Step by step User Guide
SOE PublishingLab

Easy to use makerspace for interactive books, the next generation ebooks.

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Introduction

Until now digital books have been mostly about improved distribution forms. It's time to fully make use of technology in books including integrating interactive tasks, simulation, multimedia and gamified features etc. This to make it an even more immersive experience. SOE PublishingLab offers a creative makerspace to empower your book both as a digital interaQtive Book, but also to integrate interactive features in printed books. This user guide will show you some best practices of how you easily can use the platform to create interaQtive Books. However, as SOE PublishingLab includes a myriad of features including Augmented Reality-features that form bridges between the digital and the real world, the options are many to create interactive books, but below three basic layouts are described.

Simple Layout – Introduction

In the collection of interactive features that is integrated on the platform there is one that is called "Interactive Books". It includes both simple interactive features and more advanced features. For most authors of interactive books the collection of features is all you need. Find out below in this guide.

Advanced Layout – Introduction

Besides the simple layout mentioned above, there are a lot of additional layouts for digital books to use depending on the purpose and basic structure of the book you want to create. Find out more below in this user guide.

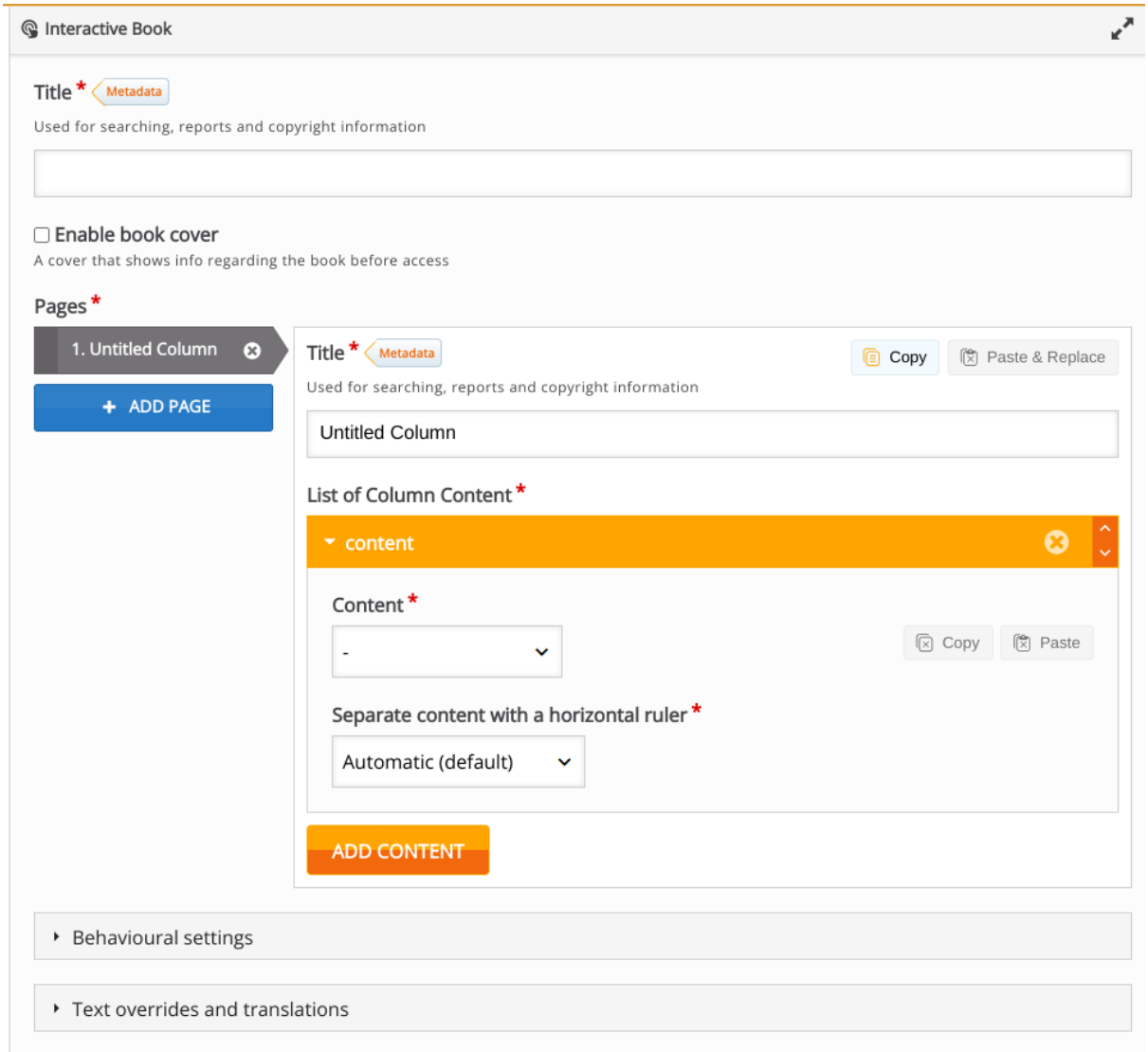
Features for Printed Books – Introduction

