

Framing the design space of eBooks

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The aim of this work is to extend the research on the field of eBooks. In particular, our goal is to frame the design space of *interactive* eBooks elaborating a list of formative guidelines to support the designers work.

The rapid spread of new hardware technologies, such as tablet computers and smartphones, has fostered an exponential growth of eBooks publications not always supported by adequate scientific research aiming to validate the innovative features introduced.

We first focus our work on narrative eBooks for children.