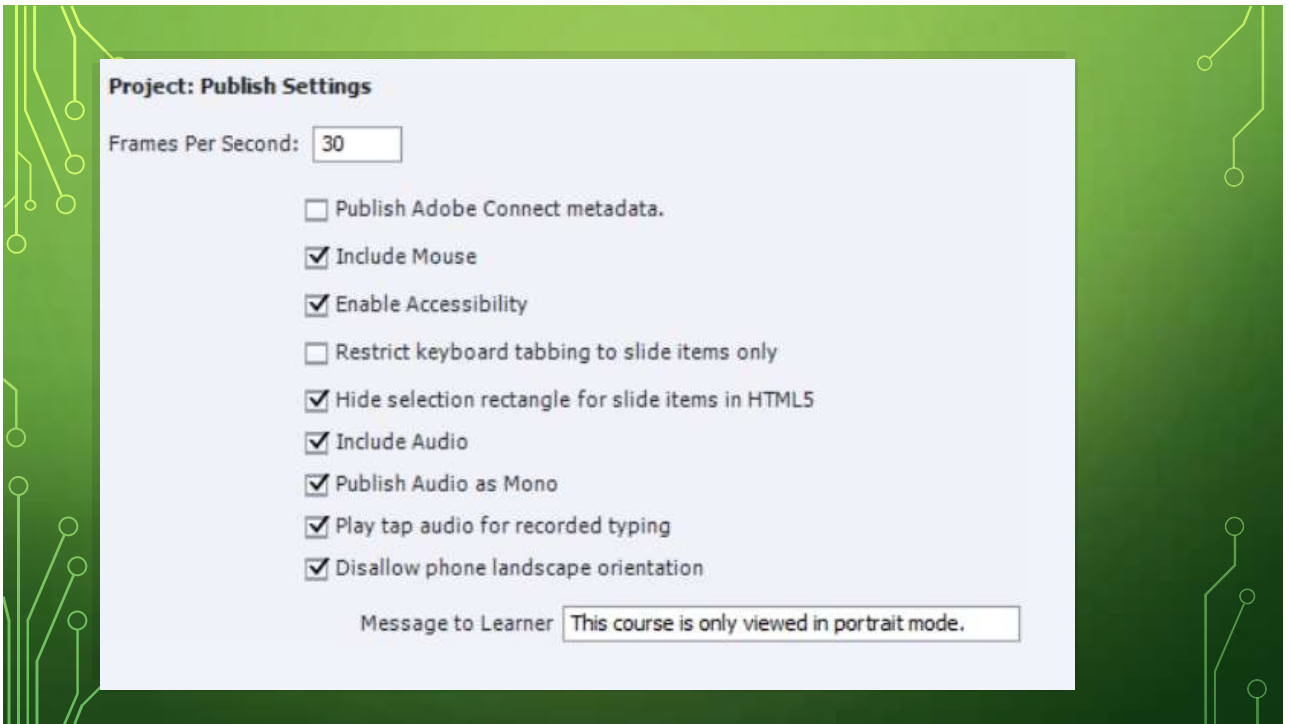
- Handling Text
- Truncation is Not a Strat...
- Sample...

## MOBILE STRATEGY: TWO

- Determine if Course is on a Mobile Device
- Alter Content, Layout, Interface, Gestures if on Mobile
- Use System Variable `cpInfoMobileOS`
- Returns:
  - 0 – Desktop
  - 1 – iOS
  - 2 – Android
  - Name of OS if Not Listed Above

## MOBILE STRATEGY: TWO

- Sample of Customized Content using Multi-State Objects



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Minimal Navigation is not a  
Goal

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Important to Strive for

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Sample of Minimal  
Navigation using Fluid Boxes

## MOBILE STRATEGY: FIVE

- Package Content into Smaller more Meaningful Chunks
- Look at the GHS Course and how Content is Divided Up
  - Fluid Boxes
  - Multistate Objects

