

Captivate 2019	Storyline 360
Media	
A media library helps you manage media for the entire course.	Media library just added to Storyline 360.
You can add 360 images and video and add interactive elements.	360-media can be added from external sources, but it doesn't integrate with Storyline features.
With virtual reality projects, learners can operate the course with a VR headset.	There are no virtual reality tools available.
Cropping is done in a separate dialog box, requiring extra steps to get it just right.	Cropping is done on the slide, making it easier to decide what the right amount is.
Images cannot have formatting effects.	Images can have effects such as outlines, drop-shadows, etc.
PowerPoint slides are imported like a movie.	Slides broken are down into editable parts.
Mobile	
You can create a fully responsive course using with fluid boxes.	The slides are scalable, rather than responsive. The player controls are responsive.
You can integrate geolocation and accelerometer features.	There are no similar features.
Systems Simulations	
Tool tips and hover states need to be removed manually.	Tool tips and hover states can be removed by grabbing a different frame from the capture.
If you miss a screen during capture, you may need to start over.	You can go back to the original recording and grab a screen capture if it didn't "take."
Record webcam while capturing for picture-in-picture effects.	Webcam would need to be recorded and synchronized separately.
The standard zoom feature can be blurry; however, the responsive zoom feature is helpful for small screens.	The zoom feature has good resolution.
A single audio file can be distributed across several slides.	Audio files have to be chopped up externally.

Captive 2019	Storyline 360
Standard Actions/Triggers	
Actions can be added only to certain objects, such as buttons.	Actions can be added to just about anything.
If you add more than one action to an object, you need a more complex process.	Multiple actions can be added to the same object using a simple process.
Actions can access objects on a different slide.	Actions can access objects on different slides only if you set up more complex logic.
Actions can be initiated in a few ways: button, on slide enter, on slide exit.	Actions can be initiated in more ways: when object appears, when the timeline reaches 10 seconds, etc.
Click-to-reveal activities can be challenging to set up.	Layers make click-to-reveal slides easy and flexible.
There are no options for dials or sliders.	Learners can use dials and sliders to interact with content.
Advanced Actions, Conditions, and Variables	
There is no feature for creating random variables.	You can create a random variable for games.
There are no true/false variables.	True/false variables act like a toggle.
States cannot be used for conditions.	States can be used for conditions.
You can create "templates" for action sets you are likely to use over and over again.	Individual actions can be copied/pasted, but not groups of actions.
You can create your own variables, and you have access to system variables such as the date.	You can create your own variables. You do not have access to system variables.
Advanced action dialog box provides more logic options for extremely complex actions.	Actions need to be managed individually. Complex if/then logic might be more difficult to set up.
Accessibility	
You can set the tab order of interactive objects.	You can set the tab order of all objects.
Closed captioning can be set up using a dialog box.	Closed captioning can be set up using a dialog box or by importing an industry-standard file.
You can adjust formatting and placement of closed captions.	There are no formatting or placement options for closed captions.

Captivate 2019	Storyline 360
Questions and Quizzes	
Only some object types can be added to question slides (buttons cannot, for example).	Most object types can be added to question slides.
Feedback needs to go in a single text caption.	You have more design flexibility with question feedback (design, logic).
You can have up to three levels of feedback.	You can have up to two levels of feedback.
Branch-aware quizzing: only get scored based on the questions you are presented.	No similar logic: scoring can be challenging on a branched quiz.
In remediation, you can branch back to the teaching slide(s) which easily leads back to the quiz.	You would need to set up the return function manually with your own actions.
You can have a single quiz score per course.	You can have multiple quiz scores per course. (Only one can be sent to the LMS.)
You can track completion with slides viewed and/or quiz score.	You can track completion with slides viewed or quiz score. You can set up custom completion logic.
Time-Saving Tools	
The interface is similar to other Adobe products.	Interface is similar to Microsoft Office products.
You can use styles to manage formatting. There is no format painter.	There are no styles, but you can set some object formatting defaults. There is a format painter.
Buttons and timeline objects are renamed in the Properties panel.	Buttons are renamed on the button and timeline objects are renamed on the timeline.
There is no quick access toolbar and only a few custom keyboard shortcuts.	There is a quick access toolbar, which enables additional custom keyboard shortcuts.
The Adobe Captivate Draft app lets you sketch out content on the iPad and then import it to Captivate.	There is no similar capability.
Pricing/Business Model	
It is available as a subscription (\$300/yr). or a perpetual license (\$1,299).	Storyline 360 is available as a subscription (\$999/yr). Storyline 3 is available as a perpetual license (\$1,398).
Updates typically come twice a year.	Updates typically come once a quarter or sooner.
Captivate comes with a template library and a review tool.	Storyline 360 includes a suite of tools including Rise, a template library, and a review tool.