

Book Creator

INTERACTIVE BOOK DESIGN

UZEBIM | April 2020

Introduction

Why e-book?

Interactive e-books are more likely to draw the attention of students with its multimedia elements (text, sound, visuals, video or operational attributes). Students can learn the topic easier and the effectiveness of the learning process increases. Reading an interactive book with multimedia elements is more fun than reading a PDF document that only contains text. This handbook aims to explain how an interactive book can be created, shared and placed in a library with Book Creator.

Why must I use Book Creator?

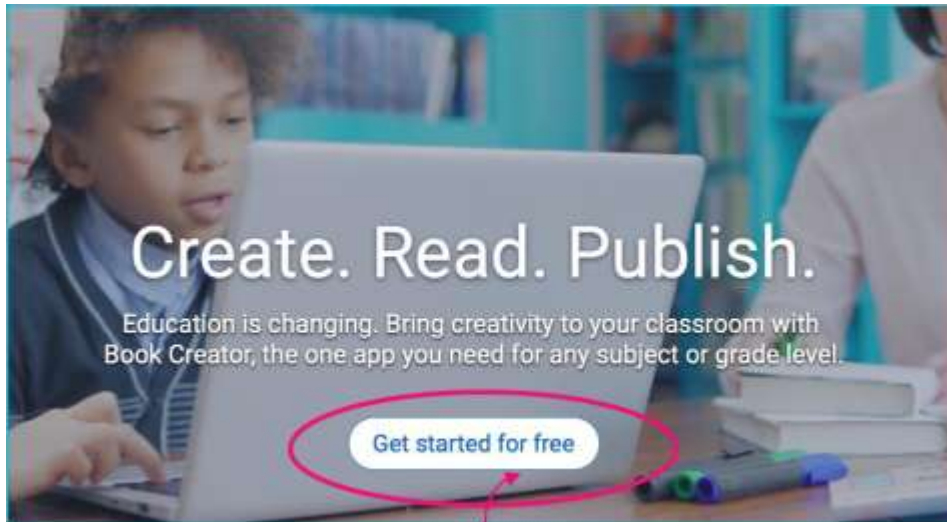
- Because it provides educators with free opportunities,
 - It allows you to present your course content to your students interactively,
 - It provides the opportunity to use it as a student portfolio,
 - It allows students to transform their projects interactively into a book,
 - It provides the opportunity to work on the same book as a team,
 - It provides an environment in which students can collaborate,
- The opportunity:
- To design audio or musical e-books,
 - To create a photograph album,
 - To produce an interactive story book,
 - To prepare a user manual,
 - To create an audio poem book,
 - To create an experiment book,
 - To create a mathematical activity book,
 - To produce an interactive word game and many more opportunities.

Using Book Creator as an evaluation:

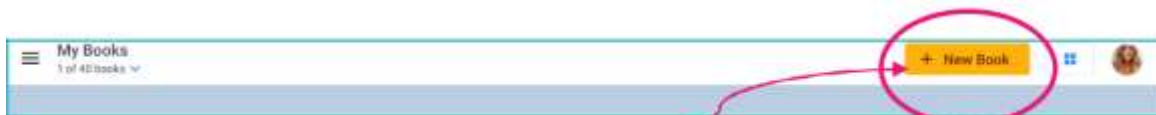
Creating an e-book is a great way of evaluating your students' learning process and what they have learned. Students must use high-level thinking skills to synthesize the information they have learned. Instead of repeating the transferred information, students create an e-book using their original interactive materials.

CREATING AN E-BOOK

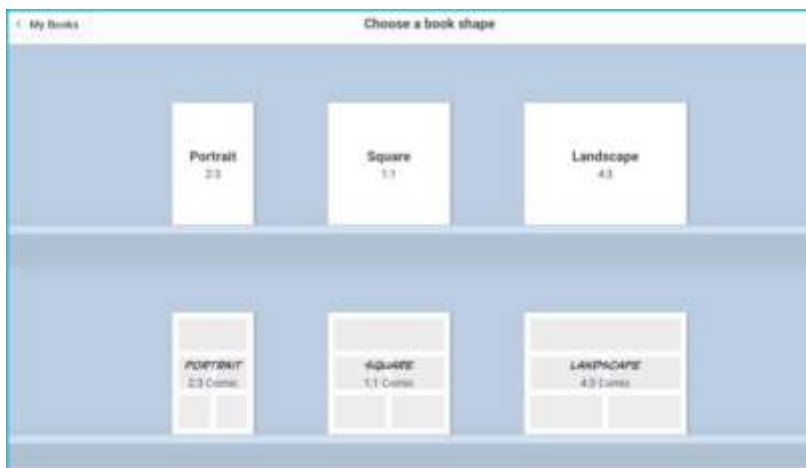
Firstly, you must enter the <https://bookcreator.com> address.



