

# **Digital Textbooks**

### **International Publishers Association**

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### **Structure**



- 1. Background "Digital Textbooks"
- 2. Project outline
- 3. Experiences so far
- 4. Live demo



# 1. Background "Digital Textbooks"

# **Starting situation**



- Infrastructure at schools
- Textbook characteristics
- Legal framework in Germany

### Infrastructure at schools



### Variety of devices

- PC, Mac, Tablets (iPad or Android), Whiteboards

### Infrastructure in schools

- Students with own computers vs. computer-sharing
- Classrooms with or without internet access

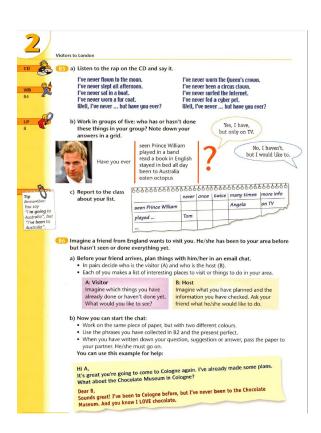
# > Resulting requirements

- Compatibility with variety of devices
- Support of many users on one device
- Access online and offline
- Synchronisation with different devices

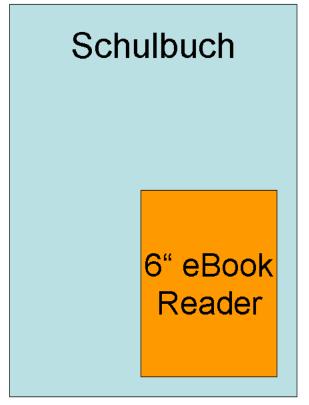
### **Textbook characteristics**



- Graphically orientated structure: no continuous text
- Thus no compatibility with eReader (e.g. Amazon-Kindle)







# Legal framework



### Data Protection Laws

e.g. no hosting outside EU

## Textbook Approval Regulations

Digital textbook must be approvable

### Textbook rental

Comparable costs for one-year-use

### Textbook tenders

Integration of book traders must be possible



# 2. Project outline

# Industry platform "Digitale Schulbücher"



#### What are the components?

- → Digital Bookshelf
- → ,Viewer' for digital textbooks

#### What are the advantages?

- → One standard, one system
- → Flexible: Online or offline
- → Secure (Certification planned)
- → Focussed on school reality
- → Independent of certain software or hardware companies

#### Which devices can be used?

→ PC, Mac, Whiteboards, Tablets

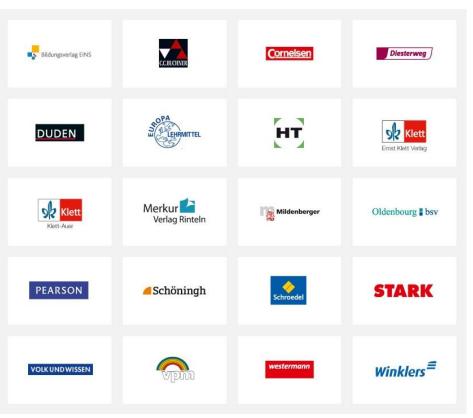
#### Multimedia elements?

→ can be integrated



# Industry platform "Digitale Schulbücher"





#### **Milestones**

- 2010 → Start of the project
- Juni 2011 → School testing
- didacta 2012 → Preview version
- 5. November 2012 → Going live

### **Today**

- 20 participating publishers
- 1.000 available titles
- 28.000 user registrations

