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.
Flipped learning—in which students view recorded lectures outside of the classroom and then utilize class time to develop a broad range of knowledge and skills—is a relatively new phenomenon. This timely volume examines and organizes the emerging research on flipped learning in higher education. It identifies the types of courses, material, and learning objectives that are most effectively flipped, with specialized advice for faculty in STEM fields, the social sciences, and humanities. The book also provides evidence-based guidance on how to create and disseminate engaging recorded lectures; develop and implement in-class exercises and projects that help students meet learning objectives; orient students to the flipped classroom; and assess the effectiveness of flipped learning.
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 to 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

Mastering Adobe Captivate 2019

Enterprise LMS with Adobe Captivate Prime

A guide to an evidence-based approach for teaching college-level psychology courses Teaching Psychology offers an evidence-based, student-centered approach that is filled with suggestions, ideas, and practices for teaching college-level courses in ways that contribute to student success. The authors draw on current scientific studies of learning, memory, and development, with specific emphasis on classroom studies. The authors offer practical advice for applying scholarly research to teaching in ways that maximize student learning and personal growth. The authors endorse the use of backward course design, emphasizing the importance of identifying learning goals (encompassing skills and knowledge) and how to assess them, before developing the appropriate curriculum for achieving these goals. Recognizing the diversity of today's student population, this book offers guidance for culturally responsive, ethical teaching. The text explores techniques for teaching critical thinking, qualitative and quantitative reasoning, written and oral communication, information and technology literacy, and collaboration and teamwork. The authors explain how to envision the learning objectives teachers want their students to achieve and advise how to select assessments to evaluate if the learning objectives are being met. This important resource:

- Offers an evidence-based approach designed to help graduate students and new instructors embrace a student-centered approach to teaching;
- Contains a wealth of examples of effective student-centered teaching techniques;
- Surveys current findings from the Scholarship of Teaching and Learning;
- Draws on the American Psychological Association's five broad goals for the undergraduate Psychology major and shows how to help students build life-long skills; and,
- Introduces Universal Design for Learning as a framework to support diverse learners. Teaching Psychology offers an essential guide to evidence-based teaching and provides practical advice for becoming an effective teacher. This book is designed to help graduate students, new instructors, and those wanting to update their teaching methods. It is likely to be particularly useful for instructors in psychology and other social science disciplines.

Instructional Design: Concepts, Methodologies, Tools and Applications

A Guide to Online Course Design offers faculty and professional staff a practical and easy-to-follow model for creating exceptional online courses that focus on quality standards in instructional design, transparency in learning outcomes, and learner persistence. A comprehensive resource, the book includes effective, research-based instructional strategies to motivate online learners and help them become more self-directed. A Guide to Online Course Design emphasizes quality standards and removing barriers to learners' persistence, which ensures online courses meet the needs of online learners as well as distance education initiatives.

"All faculty members and course designers, regardless of experience level, content background, or technology skills, can benefit from applying the approaches defined in this book. The authors have imparted a wealth of knowledge that can improve the quality of any online class and I highly recommend this book for all those involved with online learning." - Anton G. Camarota, faculty, University of Denver

"Anyone involved in developing online courses should read this book! Packed with great insights and the research to back them up, Stavredes and Herder guide readers with practical information that will support online course development." - Brenda Boyd, director of professional development and consulting, Quality Matters Program

"The blend of theory and application makes A Guide to Online Course Design and indispensable resource for any professional seeking to create high quality, outcomes-based learning experiences. I loved the action steps that close each chapter, as they lead the reader through the entire process of course design from analysis to implementation." - Kathe Kacheroski, dean of curriculum and instruction, Rasmussen College
This introductory textbook solidly situates Christian education in the church and ministry context of the 21st century. With over 20 years of ministry, teaching, and leadership experience, Freddy Cardoza is uniquely qualified to bring together a wide range of Christian educators. This volume features the expertise of 25 evangelical scholars of Christian education, including diverse, next-generation voices in the field. It provides balanced biblical-theological and practical perspectives for church and parachurch leaders, equipping them to meet the ever-changing needs of our world. Additional resources for professors and students are available through Textbook eSources.

