Creating a Digital Book

Linus Parr
Chapter 1

Creating a Digital Book

The purpose of this book is to enlighten Art Educators, Students and Parents and anyone else to the endless possibilities this format of art holds for our future. The next book will provide you with some information and research I came up with while developing this eBook.
Research has found that rich multimedia features such as audio narration, sound effects and animations embedded into electronic books can very much help children improve their reading comprehension skills. The reasoning is that these features support the text, help the child "decode" new words and children actually improve on their understanding of the text. If a book has audio narration and also highlights the text as it goes along, the child is able to follow along much easier. Sound and 3-D animation in the electronic text can help illustrate meaning to young children and can provide better examples in comparison to a traditional 2-dimensional book. Voice narration also aids children in pronunciation of particular words and helps with understanding of syntax. Children also respond well to these features because if they need help defining or pronouncing the words, they can instantly access help for themselves within the electronic book. There is the added advantage of a degree of privacy as many children are shy and reluctant to ask a teacher for help in a classroom setting. Some children are impatient, choosing to ignore the fact that they do not understand the text, and will just keep on reading anyway. When children are motivated to read and to do so without fear of failure, they also tend to excel in reading at or above their grade level. Electronic texts can provide this kind of support to them because it actively engages their minds.

Research acknowledges the difficulty in measuring comprehension of text. It can be very complicated simply because of many of the other complex variables involved, one of which is memory. Children can often forget parts of the narrative when a person asks them to re-tell the story or answer questions based on their reading of a text for purposes of testing. Just because they may forget some of the events of the reading, it does not necessarily mean they failed to grasp the concepts of the story. A study reveals on children’s reading and comprehension skills based on print versus electronic text attempts to resolve this issue by allowing children to have access to the text as they are being tested.
The results of a study show that children exposed to electronic books showed improvement in word meaning, recognition and phonological awareness.

A study was conducted comparing how much children learn from electronic text in comparison to printed text. This test differentiates itself from other tests in the fact that children were tested both on an individual basis as well as learning in groups. Half the children used a printed book to answer questions and the other half used an electronic CD-ROM, which was filled with animations, sound effects, music and video. The results showed that those who used the electronic textbook did better on the comprehension tests than those who used the printed textbook even though they did take longer to find the relevant answers to the questions they were asked.

Children also may be exposed to digital made a very good use of the electronic dictionaries
Chapter 2

Case Studies

This section is to provide you of examples how eBooks are being used in various sectors, both business and education. eBooks are changing the way we look at print media. With the cost of paper, ink and brick & mortar buildings rising. Businesses and schools and ourself’s are having to look at how we spend money for the things we need such as eBooks. The next few pages are just a few ways the changing of times is affecting books as we know them.
Mike Matas has worked on some of the most intriguing tech projects of the past 10 years. As a (surprisingly) young coder, he co-founded Delicious Monster, makers of the elegant cataloguing tool Delicious Library. In 2005 he went to work for Apple, where he designed user interfaces and artwork for the iPhone, the iPad and Mac OS X.

Now, he's the co-founder of Push Pop Press, a digital publishing company just purchased by Facebook. Push Pop's first title is Al Gore's "Our Choice," playable on iPad, iPhone and iPod Touch.

In his free time, he's a photographer.
Fourth and fifth grade students at Independence Elementary School in Yukon Public Schools are sharing their learning as well as excitement for library books this year in a unique, highly digital way that is not only fun, but also meets Oklahoma's new Common Core State Standards for literacy. Students are recording short, oral book reviews and posting them online using the free iPad app and webservice AudioBoo. Then students are using QR codes in the library to access and listen to each other's book reports. In this short video IES librarian, Lindsey Clinton, explains how the project works. In addition, some IES students demonstrate the process of using AudioBoo (free) to record and publish audio book reports. The Sequoyah Book Contest is sponsored each year by the Oklahoma Library Association to encourage students to read books of high literary quality. "Master lists" are published in May, and students are encouraged to read as many of the books as possible during the following school year. According to the contest’s official website:

Students in grades 3-5 who have read or listened to at least three titles from the Children’s Masterlist are eligible to vote for the Children’s Sequoyah Book Award.