Augmented Reality forms the bridge between the digital and the real world. This means for SOE PublishingLab the possibility to integrate interactive features in printed books that are opened with your smart phone or tablet. Find out more below in this user guide.

Step 1 Book layout

Simplicity is what we have been aiming for when developing SOE PublishingLab. But also to include the most motivating and empowering features for interactive books. This includes text, image, video including interactive video, which means interactivity within the video, as well as everything from simple multiple-choice exercises to hotspots to complete simulations. For all forms of interactive features you as the Author can focus on the purpose and content of the interactive book, since no coding is required whatsoever.

Simple Interactive Book Layout



Simple layout to create in interactive books

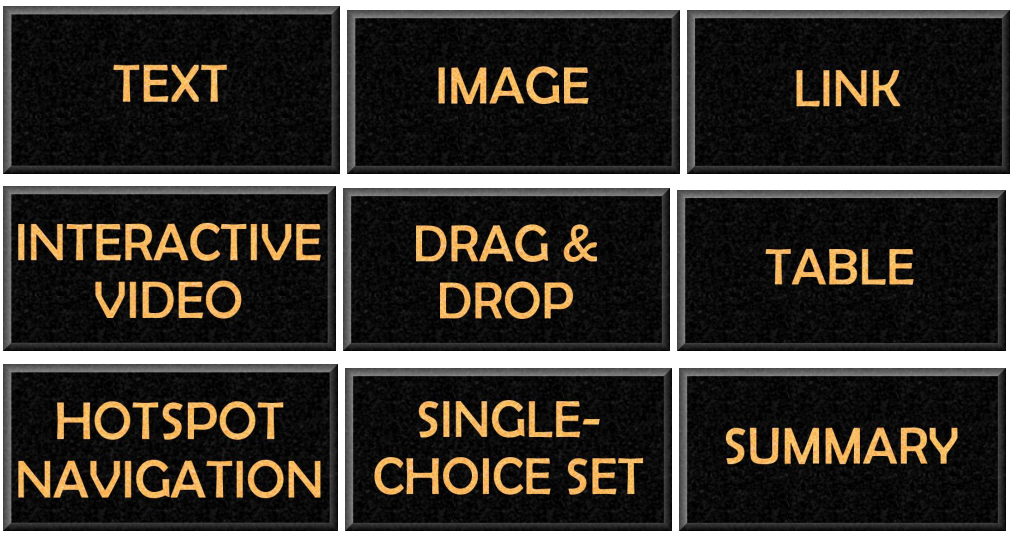
Your layout can be used for a complete interactive book with cover, chapters and pages with integrated interactive features. However, for interactive books with a lot of text you could use the interactive book feature as a chapter and add the different chapters together on the page where you publish the book (more information below). Both these methods also work great to include interactive features in printed books.