The Upward Look

A self-paced workbook that teaches the core Adobe Captivate skills. "Adobe Captivate 2019: The Essentials (Second Edition)" is a self-paced workbook that teaches the core Captivate 2019 (version 11.5) skills needed to create eLearning courses. You will follow step-by-step instructions and learn how to create a soft-skills lesson from scratch. You will learn to record and produce software demonstrations, interactive training simulations, and Video Demos. By the time you finish working through this fast-paced book, you will know how to add such standard objects to a slide as text captions, images, characters, videos, Smart Shapes, and more. You will record, import, and edit audio. You will also further enhance the learner experience by adding interactivity via click boxes, buttons, text entry boxes, and quizzes. Have you already created content using Microsoft PowerPoint? Don't throw that presentation away. You will learn how to import existing PowerPoint content into Captivate. Last, but not least, you will publish a Captivate project as SWF, PDF, or HTML5 so that your content can be used on virtually any device including desktop computers, laptops, smart phones, and tablets. This book features: Captivate projects, images, audio files, and other assets to get started Dozens of step-by-step, hands-on activities Confidence Checks to challenge your new skills Hundreds of supporting screen shots.

Remote Research

Remote studies allow you to recruit subjects quickly, cheaply, and immediately, and give you the opportunity to observe users as they behave naturally in their own environment. In Remote Research, Nate Bolt and Tony Tulathimutte teach you how to design and conduct remote research studies, top to bottom, with little more than a phone and a laptop.

Designing Brand Identity

"The aim of this book is to bring together best practice in the development and use of E-Learning tools and technologies to support academic staff and faculty in universities, further education, and higher education institutes"--Provided by publisher.

A Creator's Guide to Transmedia Storytelling: How to Captivate and Engage Audiences across Multiple Platforms

"Adobe RoboHelp 2019: The Essentials" is a self-paced, step-by-step workbook that teaches you the essential RoboHelp skills needed to create and deliver user assistance (software/application help systems, operations manuals, policies and procedures the list is endless). Step-by-step instructions guide you through the process of creating new RoboHelp projects and topics from scratch. Learn to import content from Microsoft Word and HTML files. Enhance your topics with graphics, and interactive multimedia (using eLearning content created in Adobe Captivate). Improve the navigation of your content by adding hyperlinks, indexes, and glossaries. Increase your production efficiency by learning about cascading style sheets, variables, snippets, and master pages. Learn how to control the look of final output via Skins and presets. Deliver content that can be consumed on any kind of device including desktops, laptop, smartphones, and tablets using output such as Responsive HTML5, WebHelp, HTMLHelp, and even eBooks. This book features: All of the Adobe RoboHelp projects, images, audio files, and other assets to get started (Just download the free RoboHelp 30-day trial software from the Adobe website and jump in!) Dozens of step-by-step, hands-on activities Confidence Checks to challenge your new skills Hundreds of supporting screen shots.
Add multimedia elements, such as audio and video, to create engaging learning experiences. Use themes to craft a unique appearance and enhance user engagement. Uncover the application’s main tools. Then, use the built-in capture engine of Captivate to create an interactive software simulation and a Video Demo that can be published as an MP4 video. Then, approach the advanced responsive features of Captivate to create a project that can be viewed on any device. And finally, immerse your learners in a 360° environment by creating Virtual Reality projects of Adobe Captivate.

At the end of the book, you will empower your workflow and projects with the newer and most advanced features of the application, including variables, advanced actions, JavaScript, and using Captivate 2019 with other applications. If you want to produce high-quality eLearning content and create highly engaging, interactive, and responsive eLearning content, Adobe Captivate 2019 is the way to go. This book takes you through the production of a few pieces of eLearning content, covering all the project types and workflows of Adobe Captivate. First, you will learn how to create a typical interactive Captivate project. This will give you the opportunity to review all Captivate objects and better understand the environment. Then, you will see how to create a simple simulation and create a Video Demo from scratch. Finally, you will learn how to use the advanced features of Captivate to build professional eLearning content. Book Description Adobe Captivate is used to create engaging eLearning experiences. This book is for anyone who wants to create eLearning content using Adobe Captivate. Whether you are a professional eLearning developer, a teacher, or simply interested in eLearning, this book has you covered! What you will learn Learn how to use the objects in Captivate to build professional eLearning content. Enhance your eLearning projects with interactive and random quizzes. Seamlessly integrate your eLearning content with any SCORM or xAPI compliant LMS. Book Description Adobe Captivate is used to create engaging eLearning experiences. This book is for anyone who wants to create eLearning content using Adobe Captivate. Whether you are a professional eLearning developer, a teacher, or simply interested in eLearning, this book has you covered! What you will learn Learn how to use the objects in Captivate to build professional eLearning content. Enhance your eLearning projects with interactive and random quizzes. Seamlessly integrate your eLearning content with any SCORM or xAPI compliant LMS.
Adobe Captivate 2019

