

Project in Modern Computer Science Spring 2016

Making an eBook

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FOR COURSE PURPOSES ONLY

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1 Assignment 1 (eBook Project) – Given Apr. 8., Due Apr. 18.

Problem 1.1 (Author Group/Title)

Find a (single) partner with whom you want to develop an [electronic book](#) with. 5pt

1. develop an idea for an [eBook](#) and give it a provisional title,
2. invent a short project name (or acronym),
3. post the project, authors, and provisional title to the PantaRhei course forum.

After you have posted, we will make a repository for your [eBook](#) project in the TopModCS16 group at <http://gl.kwarc.info> and give you access. Use this repository for all work on the [eBook](#) project.

Note: You should use the opportunity to really work with the repository and experience the support for distributed collaboration `git` provides.

Problem 1.2 (eBook Proposal)

Develop a proposal and paper prototype for an [eBook](#) project that you could submit to an eBook publisher. Concretely 20pt

1. motivate and give an overview over the content of the book.
2. describe the interactive functionalities you want to realize in the [eBook](#)
3. make a “paper prototype” of the eBook, i.e. a prototype that visualizes the functionalities by any means convenient to you (submit as PDF). The paper prototype should visualize the visual appearance of the book as closely as possible.

Note: The paper prototype should not cover the whole book, but only salient bits that are special or representative of the whole book.

2 Assignment 2 (Realizing an eBook) – Given Apr. 18., Due May 8.

Problem 2.1 (Development Plan)

Make a development plan for your eBook project from Problem 1.2 and implement it in the form of issues and milestones. Give the milestones realistic target dates and assign the issues amongst yourselves. 20pt

Problem 2.2 (eBook in ePUB)

Realize the eBook project from Problem 1.2 in the EPUB3 format. Make sure that your eBook has all the customary parts of a book (more are better). 50pt

1. a cover page with appropriate artwork.
2. a title page
3. acknowledgements and/or dedication
4. colophon
5. a preface and/or foreword
6. a table of contents
7. lists of tables/figures/images
8. an appropriate structure in parts, chapters, sections, etc.
9. references, glossary, index

Problem 2.3 (Testing your eBook)

Test your eBook from Problem 2.3 in at least three eReaders; report on your findings and what changes you made as a consequence of these tests. 15pt

Problem 2.4 (eBook Presentation)

With your group, develop a 5-7 minute presentation of your eBook that introduces your eBook and reviews and explains its content and functionality. 15pt

3 Assignment 3 (Post-Production Issues) – Given May 9., Due May. 20.

Problem 3.1 (The Making Of your eBook)

Write another short eBook that discusses the steps how you made the eBook from ?prob.ebook4pt realize?. This book should discuss all parts of the book and all steps you took to realize them. It should also discuss problems you solve and warn the readers of potential pitfalls when making eBooks. You may reference the specific revisions of your book from the repository and discussions in the issue tracker where appropriate.

Note: This eBook is a technical document, this means it probably has a rather different look and feel from the book from ?prob.ebook-realize?.

Problem 3.2 (Second Edition)

Based on the feedback from your eBook presentation (Problem 2.4) make a second edition 4pt of your eBook that improves it.

Note: Remember that the colophon and preface (and possibly the acknowledgements) must be changed to reflect the fact that this is a second edition. The latter needs to briefly discuss the changes made.