Step-by-step to create an interactive book

1. Write the books/chapters title, decide if you want a cover to the book, if so upload the cover-image, look in Behavioural settings.
2. Choose which content feature you want add for the first section of the book, for instance, text, image, interactive video, multiple-choice task etc etc. You can add as many content feature sections as you like on each page. But always

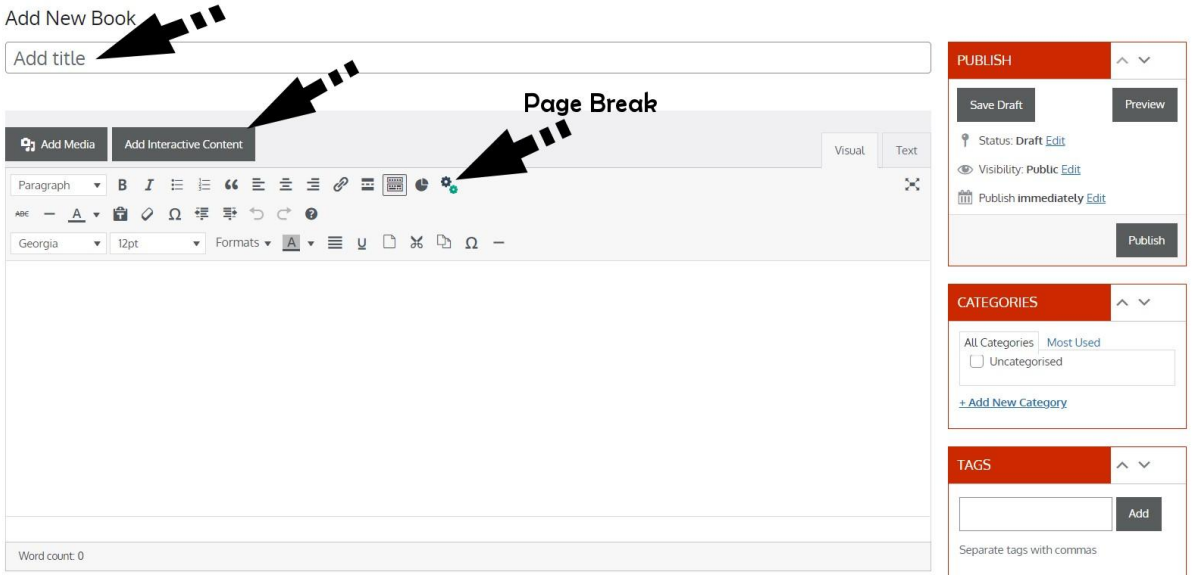
think how the iReader's experience of the content layout will turn out. Simplicity is the road to success. Especially, since the iReaders attention should be directed towards the content, while navigation in the book should be as intuitive as possible.

Some of the Interactive Sections



... and many more ...

3. After including content, creating intewractive features, twisting, turning and editing the book, it's time to publish it. Go to iBook Create-menu and click on Add New and a new workspace opens.



1. Add a title to your book
2. Click on Add Interactive Content and popup opens
3. Here you will see the interactive book or chapters you have created
4. Click to add the shortcode to the interactive book or chapter

5. In case you are using the interactive book feature to create chapter, first add the first chapter, then you click on add new chapter see above, and then you click Add Interactive Content again and add Chapter 2 and so on.
6. At the bottom of the workspace you choose if you want to publish your interactive book open to the public free of charge, or if a login is required, which you either could offer free of charge or as a book that the customer pay for.
7. Click Save Draft and then click Preview to see if the book meets your expectations.
8. When you think that the book meets your expectations, click publish, and book is ready to meet your iReaders.

Advanced Interactive Book Layout

Advanced Interactive Book Layout means an extended number of designs and more advanced features. You can for instance make 360 degree chapter with a lot of integrated interactive features, or a simulator chapter where the iReader can choose different paths to go through the chapter. Or why not make a chapter where the iReader answer questions verbally and get direct feedback from an AI. These are just a three of many possibilities to make advanced interactive books. Interactive Content includes 32+ different interactive modules. All of the units have an intuitive easy to use interface. These features can be categorized as follows:

Mixed interactive modules includes nine different advanced units that combine different interactive features.

