

eContent Publishing Suite

by Young Digital Planet



TRADEMARK OF YOUNG DIGITAL PLANET



Who is yPublisher for?	4
What is yPublisher for?	5
Creating interactive eContent: Intractive lessons	6
Creating interactive eContent: Reference materials	11
Creating interactive eContent: Flipbooks	12
ePublishing process management	13
Why use yPublisher?	14
yPublisher components	15
Authoring Tool	16
Authoring Tool: WYSIWYG mode	17
Publishing Management System	18
Version Control System SVN	18
Player	19
Open standards	20



Introduction

Young Digital Planet S.A. is an educational eContent publisher and eLearning technology provider, with a strong global presence. For more than 18 years, we have been at the forefront of new technologies developing a vast range of educational learning solutions and services that meet our customers' evolving needs.

Following years of developing new generations of YDP proprietary authoring tools, we are proud to present an innovative and effective eContent authoring and ePublishing system.

If you would like to receive more information about our products and activities, please contact us at **info@ydp.eu** or visit our product website **www.ypublisher.eu**

Who is yPublisher for?

yPublisher is for anyone who wants to create different types of eContent:

Educational publishers - both digital and traditional

- Create digital versions of your textbooks or enrich them with interactive add-ins, involve the author in the publishing process

eContent publishers

- Benefit from real content and design separation and a variety of eContent types (interactive courses, reference materials, flipbooks)

Training departments and institutions

- Prepare eContent in-house and become independent from external vendors

yPublisher is intended for everyone involved in the eContent creation process:

Publishers

- define and control your ePublishing process anytime and anywhere

Project managers

- plan, control and test eContent created by your team

Authors, editorial teams, proofreaders

- organise your work and create eContent

Graphical designers

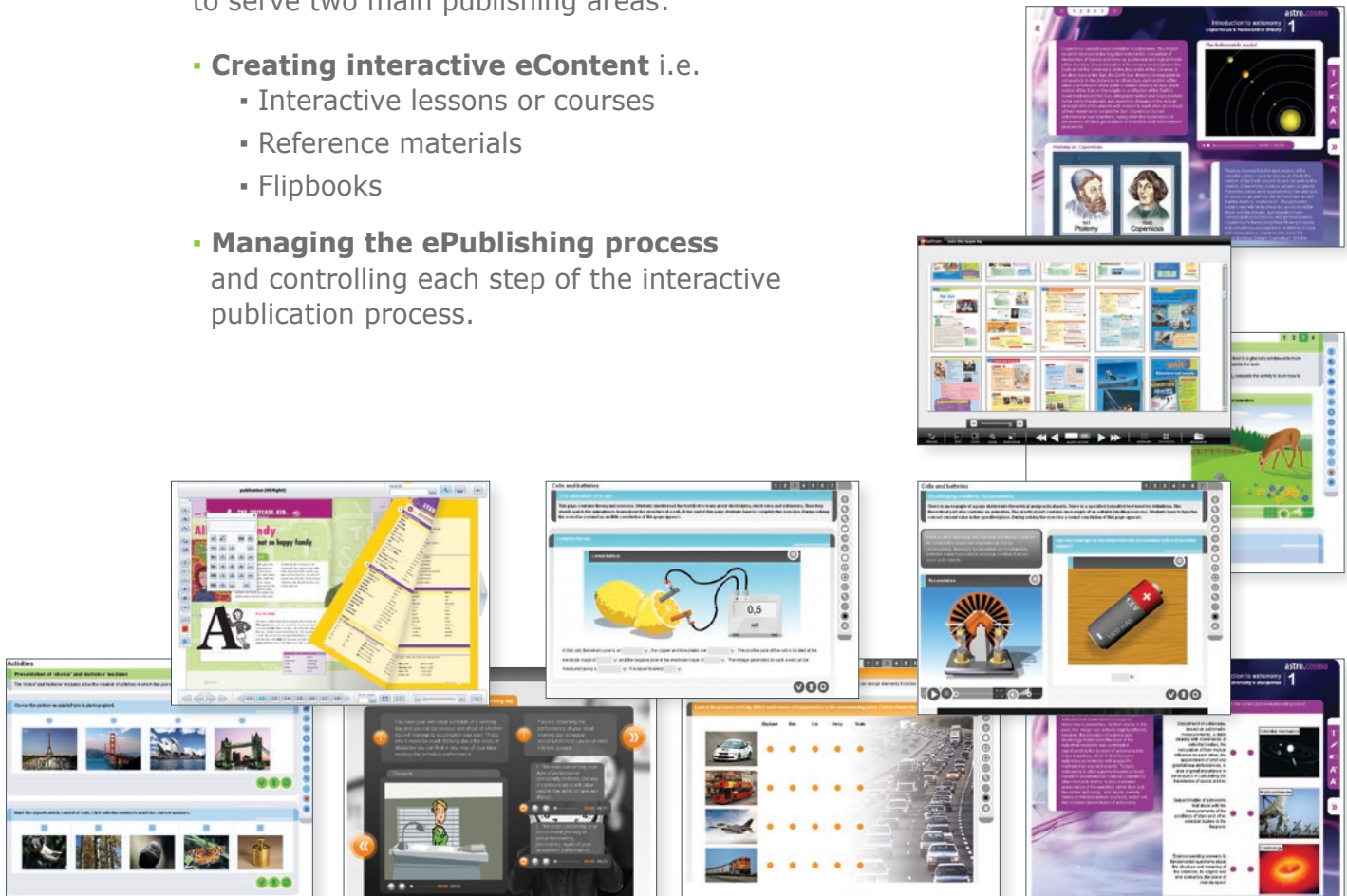
- create graphical designs and eContent templates



