



Creating eBooks using iBooks Author

Creating and publishing an eBook has never been easier!

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 Presentation Site: ibooksauthoring.weebly.com

1- Installing iBooks Author on Computer and iPad

iBooks Author is a free download application on the Mac App Store. Search for "iBooks Author in the App store and install.



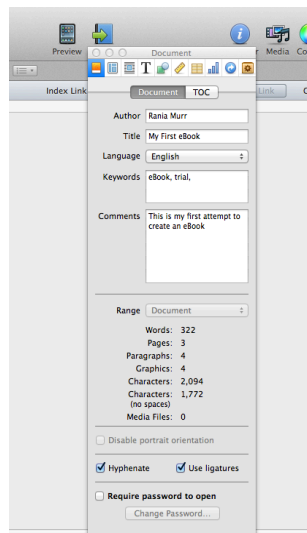
- To use iBooks Author 2.2, you'll need a Macintosh computer running osX 10.7.4 or later
- To preview your iBook, you'll need an iPad with iBooks 3.0 installed on it.

➤ iBooks are only viewable on an iPad

3- Basic Information

To start your eBook, let's add some basic information about the book.

- Click the **Inspector** button in the upper-right side of iBooks Author
- Click the **Document** button on the far left of the Inspector panel
- Fill in some basic information about your book in the Document pane, such as your name, the title of the book, and some basic notes about the book.



Other options that are available for you in this pane: **Disable portrait orientation** which locks the book to Landscape format so that the book does not rotate if the device is rotated while reading. **Require Password to open** if you prefer that only readers who have the password can access your eBook.

Think of iBooks Author as a layout tool. The most important thing in creating an iBook is to get organized:

- Create a folder with all your videos, images, text, quizzes, etc
- Decide on what widgets match your content
- Plan chapters and sections
- Decide if you want to start a Glossary

2- Template Chooser

The first screen you will see when you open iBooks Author is the Template Chooser screen. If you are starting a new project, choose the template that you like to start your eBook. It is important to pick your template as you cannot change it later on.

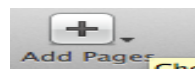
Landscape with Portrait will adjust when iPad rotates

Portrait only will stay in portrait even if iPad rotates

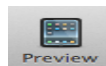
Open Recent If you are not starting a new project, you can open a project that already exists by clicking the controls at the bottom of the window.

Open an Existing File this is where you can select recently opened iBooks Author projects, and next to that is a button you can click to navigate to an iBooks Author file on your hard-drive.

4-Interface



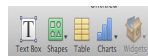
Adds chapters, sections and pages. When a layout template is selected, use this button to add a layout template.



To preview how your books looks like on your laptop click preview, you will also be able to test the widgets and interactive elements



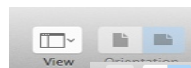
When you are ready to publish your iBook, click on publish and you will be guided step-by-step on the publication process and how to create an iTunes Connect account.



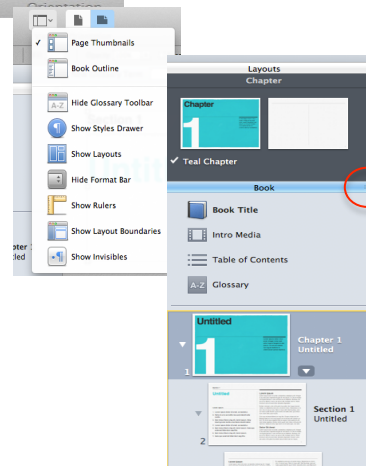
Insert Text Box Shapes, Tables, Charts, and Widgets



Open inspector to edit and format elements, Insert Media from desktop or hard drive, change color of element/text, change fonts

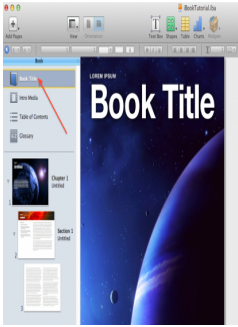


Customize the look of your layout and work area



To customize the layout of pages, sections, and chapters in a pre-existing theme, click and drag the lines in the red circle. This way the changes you make to one page will be reflected throughout the project .