Independent interactive modules include twelve different units for rapid repetition, assessment and inspiration etc.

Presentation modules includes eleven different independent multimedia, layout and communication features.

Below follows some of the interactive modules:

Column

Organize your content type into a column layout with Column. Content types that address similar material or share a common theme can now be grouped together to create a coherent interactive experience for learning, inspiration and to empower the content. In addition, authors are free to be creative by combining almost all of the existing content types into one unit. Column provides a horizontal structure with everything from independent links to question set units.

Interactive Video

Add interactivity to your video with explanations, extra pictures, tables, Fill in the Blank and multiple choice questions. Quiz questions support adaptivity, meaning that you can jump to another part of the video based on the user's input. Interactive summaries can be added at the end of the video. Interactive videos are created and edited using the authoring tool in a standard web browser.

In the first step You can upload different formats of videos in order to adapt the content to different OS and browsers (tip! use the MP4-format and then complement with other formats if

necessary), and you can also embed video URL from external websites or use YouTube links. You can add text tracks and also choose different start screen options and behavioural settings.

The second step You add interactive features where you choose from everything from multimedia units to advanced interactive units.

In the third step you can add a summary of the content and the features. This step is not mandatory.

Great! You are ready to try your interactive video!

Documentation Tool

The documentation tool aims to make it easy to create assessment wizards for goal driven activities. It can also be used as a form wizard. While editing, the author can add multiple steps to the wizard. In each step, the author can define which content goes into that step. Content can be plain text, input fields, goal definition and goal assessment. Once published, the end user will be taken through the steps of the wizard. On the last step of the wizard, the user can generate a document with all the input that has been submitted. This document can be downloaded. The Documentation tool is fully responsive and works great on smaller screens as well as on your desktop.

Memory Game

Create your own memory games and test the memory of your site's users. There are several design options and behavioural settings.

Quiz (Question Set)

Question Set is your typical quiz content type. It allows the learner to solve a sequence of various question types such as Multichoice, Drag and drop and Fill in the blanks in a Question set. As an author, there are many settings you can use to make it behave just the way you want it to. You may, for instance, customize the Question set with background images and define a pass percentage for the learner. The Question Set also allows you to add videos that are played at the end. One video for success, another if the learner fails the test. This might motivate learners to try again if they fail so that they get to see the success video.

Personality Quiz

In this content type, the author defines a series of questions with alternatives, where each alternative is matched against one or more personalities. At the end of the quiz, the end user will see which personality matches the best. There are several ways of making this quiz visually appealing, by eg. representing questions, alternatives, and personalities using images. This includes well designed “results” or summary design.

Speak the Words Set

Speak the Words Set is only supported in browsers that implement the Web Speech API (Chrome browsers, except on ios). You need a microphone to answer the question. Create a set of questions that learners can answer using their voice. you can choose multiple correct answers. The user will be able to see what his words were interpreted as, and how close it was to the correct answers. The Speak the Word set comes many different languages, including everything from US and British English to Zulu.

Essay

In this content type, the author defines a set of keywords that represent crucial aspects of a topic. These keywords are matched against a text that students have composed and can be used to immediately provide feedback - either suggesting to revise certain topic details if a keyword is missing or, confirming the student's ideas if the text contains a keyword. The feature includes several case sensitive feedback options and behavioural settings, as well as it also includes ignoring minor spelling mistakes.

Single Choice Set

Single choice set allows content designers to create question sets with one correct answer per question. Choose between different behavioural setting, including that the end user gets immediate feedback after submitting each answer.