What is yPublisher for?

yPublisher is a complete authoring system designed to serve two main publishing areas:

- **Creating interactive eContent** i.e.
 - Interactive lessons or courses
 - Reference materials
 - Flipbooks
- **Managing the ePublishing process**
and controlling each step of the interactive publication process.



Creating interactive eContent

Interactive lessons

The picture below present the exemplary interactive eContent screen:

The screenshot shows an interactive lesson screen for 'Environmental pollution'. The interface includes a navigation bar at the top with a sequence of numbers 1-9, a page title 'Environmental pollution', and a subtitle 'Pollution of the natural environment by humans'. The main content area features a video player showing a polluted river, a text box explaining the purpose of the screen, and a grid of six images for a labeling activity. The bottom of the screen displays a feedback bar with icons for showing answers, resetting, and showing correct/incorrect status. The background is a green abstract design.

Navigation through the screens of a single lesson

Tips to help users understand the purpose and objectives of a particular screen

Animations, videos or simulations presenting the content in an attractive and inspiring way

Interactive activity with an introduction and feedback. More information about the interactive module types are presented on the pages that follow

Lesson title

Page title

Annotation panel toolbar with additional tools to enhance the learning process:

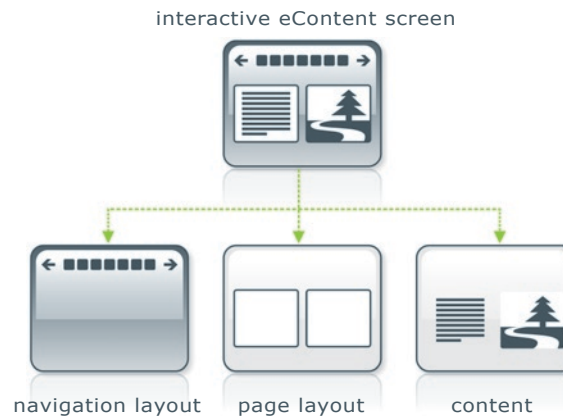
- Text
- Pencil
- Eraser
- Increase/decrease font and more...

Activities with feedback (show answers/reset/show correct/incorrect answers)

eContent created in yPublisher is a composition of:

- navigation
- graphical design
- interactive content

The picture below presents the idea of content, layout and navigation separation:



The separation ensures a range of vital benefits:

- re-use is easier than ever before;
- accessibility features are deployed;
- content fits to any resolution;
- content is 'future proof' - we can use yPublisher content on any device (only design and player need to be prepared).

