Vendor: Adobe

Exam Code: AD0-L800

Exam Name: Adobe Captivate Certified Professional

Version: DEMO

QUESTION 1
How can you allow users multiple attempts on a training simulation interaction?

A. Set Retry Count in Properties panel
B. Enable responsive project settings
C. Adjust slide duration
D. Change background design

Answer: A
Explanation:
The Retry Count setting in the Properties panel determines how many times a user can attempt an interaction. This flexibility supports learning through practice.

QUESTION 2
What's the function of the "Failure" action in a click box within a training simulation?

A. Launches a new simulation
B. Displays a help video
C. Provides feedback and allows retry
D. Tracks total screen time

Answer: C
Explanation:
The "Failure" action in a click box lets you present feedback when a user clicks incorrectly. It helps correct mistakes and promotes learning through repetition.

QUESTION 3
Which two elements support guided learning in a training simulation? (Choose two)

A. Background music
B. Hint captions
C. Drag-and-drop questions
D. Success and failure captions

Answer: BD
Explanation:
Hint captions assist learners by offering direction, while success/failure captions provide immediate feedback. These guide users step-by-step through the simulated process.

QUESTION 4
How do you add a text-entry field for data input in a training simulation?

A. Insert ® Text Entry Box
B. Insert ® Smart Shape
C. Insert ® Video Demo
D. Insert ® Question Slide

Answer: A
Explanation:
Text Entry Boxes are used to allow learners to type input during training simulations. They

validate input against correct answers and trigger feedback based on response.

QUESTION 5
In training simulation recording, what option must be enabled to auto-generate interactivity?

A. Slide transitions
B. Add click boxes and text entry boxes
C. Disable mouse path
D. Publish to HTML5 only

Answer: B
Explanation:
When "Add click boxes and text entry boxes" is enabled during recording, Captivate auto-generates interactive elements. This forms the backbone of training simulations.

QUESTION 6
Which two actions can be applied when a learner fails an interaction in a training simulation? (Choose two)

A. Move to next slide
B. Show failure caption
C. Jump to a different slide
D. Disable simulation controls

Answer: BC
Explanation:
On failure, you can either display a feedback message or jump to another slide for remediation. This allows dynamic branching and better learning control.

QUESTION 7
What is a best practice when designing training simulations for complex software workflows?

A. Use a single slide per procedure
B. Record in demo mode only
C. Break procedures into smaller modules
D. Add as many actions as possible on one slide

Answer: C
Explanation:
Breaking procedures into smaller modules improves clarity and makes learning digestible. This modular approach supports better retention and troubleshooting during design.

QUESTION 8
What is the key difference between training and assessment simulations in Adobe Captivate?

A. Assessments track scores; training does not
B. Training has no interactions
C. Assessment simulations include narration
D. Assessments allow retries by default

Answer: A
Explanation:
Assessment simulations are used to evaluate learner performance and track scores, often integrating with an LMS. Unlike training simulations, they do not provide hints or feedback during the activity and are score-based.

QUESTION 9
Which recording mode should be selected to create an assessment simulation in Captivate?

A. Demo
B. Assessment
C. Training
D. Custom

Answer: B
Explanation:
The Assessment recording mode is designed specifically for testing learners' ability to perform tasks without guidance. It captures user input and actions for scoring purposes, making it ideal for evaluations.

QUESTION 10
Which object is typically used in assessment simulations to evaluate a user's click accuracy?

A. Smart Shape
B. Click Box
C. Button Widget
D. Highlight Box

Answer: B
Explanation:
Click boxes are used to evaluate where the user clicks on the screen during simulations. In assessment mode, correct or incorrect clicks can be recorded and scored without displaying hints or feedback.

QUESTION 11
How can you enable score tracking for an assessment simulation in Adobe Captivate?

A. Insert smart shapes
B. Add click boxes and configure scoring
C. Use demo recording mode
D. Import quiz templates

Answer: B
Explanation:
To track scores, interactive elements like click boxes must be added and configured to report their success or failure. This enables Captivate to score the simulation and send results to an LMS if needed.

QUESTION 12

What does the "Reporting" tab in the Properties panel allow you to configure?