INDEPENDENT INTERACTIVE MODULES

Fill in the Blanks

Learners fill in the missing words in a text. The learner is shown a solution after filling in all the missing words, or after each word depending on settings. Authors enter text and mark words to be replaced with an asterix. In addition to native and second language learning, Fill in the blanks can be used to test the learner's ability to reproduce facts or produce mathematical inferences.

Multiple Choice

Multiple Choice questions can be an effective assessment tool. The learner is given immediate performance feedback. The Multiple Choice questions can have a single or multiple correct options per question.

True/False Question

True/False Question is a simple and straightforward content type that can work by itself or be inserted into other content types. A more complex question can be created by adding an image or a video.

Drag and Drop

Drag and drop question enables the learner to associate two or more elements and to make logical connections in a visual way. Create Drag and drop questions using both text and images as draggable alternatives. Drag and drop questions support one-to-one, one-to-many, many-to-one and many-to-many relations between questions and answers.

Drag the Words

Drag the Words allows content designers to create textual expressions with missing pieces of text. The end user drags a missing piece of text to its correct place, to form a completeexpression. May be used to check if the user remembers a text she has read, or if she understands something. Helps the user think through a text. It's super easy to create a drag the words task. The editor just writes the text and encloses the words that are to be draggable with asterisk signs like *draggableWord*.

Mark the Words

Mark the words allows content designers to create textual expressions with a defined set of correct words. The end user highlights words according to the task description and is given a score. For the editor it is super easy to create a click the words challenge. The editor types in the text and encloses the words that the user is supposed to click, the right answers, in asterix like *correctWord*.

Dialog Cards

Dialog cards can be used as a drill to help learners memorize words, expressions or sentences. On the front of the card, there's a hint for a word or expression. By turning the card the learner reveals a corresponding word or expression. Dialog cards can be used in language learning, to present math problems or help learners remember facts such as historical events, formulas or names.

Image Hotspots

Image hotspots makes it possible to create an image with interactive hotspots. When the user presses a hotspot, a popup containing a header and text or video is displayed. Using the editor, you may add as many hotspots as you like.

Find the Hotspot

This content type allows end users to press somewhere on an image and get feedback on whether that was correct or incorrect according to the task description. The author uploads an image and defines various hotspots corresponding to details or sections of the image. Hotspots can either be defined as correct or incorrect, and the author provides appropriate feedback text in both cases. The author can also define a feedback if the end user presses somewhere which is neither defined as a correct nor incorrect hotspot.

Speak the Words

Speak the Words is only supported in browsers that implements the Web Speech API (Chrome browsers, except on iOS). You need a microphone to answer the question. Ask a question to users and make them answer using their voice. You can choose multiple correct answers. The user will be able to see what his words were interpreted as, and how close it was to the correct answers.

Find Multiple Hotspots

A free HTML5 based question type allowing creatives to create an image based test where the learner is to find the correct spots on an image.

Iframe Embedder

The Iframe embedder makes it easy to add external pages.

Audio Upload and Recorder

PRESENTATION MODULES

Timeline

Accordion

Summary

HOW TO CREATE AN ADVANCED INTERACTIVE BOOK

1. Go New Interactive Content
2. Choose a content module to create
3. After creating it and added your content to it, go to iBooks create and Add New
4. Click on Add Interactive Content and a popup opens
5. Here you will see the interactive content you have created
6. Click to add the shortcode to the first chapter of your interactive book.
7. Click Page Break and repeat the steps above to create a new chapter and so on.
8. At the bottom of the workspace you choose if you want to publish your interactive book open to the public free of charge, or if a login is required, which you either could offer free of charge or as a book that the customer pay for.
9. Click Save Draft and then click Preview to see if the book meets your expectations.
10. When you think that the book meets your expectations, click publish, and book is ready to meet your iReaders.

Interactive Features for Printed Books

All the features and layouts mentioned above can be used for integrating interactive features in printed books. The bridge to your smartphone or tablet is an Augmented Reality feature that via a QR-code work as link to a digital book chapter/page, or directly to an interactive feature among other things. Loads of more AR features will soon be launched.

