

Interactive E-books for Children: how to build them?

Authoring tools: a brief review



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What do we need?

- creation tools and platforms that allow the author to write, create and publish interactive eBooks to mobile phones and pads **without programming knowledge**
- possibly a **standard format**

What's available?

- **There are already many tools available**
 - For example, more than 50 are listed here:
<http://www.softpedia.com/get/Authoring-tools/Help-e-book-creators/>

Some examples (1/5)

- Pubbsoft (<http://pubbsoft.com>)
 - Designed for nontechnical users.
 - Help create, publish and sell animated stories on mobile devices.
 - Interface based on drag, drop, point and click.
 - Earn 50% royalty on each purchase of your book.

Some examples (2/5)

- Ibooks Author (<http://www.apple.com/ibooks-author/>)
 - free but only for Mac users
 - a lot of templates to make textbooks
 - allow to create books that also people with disabilities can read and experience

Some examples (3/5)

- KindleGen (<http://www.softpedia.com/get/Authoring-tools/Help-e-book-creators/KindleGen.shtml>)
 - command line tool
 - System requirements: Windows XP, Vista or 7, Intel Mac OSX 10.5 or later, Linux 2.6 i386
 - content created by KindleGen is compatible with all Kindle devices and apps
 - eBooks can be sold through Amazon's Kindle platform.

Some examples (4/5)

- Sky Reader Media (<http://skyreadermedia.com/>)
 - interactive children's book apps for iPads and other mobile devices.
 - web browser-based authoring platform

Some examples (5/5)

- My Story – Books maker for kids (<http://www.mystoryapp.org/>)
 - the simplest story maker and book creator in the App Store
 - children can draw, use photos, record voice, type, and then send their finished creations to family and friends.