Superbooks it's the way the reading puts you inside the story.

The latest experiment was the British startup’s experiment, an iPad adaptation of Jules Verne's classic voyage. The central narrative, written by Meg Jayanth, is a steampunk remix of Verne's novel, broken into thousands of individual passages that recur throughout the experience. Jon Ingold said that the idea of the concept is that we put player choice into books. They have produced an interactive series of classic poetry for Penguin that allows users to easily create heavily interactive text.

But there are a number of critical issues related to these books. There is a dilemma that with enhancing fiction is either you don't do much and stay too close to the original, or you do a lot and it doesn't look like the book any more. Also that is really important to involve writers in these new creative processes. I have to mention the problem with an experienced readers that in bayonets perceive this idea.

However, there are obvious advantages of these tablets is that they can be updated. Furthermore Skip Prichard made the assumption that there will be biometric devices that sense your pulse and temperature and change the plot based on your biofeedback. As a result Wearable devices could embed virtual reality in a way that combines a book with a movie or game.

In summary, I can say with confidence that the book is already close to full immersion.