5- Creating a cover



On the left side of iBooks Author, you'll see the book layout pane. Click Book Title, which will bring up the book cover screen like the image to the left. On the book cover, you can double-click any of the text fields directly on the book cover to edit them. Go ahead and edit them now. Note that you can also add, remove, and reposition text boxes to get your titles looking just the way you want.

6- Widgets

One of the main advantages of creating a multi-touch eBook is the integration of interactive elements that will keep your readers engaged in the material and that will foster deep understanding of the concepts. iBooks Author calls these interactive elements widgets, and it provides several of them in the Widgets menu on the Toolbar



- **Gallery:** If you have a set of pictures that you'd like readers to compare (say, a biology book with photos of a bacteria or mold culture growing over time), use this. Readers can flip through the images, and you can provide a caption for each image.
- **Media:** For video or audio illustrations, this is the widget you use. In a Multi-Touch book, your reader gets the standard iPad player controls for video or audio playback. Note, though, that you can import only two types of media: H.264 video files with a .m4v file extension, or AAC audio files with a .m4a file extension.
- **Review:** To present your reader with a short set of interactive study questions, the Review widget provides several multiple choice and dragging questions.
- **Keynote:** To illustrate your text with Keynote presentations, you use the Keynote widget. You can also use this widget for PowerPoint presentations—if you convert them to Keynote format first.
- **Interactive Image:** This widget provides the capability of creating an image that students can zoom around in.
- **3D:** If you need a scalable, rotatable model of something, such as a molecule or a machine part, you can use the 3D widget, which displays COLLADA format 3D models.

Michael Cohen, Take Control of iBooks Author

Planning your iBook

"One problem with iBooks Author is that it's enticing: you can quickly use it to bang together a good-enough looking Multi-Touch book with not much effort, and, what's more, it's loads of fun to do."

Michael Cohen, Take Control of iBooks Author

Your book will be much better, if you take time at the beginning to map out!

BRING YOUR iBOOKS PROJECT TO LIFE

7- More Widgets



Bookry www.bookry.com

- Bookry App-like widgets let you engage, challenge, entertain and interact with your readers.
- Bookry allows you to create your own customized HTML 5 widgets using a simple online generator then drag and drop into iBooks Author.
- Readers can play games, solve puzzles, draw pictures and save any data they enter into your widgets to the cloud.
- They can also share their data with others by email, Twitter, Facebook and Evernote.

BookWidgets www.bookwidgets.com

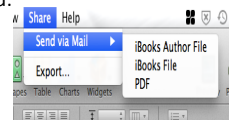


- BookWidgets powerful widget builder lets you create rich, interactive widgets that you can drop right into your iBooks Author project.
- It empowers teachers to create and distribute interactive exercises in minutes.
- It allows you to set up tailored exercises that can be automatically graded by using one of our powerful widget builders.
- Student work is collected in your BookWidgets account, so you can evaluate, comment and grade it.

7- Collaborating

To collaborate with a colleague on iBooks Author you could:

1. **Share file via email** go to the Share menu, choose Send via Mail > iBooks Author for Mac. You'll get a dialog box telling you the file size and asking if you want to proceed.
2. **Share via cloud document management** Consider services like drop box or box if the file is too big
3. If you just want to **send a plain text file of the text** in your project, choose Share > Export, and then choose Text.



8- Distributing

Email the finished project to students: To send a project via email, go to Share > Send via Mail > iBooks for iPad. When you do, you'll see an alert telling you the size of the attachment, and if it is not over the limit you can proceed.

When the email is opened in Mail on the iPad, the student can tap the attachment to open it in iBooks.

Place a copy of your project in iBooks format on a web server so your students can click a link to download the project to their iPads and then open it in iBooks. To do that, again go to the Share menu, but this time, choose Export. for the format choose iBooks and click Next. Then just name your file and pick a destination, e.g. save it to the Desktop.