Video to show the feature

Step 2 Gamification features

Integrated gamification system GamiLab

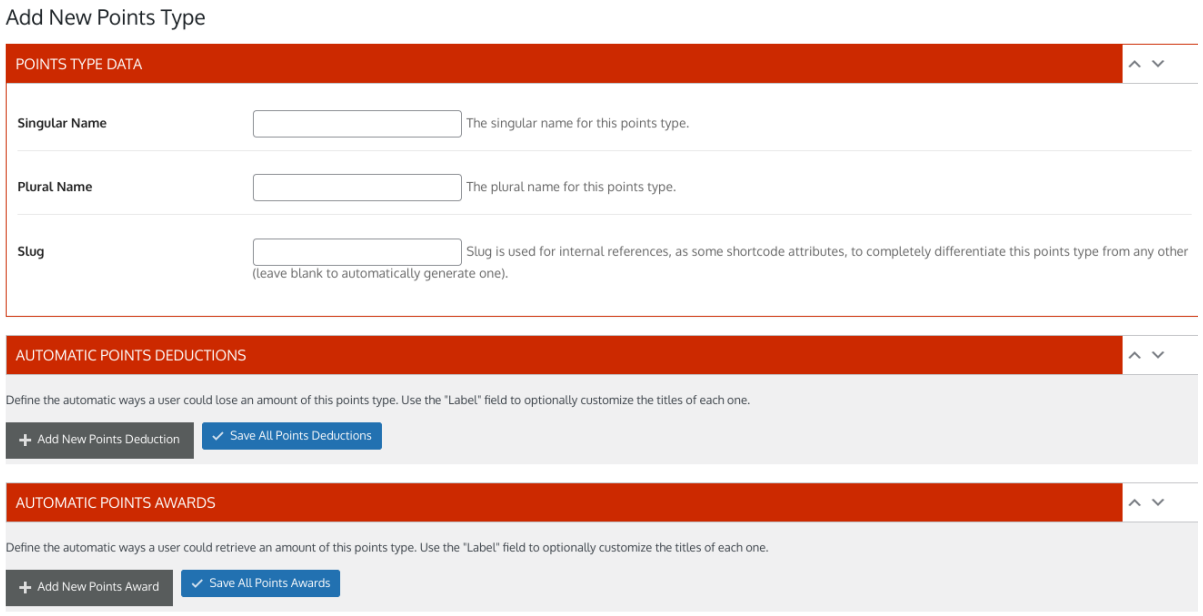
This feature includes gamification mechanisms that both can be connected to general activities on the platform as well as the interactive features within the interactive books.