Click on “**Get started for free**” on the main page. Become a member with your university e-mail address.

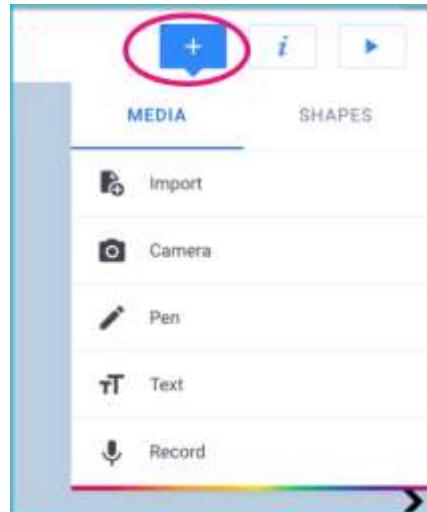


Click on the **+New Book** link to create a new book project.

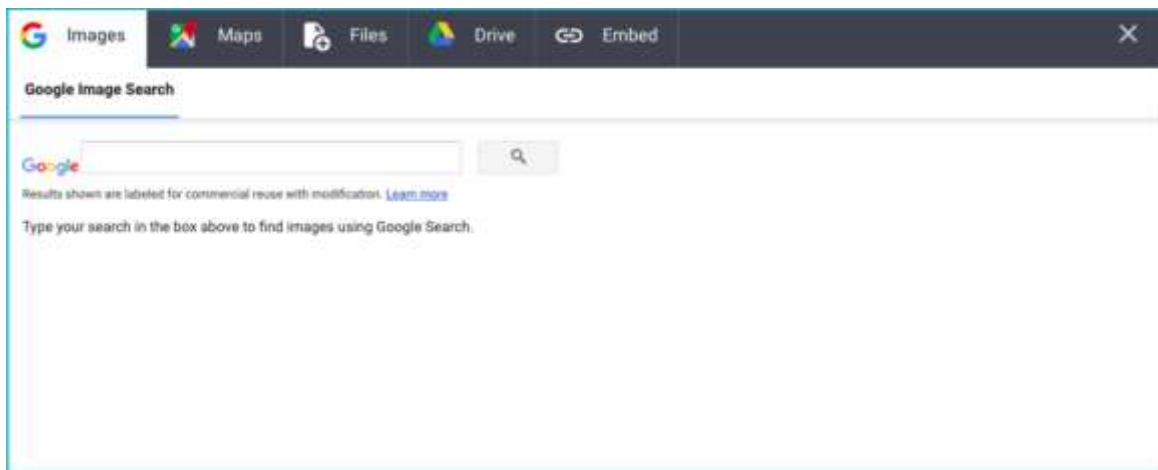


Choose the theme of the book that you want from the menu. Choosing the content carefully will make things easier.

