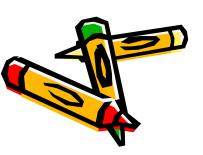


What are the technologies?

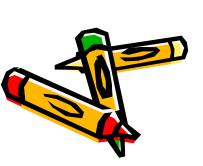
- · Content
 - Electronic book (e-book)
 - Mobile applications (apps)
- · Delivery
 - Online
 - Offline





E-books

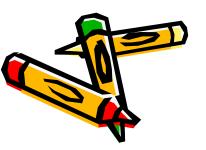
- Types of e-books
 - Printed book scanned as PDF
 - Monochrome text only e-book
 - Colour multimedia e-book
 - Page-faithful interactive e-book





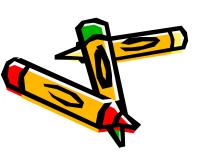
Features and benefits of e-books

- · Can be transmitted electronically
- · Can be used by different users at the same time
- Are readable on electronic reading devices e.g.
 - Computers PCs, tablets such as Ipads
 - Kindles
 - Smart Phones



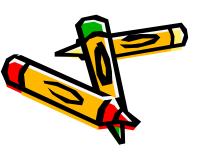
Delivery

- · E-books can be delivered:
 - Offline e.g. on CDROMS/DVDROMS; users don't require an internet connection
 - Online -users require an internet connection to access the content



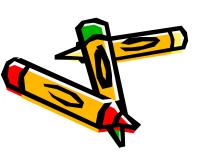
Myths about e-publishing

- · It is cheaper than print publishing
- Content should be given for free to users (open access)
- · E-books can be printed and bound



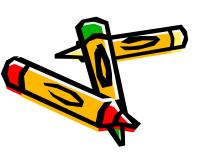
What is required?

- · In publishing
 - Writing templates e.g. in html/XML
 - Editing software
 - Design software e.g. In Design, EPUB, video and audio applications
 - Delivery platform (if online) with payment interface for paid-for content



What is required? Cont'd

- By users
 - Electronic reading devices
 - Electricity
 - Stable internet connection (for online content)
 - Servers to store content for multiple users





Challenges

- · Distribution: few online stores e.g. istore, Amazon, Google editions
- Digital Rights Management and piracy
- Skills required to develop digital content



Challenges cont'd

- · Free content v/s paid-for content
- Competition from non-publishers eg Microsoft, Google, Amazon, Intel who are giving away free content
- Lack of regulation quality of content -anyone can write and be hosted by the online stores