Creating interactive eContent

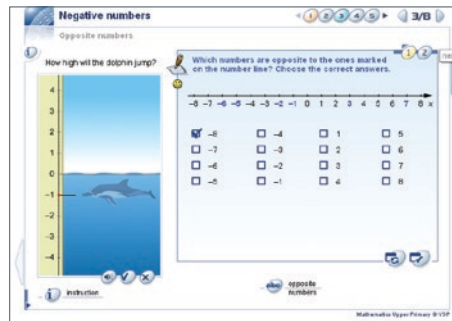
Interactive lessons

There are several activity modules available in yPublisher



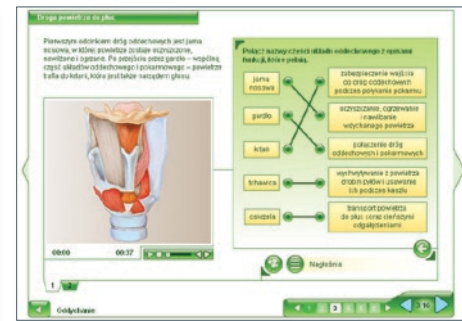
Choice

the user selects one or more correct answers from a selection of given possible answers



Marking

the user selects one answer from a multiple-choice selection in the active area e.g. an illustration, a picture, etc.



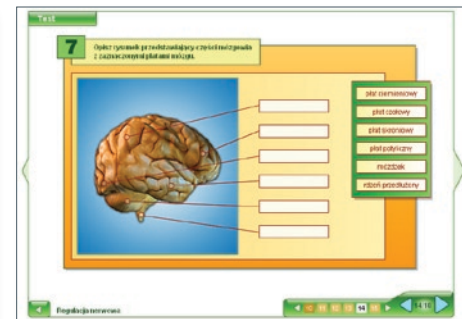
Connection

the user has to 'draw' lines in order to connect two items which fit the same given criteria



Ordering

the user has to put a set of elements into the correct sequence

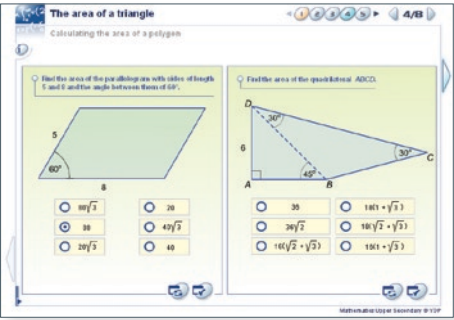


Labelling

the user has to complete the blank spaces which link to a particular point in an image



Cloze
the user has to fill in the gaps in the text by typing an answer in an edit box, selecting an answer from a list or by using drag 'n' drop answers



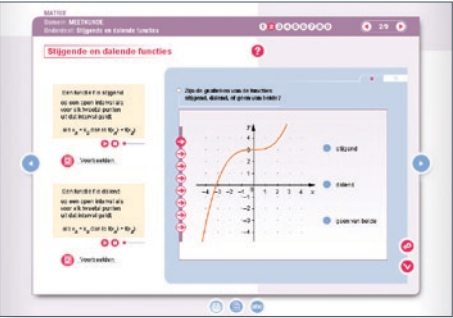
Selection
the user connects multiple elements from a given selection



Chart
the user has to complete a chart with edit and drag & drop cloze module gaps



Maths & Chemical
the author can create advanced interactive eContent with Mathematical and Chemical expressions which can be easily used within interactive activities



Plot
the author can create advanced Mathematical plots and function charts

Creating interactive eContent

Interactive lessons: Feedback and dynamic paths

Every interactive module, activity or test can be supplied with **feedback** which is given after completing specified conditions.

The feedback may be triggered by a single correct answer, by all questions answered correctly, or by wrong answer(s). It is possible to provide different feedback depending on the number of wrong answers given. To define feedback, we can use text, images, sound or video.

To make courses more complex and advanced, we can use '**dynamic paths**' - in this way we can control the course's behaviour according to the user's actions.

Regular screen sequence (flat lesson flow)



Dynamic screen sequence (intelligent content)



Reference materials

Reference materials open up as new windows containing various combinations of text, images and keywords. They are useful for providing additional information within lessons.

There are many fixed elements within the project, which can be easily categorised and described in a form of simple patterns i.e. text and picture, glossaries and dictionaries.



Creating interactive eContent

Flipbooks

Flipbook is an interactive book, workbook, magazine or any other traditional textbook converted from PDF format to interactive content, based on Flash technology and vector graphics (top quality of presented content).

The output has the form of an interactive book presentation with a navigation which resembles turning the pages of a traditional paper book. There are also a variety of additional tools embedded in the navigation panel. The flipbooks assist the teacher in the conducting an interactive whiteboard lesson.

With yPublisher's Flipbook technology the creation of flipbooks is a very easy, intuitive and one-click action. All converted files may be enriched with active links and media assets (hotspots), for example: audio, video, animation, image or even interactive activities.