The First How-To Strategy Guide to Transmedia Storytelling

Andrea Phillips

“Phillips’s book is a powerful tool for anyone who wants to make a career for him- or herself within the world of transmedia. Through her guidance, the reader is able to understand the fundamentals of transmedia and the power it can have when used with a compelling and strong story.” —David Gale, Executive Vice President, MTV Cross Media

“Transmedia storytelling is a bold and exciting new arena for creativity and innovation. . . . Andrea Phillips provides a compelling, thoughtful, and clear guide to a next generation of creators in this medium. She demystifies the process and proves that you, too, can push the envelope and be part of the future of storytelling.” —Michelle Satter, Founding Director, Sundance Institute Feature Film Program

“An excellent and fair-minded primer and survey of the underpinnings and fast-evolving techniques behind multiplatform narrative. Andrea Phillips is one of a small handful of writers capable of both practicing and clearly conveying the principles of transmedia storytelling. Highly recommended!” —Jeff Gomez, CEO, Starlight Runner Entertainment

“A no-nonsense guide for the fun-filled and strangely awesome world of transmedia storytelling.” —C. C. Chapman, coauthor of Content Rules and Amazing Things Will Happen

About the Book: What is transmedia storytelling and what can it do for you? It’s the buzzword for a new generation—a revolutionary technique for telling stories across multiple media platforms and formats—and it’s rapidly becoming the go-to strategy for a wide variety of businesses. If you work in marketing, entertaining, or advertising, transmedia storytelling is a must-have tool for pulling people into your world. Why do you need A Creator’s Guide to Transmedia Storytelling? If you want to attract, engage, and captivate your audience, you need this book. Written by an award-winning transmedia creator and renowned games designer, this book shows you how to utilize the same marketing tools used by heavy-hitters such as HBO, Disney, Ford, and Sony Pictures—at a fraction of the cost. You’ll learn how to:

- Choose the right platforms for your story
- Decide whether to DIY or outsource work
- Find and keep a strong core production team
- Make your audience a character in your story
- Get the funding you need—and even make a profit
- Forge your own successful transmedia career

With these proven media-ready strategies, you’ll learn how to generate must-read content, must-see videos, and must-visit websites that will only grow bigger as viewers respond, contribute, and spread the word. You’ll create major buzz with structures such as alternate reality games and fictional character sites—or even “old-fashioned” platforms such as email and phone calls. The more you connect to your audience and the more you get them involved in the storytelling process, the more successful you will be. This isn’t the future. This is now. This is how you tell your story, touch your audience, and take your game to the next level—through transmedia storytelling.

Learning Articulate Storyline

Remote Research

Leading the Learning Revolution

Approriate for courses on Computers and the Law Technology in the Law Office provides thorough coverage of the use and management of technology in the legal workplace. This text builds a foundation in technology concepts and applications needed by paralegals and attorneys as well as information technologists working in the legal environment. Students develop a hands-on understanding of real workplace software using the most popular commercially available legal programs including AbacusLaw, Tabs3, SmartDrawLegal, LexisNexis CaseMap and TimeMap, and Sanction II. Members of the legal team are introduced to the roles each plays in the use of technology and develop the technical vocabulary needed to use these programs in their professional practice.
collaborate effectively on-the-job. A continuing theme throughout the text is to empower student success by teaching students how to independently learn to use new software features and programs.

My Life Today Explains how to get involved in the continuing adult education industry, covering such topics as creating business models for the online learning landscape, promoting content, creating an action plan, and converting prospects to customers.

Adobe FrameMaker 11 Classroom in a Book 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.

Mastering Adobe Captivate 2017 - Fourth Edition In this book, readers will learn practical tips and strategies to teach music appreciation online. As online education is a growing field, an increasing number of teachers trained in traditional/live methods find themselves now teaching online and potentially without mentors to assist them. Students are also changing, seeking highly engaged, relevant, and interactive learning opportunities that connect to their lives. Here, readers will find helpful guidance in planning curriculum, integrating multimedia assets, designing forum discussions, developing assignments, preparing rubrics, engaging in forum discussions, preparing, managing, and teaching, the course, providing feedback and grading, and following up with struggling and challenging students. The book can serve as a resource to those already teaching music appreciation online or as a comprehensive guide to those new to the field. Additionally, it may serve as a resource to instructors in other disciplines who seek to shift live-courses to the online format, as well as music appreciation instructors who would like to integrate digital or online components into traditional face-to-face courses. The book is organized into five major sections, designed to guide the novice online educator in depth while also appealing to the seasoned veteran through the ability to review each section as a stand-alone resource. Although some readers will desire to read from cover to cover, they will also be able to move in a non-linear manner from chapter to chapter, using chapters in modular form, in order to benefit from the sections that most apply to them at any given time.