Points, Achievements and Ranks

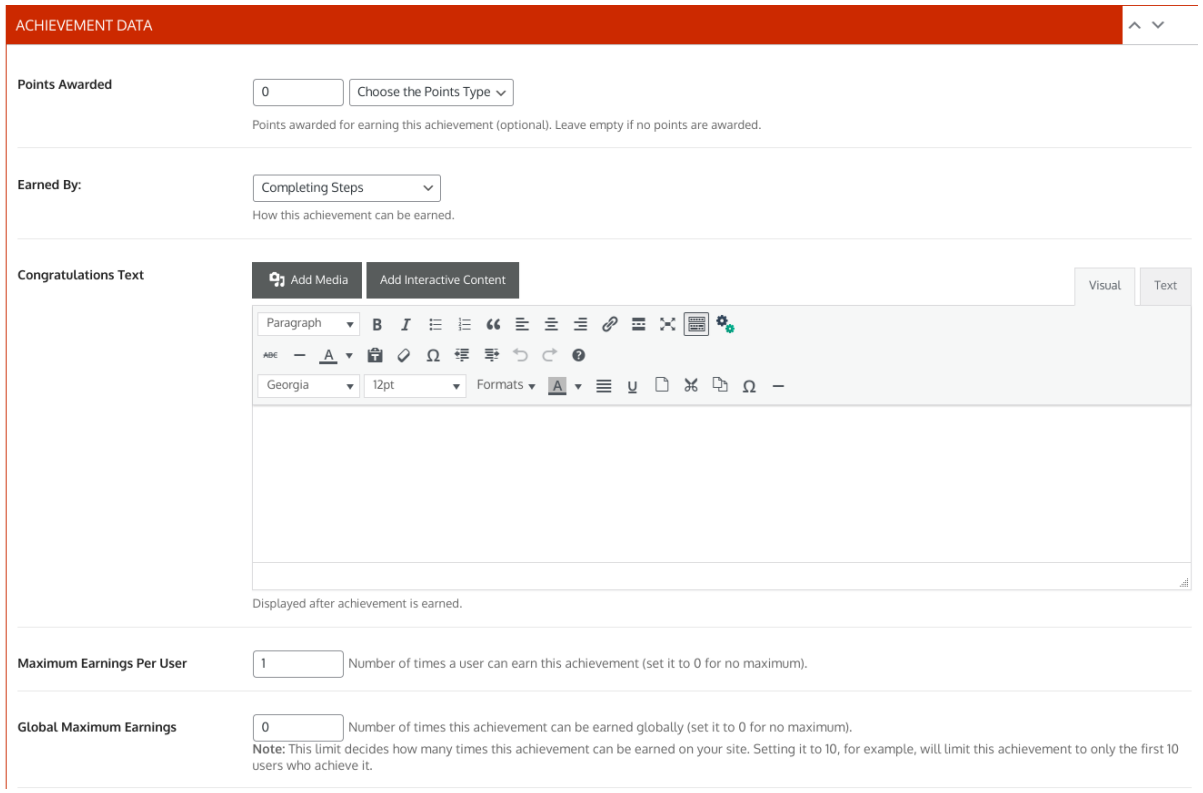
The iReader can win **points** on all or some of the activities in and around your interactive book. These points can on the amount of points you as the author decides lead to that the iReader reach a new **Achievement**. You can add as many achievement as you want. You can also include **Rank Types**, which can be translated to reaching a new level, a new ranking. When showing the ranking, you

can choose to show the personal rank/level for each iReader, or/and all iReaders ranking on a list. The iReader's personal point earnings, achievements and ranks also is shown when you click the User Earning tab.