A. Audio feedback
B. Branching logic
C. LMS scoring and quiz settings
D. Responsive breakpoints

Answer: C
Explanation:
The Reporting tab enables developers to set whether an interaction contributes to the quiz, define point values, and enable LMS communication. It's essential for assessment tracking and reporting learner results.

QUESTION 13
Which two options are required to send Captivate assessment results to an LMS? (Choose two)

A. Enable SCORM or xAPI
B. Include Table of Contents
C. Use demo simulation mode
D. Set "Report answers" on interactive objects

Answer: AD
Explanation:
To communicate results to an LMS, SCORM or xAPI must be enabled during publishing. Additionally, objects like click boxes or TEBs must be configured to report their results for score tracking and progress monitoring.

QUESTION 14
Which Captivate feature is used to define passing criteria for assessment simulations?

A. Advanced Actions
B. Project Preferences ® Quiz
C. Slide Properties panel
D. Drag and Drop interaction wizard

Answer: B
Explanation:
Within Project Preferences ® Quiz, you can define passing scores, number of attempts, and actions on pass/fail. This ensures clear learner evaluation standards in assessment simulations.

QUESTION 15
Why is it important to disable hints and feedback in assessment simulations?

A. To save processing power
B. To reduce narration complexity
C. To maintain assessment integrity
D. To shorten slide durations

Answer: C
Explanation:

Assessment simulations are meant to test a learner's knowledge without assistance. Hints and feedback should be disabled to preserve the integrity of the assessment and ensure unbiased scoring.

QUESTION 16
Which setting allows you to limit the number of attempts a learner has on an interaction in assessment simulations?

A. Slide master duration
B. Retry Count in interaction properties
C. Set background image
D. Enable audio narration

Answer: B
Explanation:
Retry Count determines how many times a learner can attempt an action before it is scored. In assessments, it is often set to 1 to reflect real-world knowledge application without repetition.

QUESTION 17
How can Captivate simulations be used as part of summative assessments?

A. By converting them into HTML5 videos
B. By embedding interactive objects and scoring them
C. By removing interactivity
D. By using master slides only

Answer: B
Explanation:
Simulations become summative assessments when they incorporate scoring interactions (e.g., click boxes, TEBs) and report data to an LMS. This makes them suitable for final evaluations of learner performance.

QUESTION 18
Which two interactive elements are commonly used in assessment simulations for input validation? (Choose two)

A. Drag and drop zones
B. Text Entry Boxes (TEBs)
C. Smart shapes
D. Click boxes

Answer: BD
Explanation:
Click boxes assess where users click, and TEBs validate textual input. Both can be configured for scoring and feedback suppression, making them ideal for assessment simulations that test specific procedural knowledge.

QUESTION 19
What is the effect of enabling "Include in Quiz" for a click box in an assessment simulation?

A. Enables retry
B. Includes it in TOC
C. Counts the interaction toward quiz scoring
D. Triggers narration

Answer: C
Explanation:
When "Include in Quiz" is enabled, the interaction becomes part of the overall assessment and contributes to the total quiz score. It allows Captivate to track and report the outcome to an LMS.

QUESTION 20
How can you ensure that assessment simulations are SCORM-compliant?

A. Export as PDF
B. Publish to HTML5 only
C. Select SCORM settings in Publish ® Quiz Reporting
D. Use advanced shared actions

Answer: C
Explanation:
SCORM compliance is achieved by enabling quiz reporting and selecting SCORM under Publish ® Quiz Reporting settings. This ensures that the LMS can interpret and report the learner's performance data.

QUESTION 21
What happens if a learner fails an assessment simulation with no remaining attempts?

A. They're taken to the review slide
B. Captivate logs the failure and exits the quiz
C. The project resets
D. A warning prompt is displayed

Answer: B
Explanation:
When attempts are exhausted and the learner fails, Captivate registers the failure. Based on project settings, it can exit the quiz, display a failure message, or send the result to the LMS.

QUESTION 22
Which of the following help maintain assessment fairness across learners? (Choose two)

A. Randomized input text fields
B. Uniform scoring rules
C. Limited attempts per interaction
D. Audio instructions only

Answer: BC
Explanation:
Fairness in assessment simulations is achieved by applying consistent scoring across all learners and limiting the number of attempts. These practices ensure evaluations are unbiased and performance-based.

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