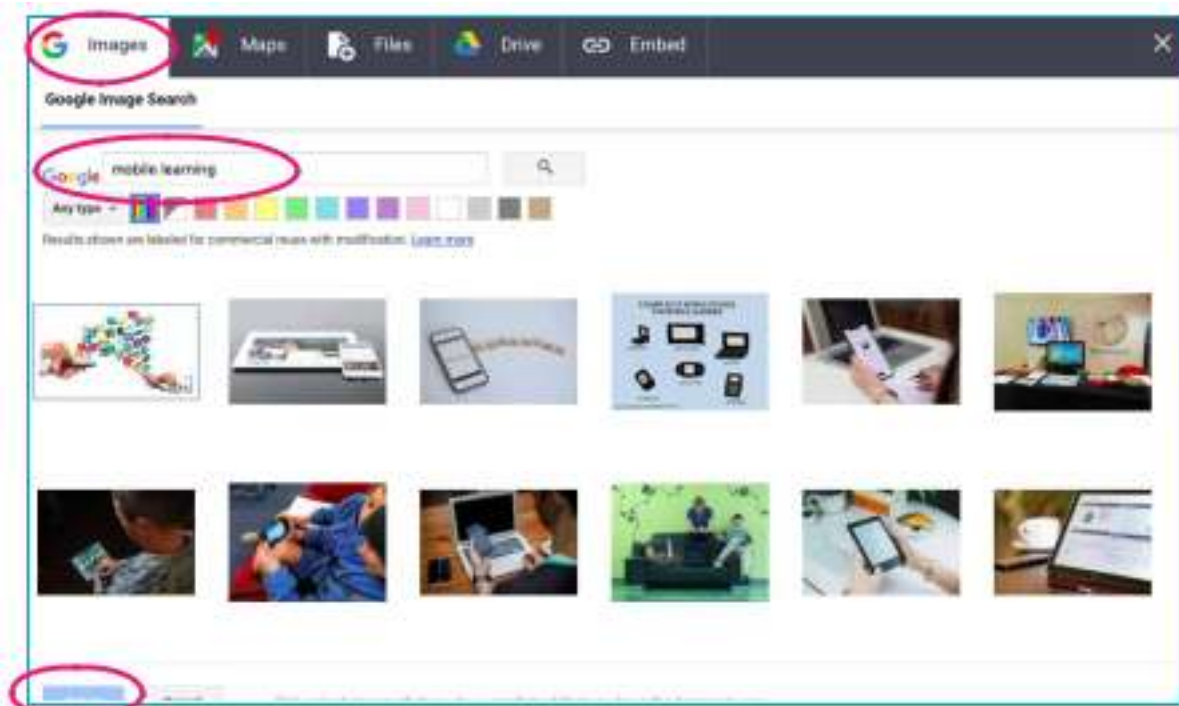
Since you have now chosen your book theme, you can now begin adding content. Click on the + sign at the top right corner of the screen to begin adding content. You can select the type of content you want from the menu.



When you click on the Import option, a new menu opens.

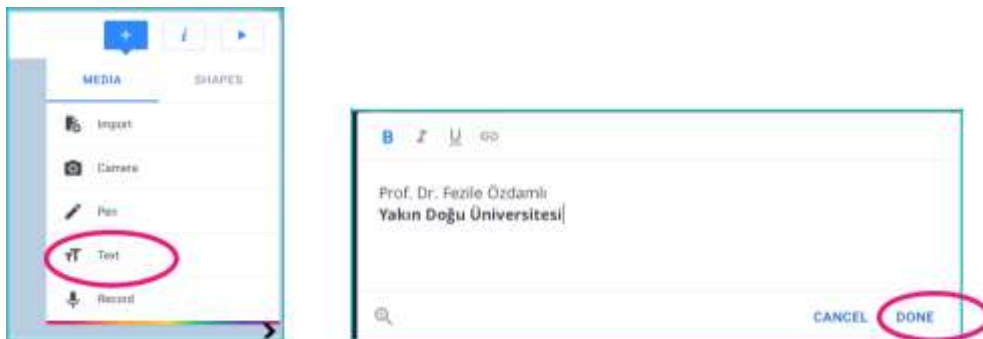


You can search Google with **G Images** to add an image, you can add the address information of any location you want into your book by selecting the **Maps** option. With the **Files** option, you can move any file on your computer to your book. Again, you can transfer any file in the drive to the book with the **Drive** option. With **Embed**, you can place materials on the web into your book using the embed code.



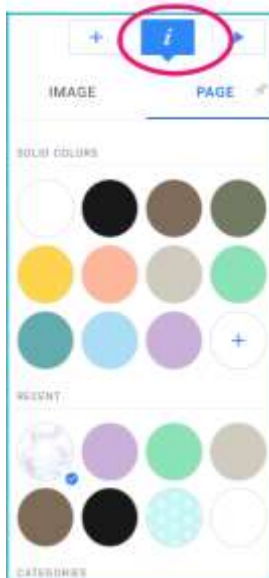
After clicking on the **G Images** link, conduct your search for the image you want to add. After selecting the image you want, click on Select.

After adding the image you want to your cover page, you can add text with your name or other information.



Write the text you want in the field provided then click on Done.

Click on the letter “i” to select the background of your cover page. Select the background you want from the menu and apply it.