Students vote in February and March each year, with all votes submitted to the Oklahoma Library Association by April 1st.
Mrs. Clinton devised this project to encourage more students to read the Sequoyah books as well as develop their oral communication skills through recorded book reports. Adam Zodrow, the YPS Professional Development Coordinator, worked with Lindsey to setup an AudioBoo channel and get students started with their recordings. Using some strategies from the "Narrated Art" project idea on the "Mapping Media to the Common Core" website, Mrs. Clinton and Mr. Zodrow designed the IES Sequoyah book challenge to develop students' traditional literacy skills alongside their digital literacy skills. So far it's been a great project and very successful, as you can hear from the student comments in the video above!

Listen to and comment on IES student audio book reports by visiting the IES library's blog, where Mrs. Clinton has posted and embedded student AudioBoo reports!
The editor of Newsweek, Tina Brown, announced the magazine will cease publication at the end of 2012.

Brown, who also edits the magazine’s sister online site, The Daily Beast, made the announcement on the latter.

“We are announcing this morning an important development at Newsweek and The Daily Beast. Newsweek will transition to an all-digital format in early 2013. As part of this transition, the last print edition in the United States will be our Dec. 31 issue,” she said.

The magazine, which was to have celebrated its 80th anniversary in 2013, will continue as an all digital product called Newsweek Global.

“Newsweek Global … will be supported by paid subscription and will be available through e-readers for both tablet and the Web, with select content available on The Daily Beast,” Brown explained.

The Daily Beast and Newsweek merged in 2010.
Section 4

Digital Media Diet

Click here to read more from the author
Engaging Your Students

On the following pages are a couple video demonstrations on how to use book building apps, a basic lesson and book created by myself and my students. Please note there is no right or wrong way to do this. You can use everything from traditional art to digital art to complete the task-Creating a Digital Book. The better the idea your students
The following video is on how to use the app Creative Book Builder or CBB.
Objective:
Students will learn how to create a digital book using both traditional and digital resources. This project can be done as an individual project or as a group project. Please note: this is only an outline to provide staff and students a method of creating a digital book, there are many ways to do this in both the traditional and digital world.

Standards:

Neurodevelopmental Constructs:
Attention: Maintaining mental energy for learning and work, absorbing and filtering incoming information, and overseeing the quality of academic output and behavior
Higher Order Cognition (Complex Thinking): Comprehending concepts, generating original ideas, and using logical approaches to address complex problems
Language: Understanding incoming oral and written information and communicating ideas orally and in writing
Memory: Briefly recording new information, mentally juggling information while using it to complete a task, and storing and then recalling information at a later time

Neuromotor Functions (Controlling Movement): Using large muscles in a coordinated manner, controlling finger and hand movements, and coordinating muscles needed for handwriting
Social Cognition (Making and Keeping Friends): Knowing what to talk about, when, with whom, and for how long; working and playing with others in a cooperative manner; and nurturing positive relationships with influential people
Spatial Ordering (Visual Thinking): Understanding information that is presented visually, generating products that are visual, and organizing materials and spaces
Temporal-Sequential Ordering (Keeping Track of Time/Order): Understanding the order of steps, events, or other sequences; generating products arranged in a meaningful order; and organizing time and schedules

Click here to learn more about the meaning and framework according to All Kinds of Minds
Click here to learn more about the Constructs
Resources/ Materials:

Traditional

Students can create artwork in any 2-Dimensional format, using the iPad camera take a photo of the artwork to be imported at a later time into the story being created.

Blank storyboards sheets, (one provided).

Art iPad Apps

Sketchbook Pro

ArtStudio

Art Set

iDraw (vector drawing app)

ArtRage

Warhol: DIY

Pencil FX

Sumo Paint

Drawing Pad

Draw Along

Craft Studio (Martha Stewart app)

Digital Apps: All apps will allow you and your students to create original artwork, import artwork from another app, import photos, record sound bites, hand draw type, use type tools to create storyline for book.