## MOBILE STRATEGY: SIX

Attempt to  
Make Content  
the Interface

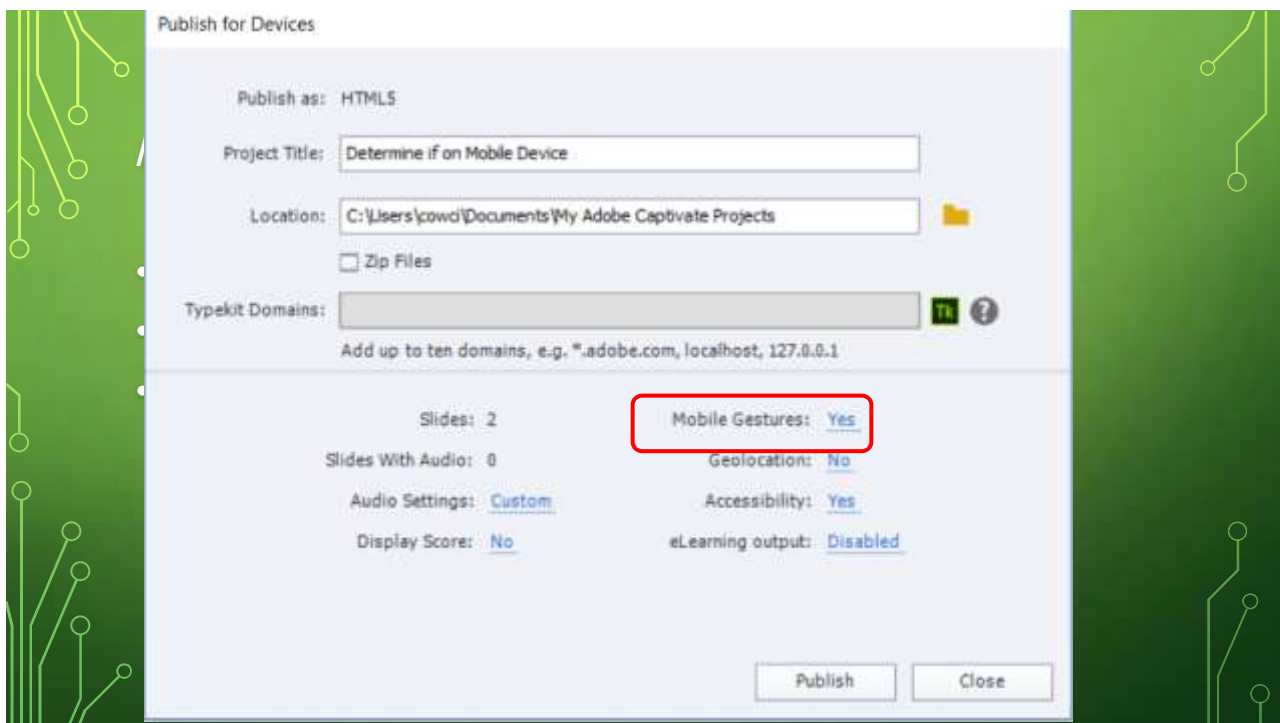
Align Content  
within Fluid  
Boxes

Make the  
Content  
Clickable

Sample

## MOBILE STRATEGY: SEVEN

Keep	Keep Navigation within Thumb Swipe
Place	Place Custom Navigation at the Bottom
Design	Design Navigation so it Dominate Hand Doesn't Matter <ul style="list-style-type: none"><li>• Right/Left Handed</li></ul>



## SUMMARY

- Manage Large Amounts of Text in Mobile Friendly Way
- Detect if Course is Running on Mobile – Customize Content
- Maintain in Portrait Mode
- Minimal Navigation
- Package Content in Small Chunks
- Make Content the Interface
- Keep Navigation within Thumb Swipe
- Package with Mobile Gestures