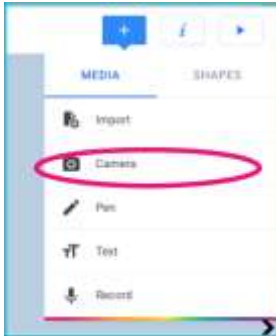


After clicking on the image that you have added to your background, then on the letter “i”, you can add a “Hyperlink” within your book to forward readers to another page or a web address. Additionally, the message written in the “Accessibility” section can be listened to as an audio message when the “Read Me” button is clicked.

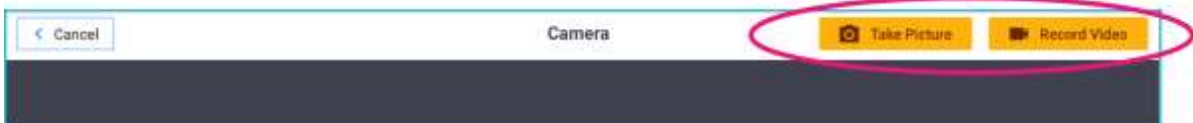


If you have finished the design of your cover page then you can go on to your second page by clicking on the arrow on the right of the screen. You can edit the previous and next pages using the arrows.

If you want to add your own photograph or video to your book, then you can click on “Camera”.



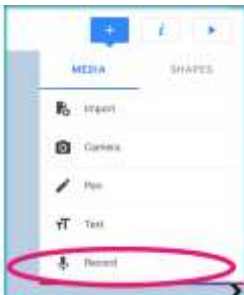
Click on “Take a Picture” to take a picture and on “Record a Video” to record a video.



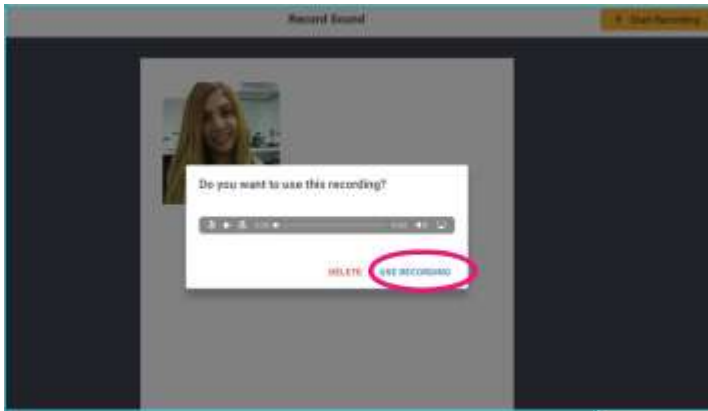
You can easily add a photograph that you have taken with your camera.

Note: If you are using Safari as your internet explorer, then this does not support video recordings. Therefore, you must use Chrome.

If you want to add your own voice to your page, then click on “Record”.

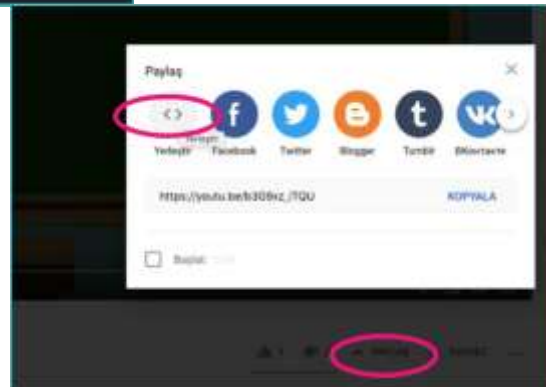


Then click on “Start Recording” and begin recording your voice.
When you want to end your recording, click on “Stop Recording”.



If you want to add the voice that you have recorded, click on "Use Recording".