Annotation panel with a variety of tools (calculator, marker, line, text, shape, spot, etc.)

Navigation through the flipbook (next/previous, index, table of contents, etc.)



Flipping pages in traditional textbooks

Hotspot (for example: Flash animation) as an additional resource

Top quality zooming tool (Flash based)

ePublishing process management

yPublisher is a complementary system mastering all aspects involved in the eContent publishing process.

It combines the functionalities of different kinds of authoring tools and applications and finally standardises all of the ICT content development.

ePublishing tools	Function
Project and task management	<ul style="list-style-type: none"> plans, organises and controls every stage of the project creates and tracks workflow needed for project completion
Asset management system	<ul style="list-style-type: none"> stores, searches and accesses all your valuable media assets in digital resources database manages the tasks and actions related to the stored digital assets
Bug tracking system	<ul style="list-style-type: none"> monitors and manages issues relating to modifications and bug reports monitors your eContent
Version control system (SVN)	<ul style="list-style-type: none"> securely stores and retrieves whenever needed both current and historical versions of all your resources, materials and ePublications

Why use yPublisher?

- Consistent and innovative technology - includes all the applications needed for ePublishing.
- The creation of eContent is no longer a supposed 'black box': all work can be viewed throughout the entire process.
- The whole publishing process can be kept in-house; however, it can easily accommodate external suppliers' processes.
- The time taken from initial author phase through to product completion is significantly reduced.
- Authors have an instant preview of eContent during the entire process - they can create, view and test the eContent at any point.
- All of the above benefits mean that less time is spent developing content, and costs, therefore, are significantly reduced.

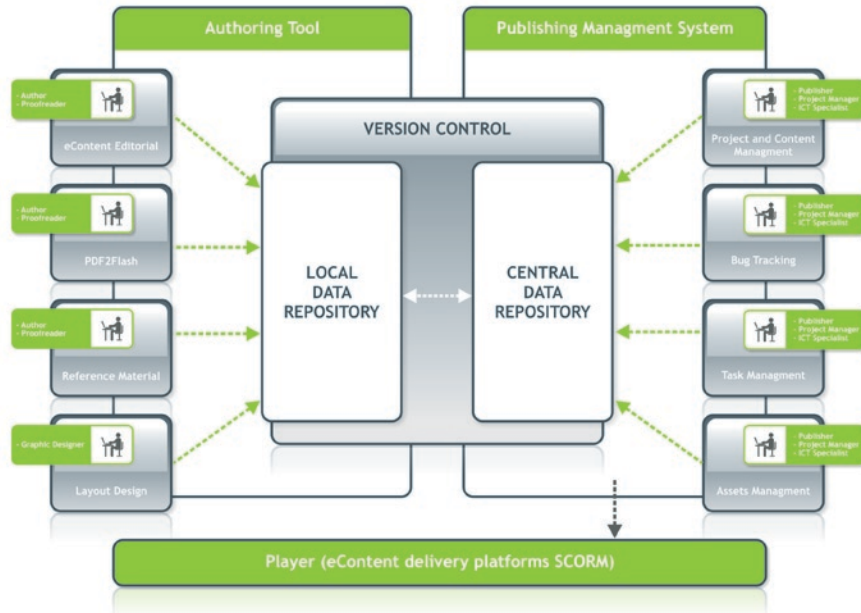
yPublisher components

As an integrated set of components, yPublisher includes three main elements:

- **Authoring Tool (yPublisher Editor)**
- **Publishing Management System (yPublisher Portal)**
- **Player**

In addition, there is a built-in **version control system (SVN)**, which binds the Publishing Management System and Authoring Tool.

The picture below presents the concept of yPublisher:



yPublisher components

Authoring Tool

Authoring Tool (yPublisher Editor) is a component used to prepare advanced eLearning content.

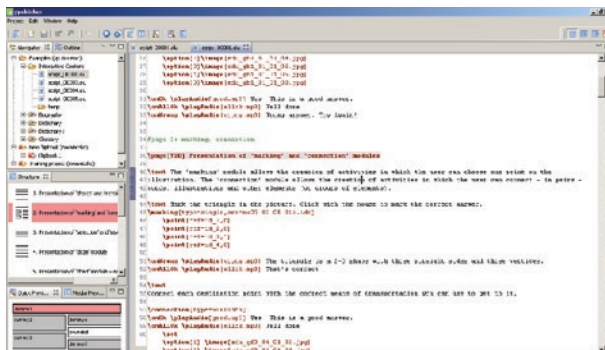
yPublisher offers real content and design separation. As a result, yPublisher Editor is split into two sections, one for the designer and the other for the author.

