



Foundations

iBooks Author for Education

Agenda

Overview

- Templates
- Anatomy of iBooks Author
- Interactive elements
- Glossary

Authoring a Book

- Organising a topic
- Creating content
- Gathering assets
- Assembling
- Publishing

Summary of Learning

- Book sharing
- Idea exchange

Audience

This workshop is for educators who want to use iBooks Author to create Multi-Touch books that take learning to a new level of content interactivity and understanding.

Description

Participants build fundamental skills in iBooks Author, focusing on best practices for learning, content creation and distribution.

Learning objectives for this workshop include:

- Learn best practices for iBooks Author
- Build an engaging Multi-Touch book
- Create, edit and share content with iBooks Author

Details

- Workshop length: 1 day (6 hours)
- Maximum number of participants: 20
- Site resources/technical requirements:
 - Wireless Internet access
 - Speakers
 - Projector and screen
 - iPad devices with default settings and Mac computers with default System Preferences
 - For optimal learning, provide participants with:
 - the same model of the same device
 - devices assigned for the year
- Individual participant requirements:
 - An activated iPad (second-generation or newer), with the latest version of iOS
 - A Mac with the latest version of OS X
 - A personal Apple ID
 - Headphones with mic (optional)
 - Syncing cable and the ability to sync iPad to a Mac
 - The free sample of E.O. Wilson's Life on Earth, downloaded from the iBooks Store
 - Basic iPad and Mac navigation skills and basic skills with the specified apps
 - The latest version of the following apps:
 - iBooks and iTunes U (iOS)
 - iPhoto, Keynote, iBooks Author and iTunes (OS X)