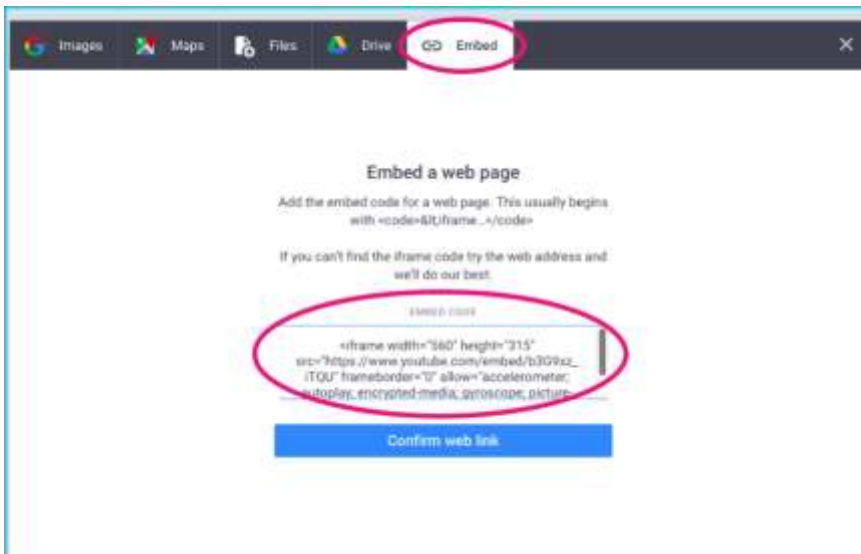
To add a video into the interactive book, you must first find the video that you want to add on YouTube or another platform. Then click on Share. Click on the Embed <> option.



Then, copy the codes from the drop-down menu.



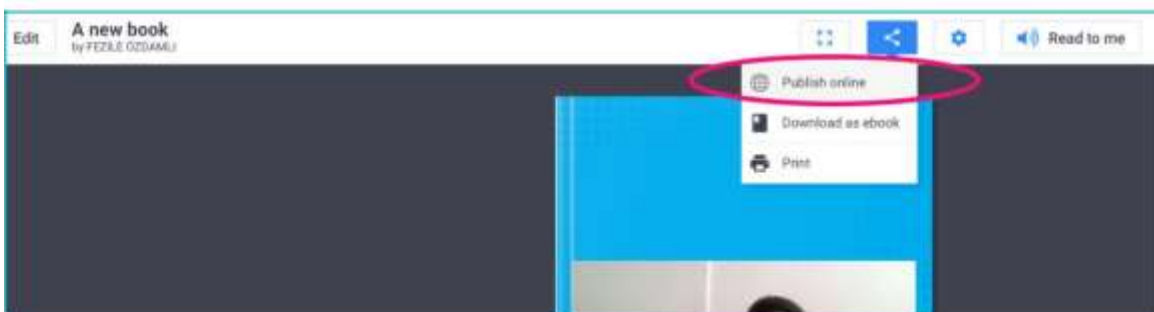
Select "Embed" from the import menu to place your copied code into your e-book. You must then paste the code you have copied and click on "Confirm web link".



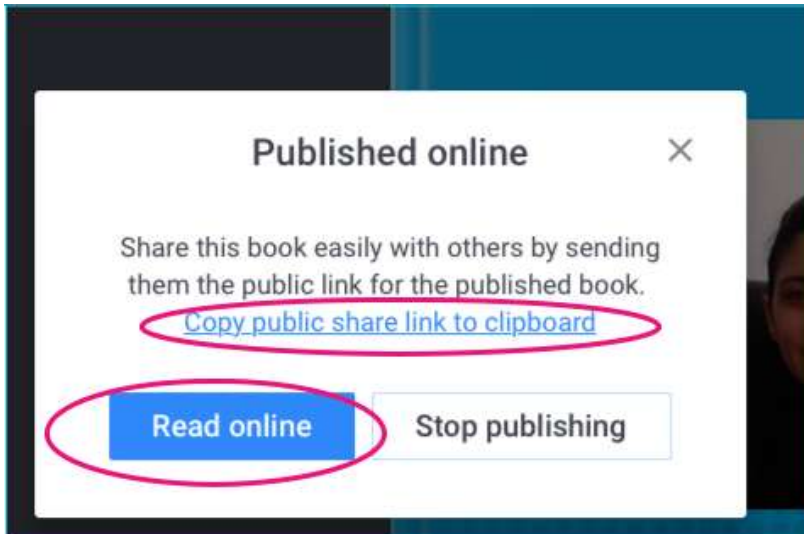
You can now watch the video in your interactive book through the code obtained from YouTube.