### Tasks: Association vs Publishers



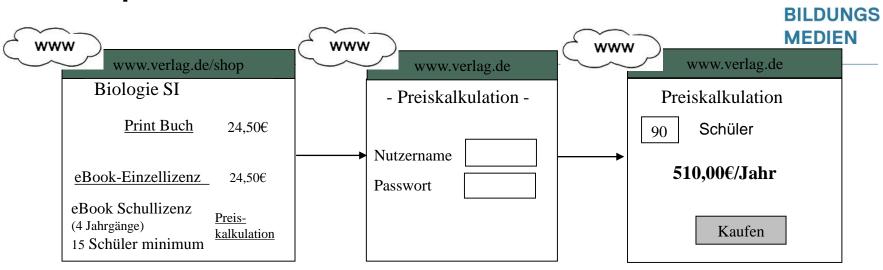
#### **Association**

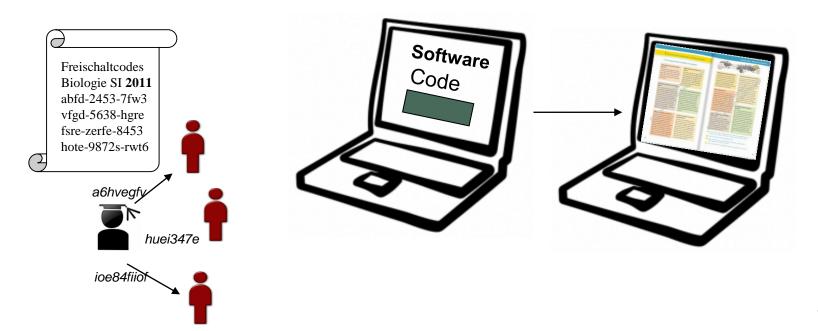
- Provision of a central user access and bookshelf: One software, one format,
- Lobbying and marketing the basic concept towards politicians, authorities and teachers

#### **Publishers**

- Content Provider
- Creation of individual business, licencing and pricing models
- Sale of digital textbooks in webshops

### Sales process





**VERBAND** 

### **Enrichements**



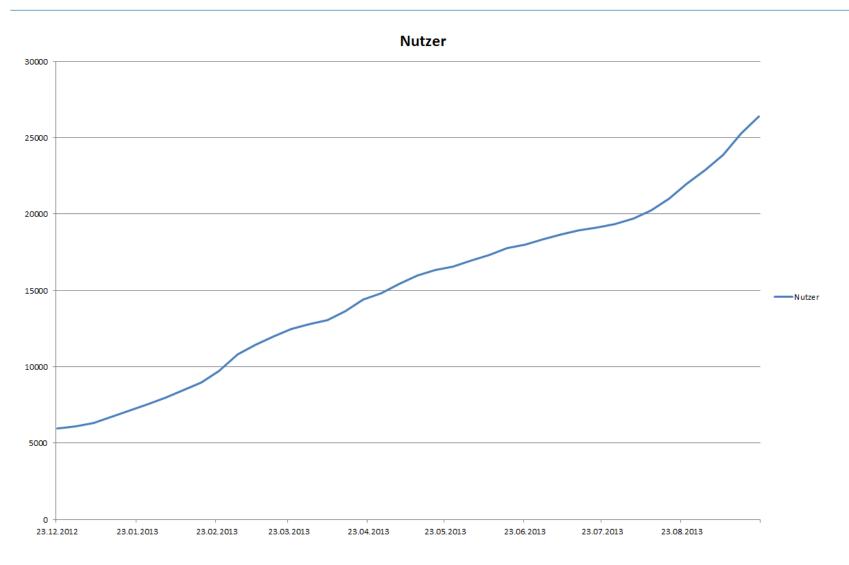
- Digital textbooks are based on the print title
- Enhancements add value:
  - Annotations, bookmarks, marking tools, full text search
  - Additional material can be attributed precisely
  - Enrichement with multimedia elements (audio, video) is possible



# 3. Experiences so far

# **Active users (accounts)**





### **User feedback**



- Mainly positive
- Diverse Feedback
  - Schools with bad IT infrastructure wish restriction to essentials ("pdf is enough!")
  - Schools with good infrastructure demand more enrichements ("Only books behind glass!")
  - Requests for licence management in schools

### First use scenarios



- Rare: Digital textbook replaces printed book completely
- Frequent use as presentation tool by teachers
- Parents buy digital textbook as "backup textbook" for home use
- Collective licenses for working groups and equipment of complete grades very rare

## **Covered school forms and subjects**



- Depending on publisher and his priorities as well as political situation (current reforms of curricula)
- Less titles for elementary schools
- Balanced coverage of different school types
- Languages and sciences well-balanced
- Currently 1.000 titles for 40 subjects and professions

# **Pricing**



- Publishers are solely responsible for business, licence and price models
- Currently different business models on the market

## **Further development**



- Opening of the bookshelf for further products by publishers
- Simplification of licence handling
- Creating interfaces and single-sign-ons with other systems

# www.digitale-schulbuecher.de







# 4. Live-Demo