Abstract

Technology has been taking a part in advancing education and be an instrument of the learning experiences. E-Learning is considered as a bridge over the boundaries in the conventional knowledge transfer. In addition to that, it is crucial to focus on the learning media used to perform the process itself. This preliminary study aims to explore how Adobe Captive, as learning medium, can help to create interactive digital E-Learning content. Using ADDIE, as instructional systems design, the three initial phases were performed, namely Analysis, Design, and Develop. Meanwhile, further two remaining stages, Implement and Evaluate, are carried over on extended research. The computer-based media in learning can provide a variety of material, in the form of data, with software as the processor, so that the learning atmosphere becomes interactive in multiple directions to maximize the potential learning experience.

References

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Implementing Adobe Captivate in Designing E-Learning’s Digital Content


17.

**Index Terms**

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**Keywords**
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Adobe Captivate, E-Learning, Digital Content.