Publishing the book

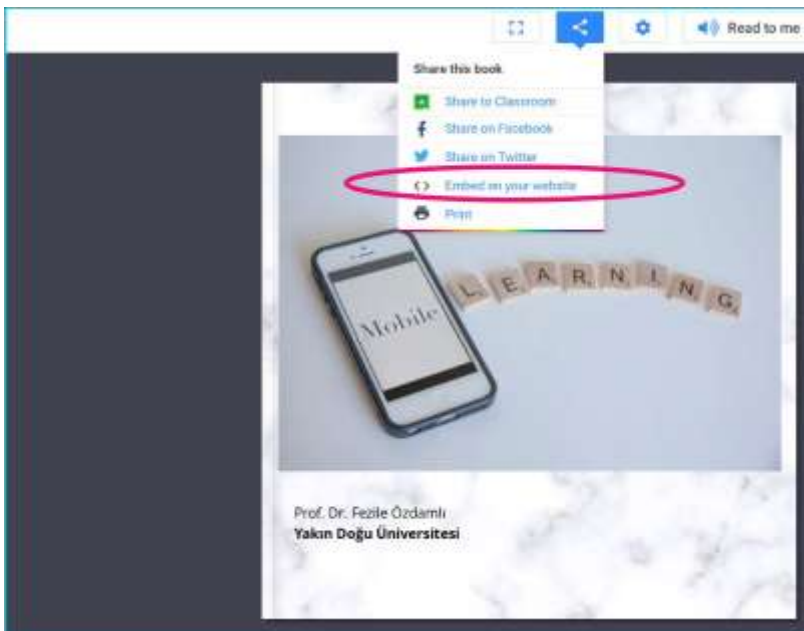
To publish the book that you have completed first click on **“Play”**.
And preview the book you have designed.



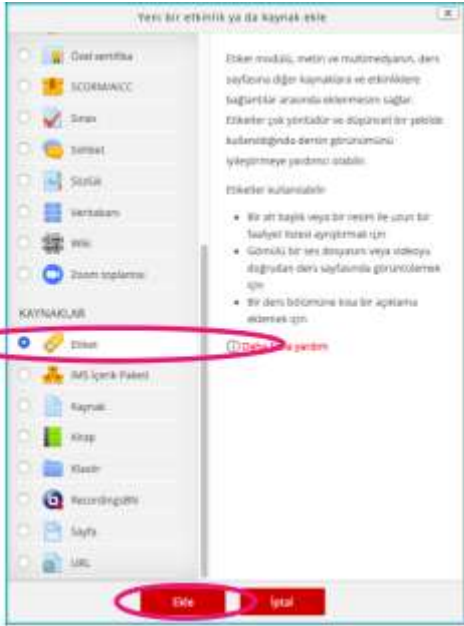
If your book is OK, then click on **“share”** then select the **“Publish Online”** option or download it to your computer through **“Download as ebook”**.



When you see a message related to your book published online, click on “**copy public share link to clipboard**” and copy the link. Place the link you have copied into your lecture module and enable your students to access the book.



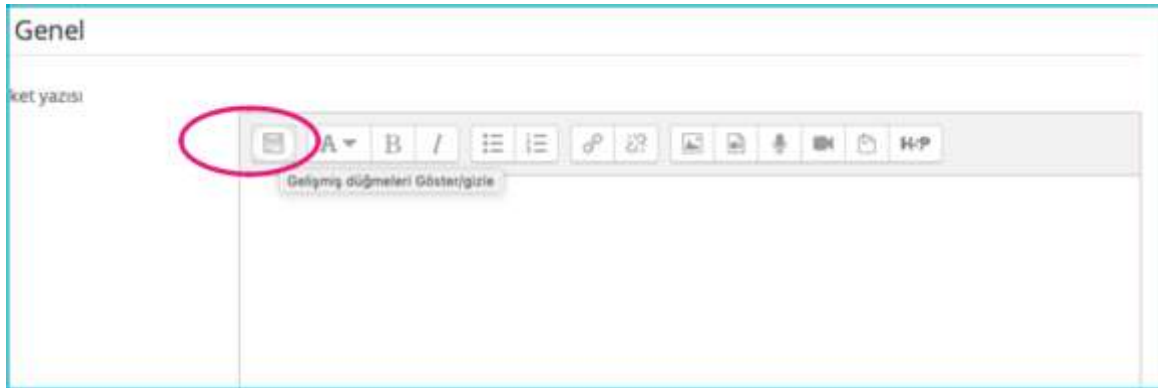
Additionally, if you click on “**Read Online**”, then you will be able to see your book. If you wish, you can click on Share and select the “**Embed on your website <>**” option to view it in your lecture module.