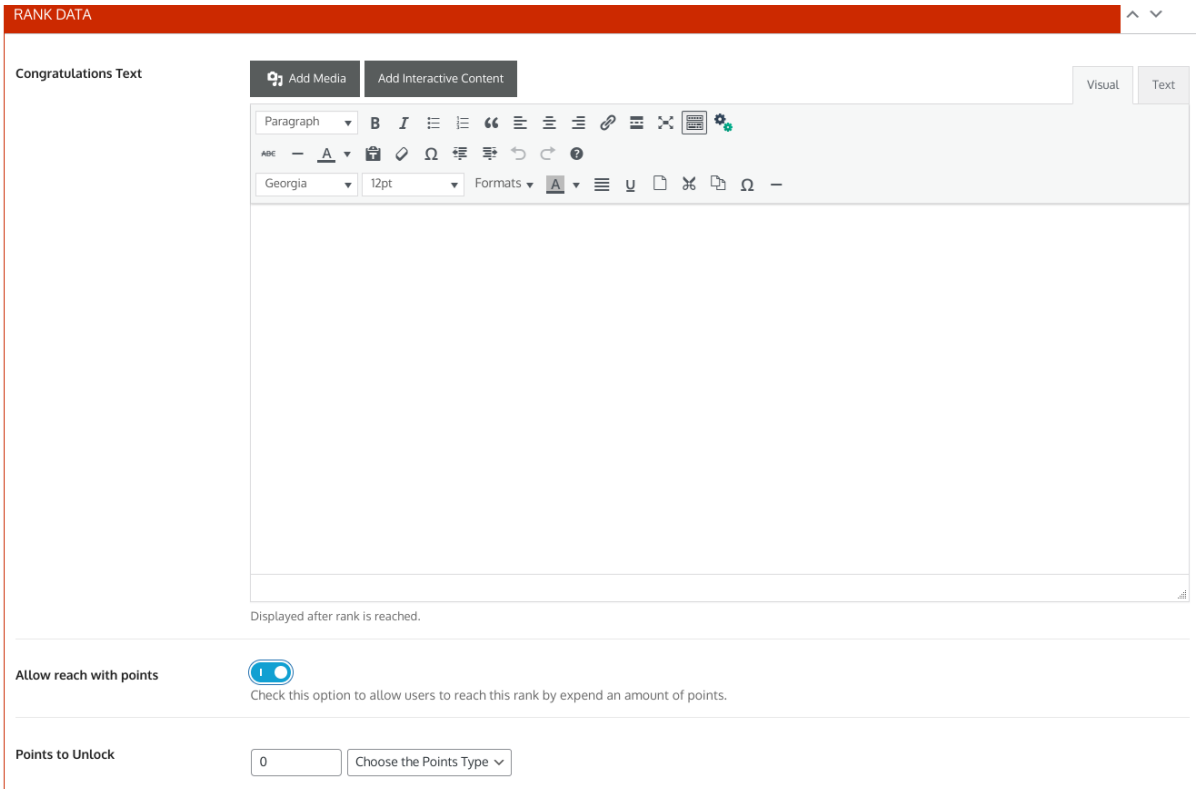
-Points types



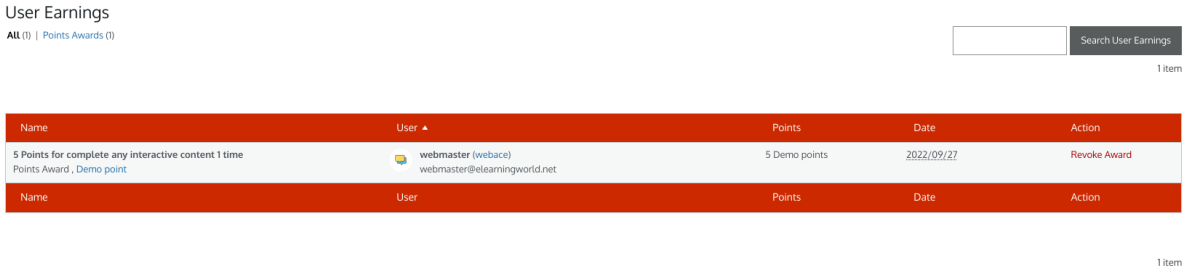
-Achievements types



-Rank Types



-User earnings



Step 3 Formats and Distribution

Progressive Interactive Books

Progressive Interactive Books downloadable on- and offline for Chromebooks, PCs with Windows 10, MacBooks, PCs with Linux, Android devices and iOS devices. To install it you have to use Google Chrome or Microsoft Edge for Android, Chromebook and Windows devices. For MacBooks, iPads and iPhones you have to use Safari to install it.

Online Interactive Books

Work with all modern browsers.

Interactive AppBooks

Android : Native downloadable Interactive Books for Android tablet and smartphone devices.

iOS: Native downloadable Interactive Books for iPhones and iPads

Step 4 Sales Channels

Free trial 10 days

Simple Book Layout Sell from your account 100% of the revenue €10 per month

One-off fee €100 70% of the revenue -

€10 during the development-process? 70% revenue after with closed author account

Advanced Book Layout from your account 100% of the revenue €20 per month

One-off fee €200 70% of the revenue

Community sites 50% of the book price excl. VAT €2 per month

Printed books with interactive features €20 (Advanced Book Layout)

Related services book production - you do what you can do, and we do the rest.

Distribution to Swedish and German book market

Step 5 iReader Administration

-All Users
-Add New
-Your Profile

Explore more

More information soon