The sections are:

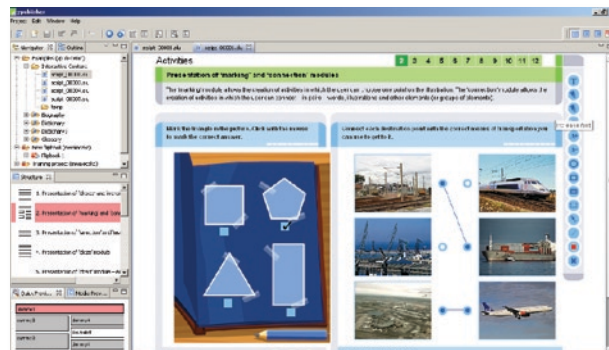
- layout editor - intended for graphical designers to create different, attractive visual styles and templates for the content
- content editor - for authors/editorial teams to create advanced, interactive eContent

Content creation is based on a simple text-based edition using SML (Script Markup Language); during the eContent creation process the SML Editor makes it possible to use a broad range of modules and features.

Authoring Tool - work mode



Authoring Tool - preview mode



Authoring Tool: WYSIWYG mode

Our eContent publishing software can also be used by IT users who are less skilled. The fully graphical authoring tool interface can be used by authors and editors who create eContent in a specific way. The ready-made screen templates have editable areas and simply by double-clicking in them the content can easily be changed.

The features of full WYSIWYG mode are:

- easy, intuitive and user-friendly creation and modification of content in graphical editor
- plenty of configurable activities and feedback options
- selection of professional layouts to choose from
- use the internet browser to access content anytime and anywhere
- SCORM open standard based approach to import content into learning management systems or for use on your website
- download option to edit content with open source off-line tools

yPublisher components

Publishing Management System

Publishing Management System (yPublisher Portal) is a complete eContent publishing solution that combines the functionality of different applications necessary for the development of a professional learning package.

It is designed in a three-layer architecture:

- client layer - designed for end users (makes use of 'thin-client' - web browser)
- application layer - responsible for system behaviour and data processing (based on PHP technology)
- database layer - responsible for data storage and data processing (based on MySQL RDBMS)

Version Control System SVN

Subversion (SVN) is a version control system which binds yPublisher Portal and yPublisher Editor. It enables safe and secure central data storage. Due to SVN usage it is also possible to work in either online or offline mode, using local and central data repositories. The system provides a useful framework for a team of employees working in the same place, at the same time.

Player

yPublisher Player is a component used to display combined content elements in yPublisher Editor and in yPublisher Portal. It is possible to run a created lesson as a standalone application as well as through a web browser.

The same content can be displayed in different graphical designs.

Content presented in yPublisher Player is self-adaptive to any resolution. Compatibility with Flash 9 technology is required.



Open standards

yPublisher has been designed for creating eContent packages in open standards for:

- online usage (web pages, method sites, Virtual Learning Environments, etc.)
- offline usage (CD/DVD, local networks, etc.)

eContent created in yPublisher can also be exported from an on-line Management System to the SCORM standard:

- eContent developed with yPublisher is based on XML standard
- while creating the eContent in yPublisher Authoring Tool there is a special intermediary format incorporated
- the final product - content is displayed as an XML by a dedicated Flash player developed by YDP
- external media resources are embedded within XML script

To ensure our clients' business stability we decided to run open source initiative. YDP presents and provides the standard of:

- simple version of Authoring Tool (built with Adobe AIR)
- structure of XML based eContent
- Flash player source code
- full documentation (white papers)

This guarantees eContent development continuity and independency in case of any threat of business violation.

If you are a software integrator or developer and you would like to work with YDP on the implementation of any our products please visit our website:

<http://opensource.ydp.eu/>

Notes



Young Digital Planet
Educational ePublishing

Copyright © Young Digital Planet SA 2008

Young Digital Planet SA, ul. Słowackiego 175, 80-298 Gdańsk, Poland, tel.: +48 58 768 22 22,

fax: +48 58 768 22 11

info@ydp.eu www.ydp.eu



www.ydp.eu