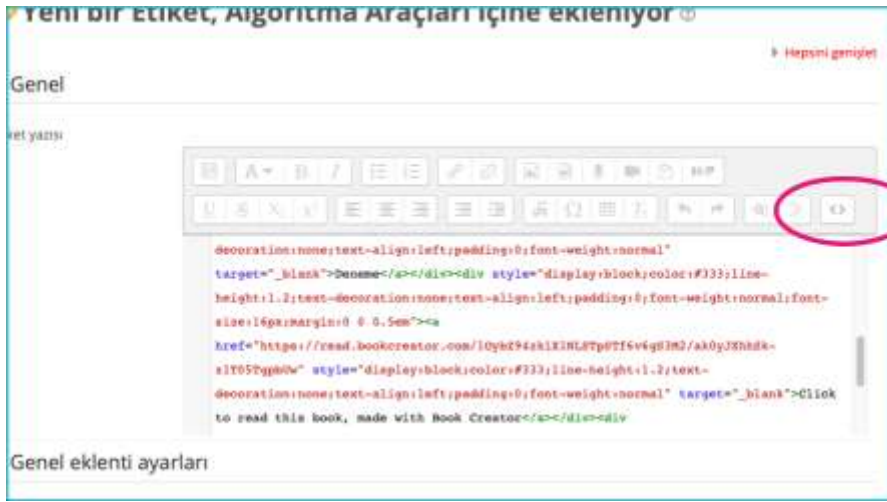


Copy the code. Then open up the lesson module on the UZEBIM platform and click on 'enable editing'. Then click on '+ add a new activity or resource' to the section that you want to add.

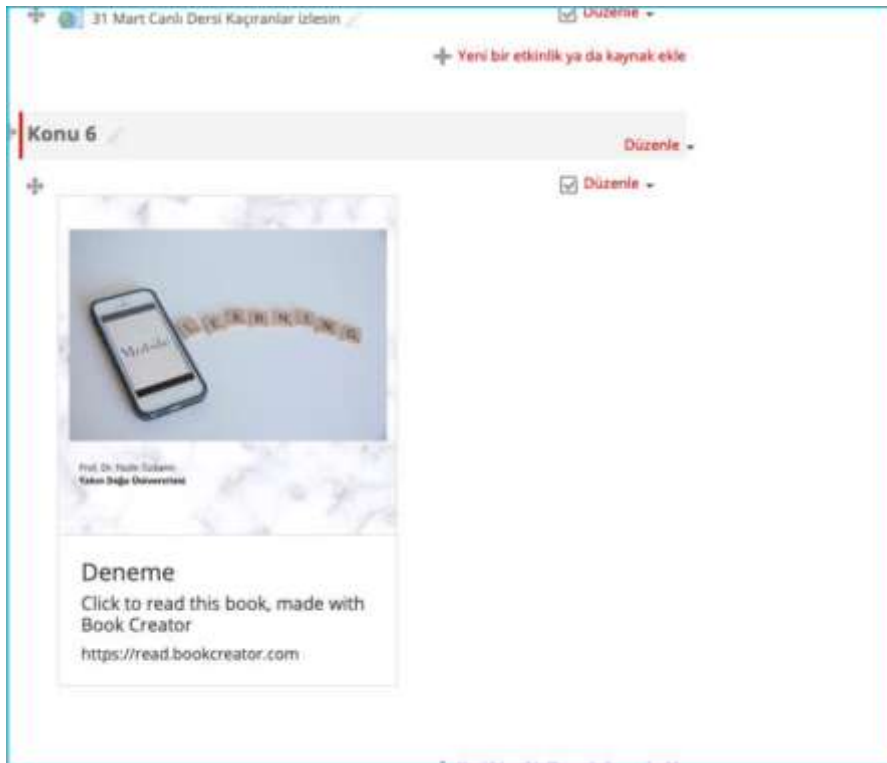
Click on the tag option and click on Add.

Click on the Show / Hide Advanced buttons on the screen that appears.





Click on the <> button from the menu that opens, paste the label we copied in the screen. Then you can click on **Save and Return to Lesson**.



And now your book has been added to the course module.

Enjoy working...