The Survey of Best Practices in Developing Online Information Literacy Tutorials 06/2013 The Survey of Best Practices in Developing Online Information Literacy Tutorials is a benchmarking report for online tutorial development, presenting a wealth of information on the practices involved in and the cost of developing online information literacy tutorials. The 285-page report also looks at how tutorials are marketed and accessed, and at popular access points such as Facebook, the library website and others, as well as how tutorials are used in for-credit classes and more ad-hoc use. The study looks at how tutorial designers are trained, and at how they inter-relate to non-library departments and other departments of the library. The study also looks at the use of tutorials of other colleges and vendor-produced tutorials, and at efforts to evaluate how students use tutorials, and how colleges should make decisions on what kinds of tutorials to produce and how to best produce them. The questionnaire for the report was largely developed by librarians at the University of Arizona libraries.

Technology for Trainers, 2nd edition Designed for any librarian who needs to teach either one person at a time or an entire class, How to Teach: A Practical Guide for Librarians is a standalone guide to becoming proficient in teaching users how to access, evaluate and use information. This book is designed for all librarians and library staff who teach as part of their role and is useful to library school graduates or professionals.

Page 7/9
From William Horton -- a world renowned expert with more than thirty-five years of hands-on experience creating networked-based educational systems -- comes the next-step resource for e-learning training professionals. Like his best-selling book Designing Web-Based Training, this book is a comprehensive resource that provides practical guidance for making the thousand and one decisions needed to design effective e-learning. e-Learning by Design includes a systematic, flexible, and rapid design process covering every phase of designing e-learning. Free of academic jargon and confusing theory, this down-to-earth, hands-on book is filled with hundreds of real-world examples and case studies from dozens of fields. "Like the book's predecessor (Designing Web-based Training), it deserves four stars and is a must read for anyone not selling an expensive solution. -- From Training Media Review, by Jon Aleckson, www.tmreview.com, 2007

Creating and Promoting Lifelong Learning in Public Libraries

Create responsive SCORM-compliant quizzes, demonstrations, and eLearning content that fit on any device.

About This Book*
- Create highly engaging interactive eLearning content with Adobe Captivate
- Create SCORM-compliant Quizzes and host them in your favorite LMS
- Make your eLearning content look great on any device with the advanced Responsive features of Adobe Captivate

Who This Book Is For
If you are a teacher, instructional designer, eLearning developer, or human resources manager and want 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.

What You Will Learn*
- Learn how to use features and objects in Adobe Captivate
- Drive engagement by adding interactivity to your eLearning content
- Add multimedia elements, such as audio and video, to create engaging, state-of-the-art learning experiences
- Use themes to craft a unique visual experience that reinforces the learning process
- Capture on-screen action and create highly engaging interactive software demonstrations and simulations
- Use question slides to create SCORM-compliant quizzes and surveys that integrate seamlessly with your favorite LMS
- Make your content look awesome on any device with the advanced responsive features of Captivate
- Integrate Captivate with other applications (such as PowerPoint and Photoshop) to establish a professional eLearning production workflow.
- Unleash the true power of Captivate with variables and advanced actions

In Detail
Adobe Captivate is used to create highly engaging, interactive and responsive eLearning content. This book gives you the expertise you need to reinforce your own professional-quality eLearning course modules. The book takes you through the production of three pieces of eLearning content. First, you will learn how to create a typical interactive Captivate project. This will give you the opportunity to review all Captivate objects one by one and uncover the application's main tools. Then, you will use the built-in capture engine of Captivate to create an interactive software simulation and a Video Demo that can be uploaded to your YouTube channel or published as an MP4 video. Finally, you will approach the advanced responsive features of Captivate to create a project that can be viewed on any device. At the end of the book, you will empower your workflow and projects with the most advanced features of the application, including variables, advanced actions, using Captivate with other applications, and more. This book is an advanced tutorial, containing all the assets required to build its sample projects. Self-exploration is encouraged through extra exercises, experimentation, and external references.

Style and approach
Later chapters cover long-document features, such as tables of contents and indexes. Creating conditional text documents and preparing content for output to print or to screen (PDF or HTML) round out the coverage.