Digital Apps:

- Sketchbook Pro
- ArtStudio
- Art Set
- iDraw (vector drawing app)
- ArtRage
- Warhol: DIY
- Pencil FX
- Sumo Paint
- Drawing Pad
- Draw Along
- Craft Studio (Martha Stewart app)

My Story: Rating 4+ 1.99  http://www.mystoryapp.org


Fully interactive Book builder app

Demibooks: Composer Rating 4+ Free  http://demibooks.com/composer/

Books

Drawing the Marvel Comic Way: Think beyond drawing comics but this book teaches camera angles through storyboard development.

Extras that will help

Document camera stand: science department ring stand works well, or you can make your own like I did. I use a old school VGA A/B switch box so that I am able to display my iPad on my Smartboard and extra long VGA cable, I recommend at least a 15' long cable. This will allow you to display the project on the Smartboard without having everyone hovering overtop of the iPad wanting to see what is happening.

Procedures/Steps of Project

1. Have students develop an idea that will become their story.
2. Do a few thumbnail sketches of your idea. This is a good time to engage students with the book Drawing the Marvel Comic. There are Marvel Comic apps but be careful of the in App purchases to make the app really come to life.

3. Decide what medium/media the project will be done in, i.e.: painting, pencil, digital app, etc...

4. Take a picture of the work with a digital camera or iPad camera

5. Load picture into eBook app or iBook Author to place on a page within a chapter and add text it is applicable.

6. There are many apps that you yourself and your students can use to add different affects to, to create a really cool eBook.

7. Repeat the last few steps as many times as necessary to complete the eBook.

8. Once finished publish the book to iTunes, the Bookstore or to what ever application you want.

9. You can also export it out as a pdf and email it to all of your friends.

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The following pages are about creating a story that myself and my students came up with that I would like you to help me.

It is based on my classroom and the interactions I have with my students. The main character is named: Zot. And, he travels to all of the places my students create.

For example: the first book is based on the day I had many students stating, “I Can’t Do This.”

So, from that came the story, “Zot, and his travels to the planet, I Can’t!”

Use the story boards on the next page to sketch out ideas and then we will proceed from there using simple techniques to create a short book.
Section 4
The Storyboard

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Shot 1:
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Shot 2:
Music: SFX:

Shot 3:
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Shot 4:
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Shot 5:
Music: SFX:

Shot 6:
Music:
Chapter 4

The Author
My goal is to share my love for Art from the making of it, to teaching it, to how it expands our Minds and helps to reach our Atman (According to Hinduism: the essence of breath). For me, it's all about art, more art and how it connects to all of us. I feel it's not the destination, but how we get there. So, feel free to follow along, get on board or just support those who are taking the same journey.

My artistic education consists of two areas: Art Direction and Visual Communications. This approach has provided the opportunity to learn both fine art as well as the digital side of art. My love for art and designing provides me the opportunity to explore new mediums or medias and ones I haven't used in a while bring returned joy to me. Seeing how this type of process can open my eyes and enhances my work as an Art Director and Teacher. Art Direction allows me to bring a different aspect to the classroom because I use every form of art needed to express the idea and concept through not only myself but my students as well. The two major parts of my teaching are: Discipline Based Art Education and The Design Thinking Skills Process. It's these two methods that allow my students to realize the why's and how's of art and what we create as artists.

The process of art is an exploration from beginning to end. Turning mistakes into newfound opportunities to help us understand, “It's not just the making of art but, how we got there.” Of course, I have a love and zest for life, everything it has to offer, and a belief that this outlook makes it easier to include life experiences into my daily lessons. For these reasons, and many more, I do my best allow that to flow into the other areas enhancing those around me. Being an artist is a gift and one that I enjoy giving back.

Ways to find me:
Plurk
Google +
Facebook
LinkedIn
My Personal Website
Online Photo Gallery