

## EXPLANATORY SHEETS: PUBCODER

**Reminder:** These roadmaps will allow a better understanding of the workflow of digital interactive contents production through practical recommendations and testimonies of professionals.

In that way, we intend to support learners and teachers in their learnings but also after the training, in their practical working life.

### 1. About the technology

The technology used	The ePub
Final objective and result	Creation of a digital book in ePub3 format that will be available on a computer, tablet or phone thanks to a reading application.
Description of the tool	The ePub is a format allowing the creation of digital books, also called ebooks. The ePub3 (current version) allows the integration of sound, video and interactivity. This type of digital book is accessible to the visually impaired.
Medium used (computer, tablet, phone)	This digital book is readable on a computer, tablet and mobile phone using a reading application.
Where will it be accessible (app, platform, website...)	Thanks to the use of a reading application, the ePub is readable without internet. The following applications allow to read the ePub: - Apple Books (for Apple devices), - Radium (for computers) and - Lis-a (for Android devices).
How long did it take to develop this tool?	Around 40 minutes, but the development time of an ePub depends on the amount of content you want to add to it. Downloading the software: 5 minutes Finding the content: 10 minutes Designing: 25 minutes Extracting: 1 minute



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## 2. Used software

Name of the software	PubCoder
Name of the company	Developed by Emmanuel Roc
Copyright status (cc, proprietary system, etc)	PubCoder is a start-up created in 2013 and based in Turin, Italy. It is in fact a private organization.

In case you have used additional resources for the content of your tool, please describe them below:

None.

## 3. Cost

Cost of the creation of this tool	0€ or 99€ per year.
General pricing plan	You can download a free version of the software for 30 days at this address for Windows and for Mac: <a href="https://www.pubcoder.com/Try-for-Free">https://www.pubcoder.com/Try-for-Free</a> . Otherwise, the PubCoder license is 99€ per year.

In case you have used additional resources for the content of your tool, please detail their cost below:

None.



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#### 4. Steps of production

Please describe each step of the production of the tool

##### Design phase

<p>Why did you create this tool?</p>	<p>Since the eBook is an electronic medium, it has additional functions that a paper book does not have, such as sound or moving pictures. eBooks are also interactive, since it is possible to have links to several data sources: additional videos, hyperlinks, etc. These options make it fun and entertaining for the user.</p> <p>Digital books also provide a social opening to the world for people with disabilities. Some features, such as the possibility of increasing font size, make it easier for visually impaired people to read. Furthermore, the use of audio as a support for text or the addition of various videos are also very useful and make it possible to design books adapted to people with disabilities.</p>
<p>What functionalities does it have?</p>	<p>The ePub has text, images, video, sound, and hyperlinks.</p>
<p>What will be its purpose? (pedagogical, communication, games, etc.)</p>	<p>The objective of the creation of an ePub is pedagogical. The teacher has to ask himself how to transmit a certain amount of information and how he has to format his contents in a book.</p>



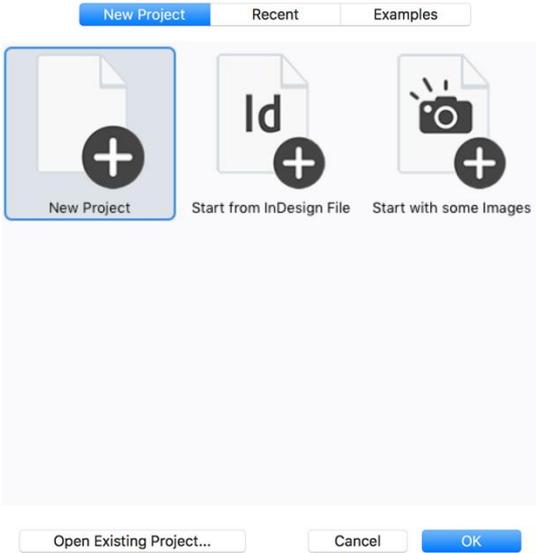
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5. Creation phase

Please name and describe below the different steps in the creation of the tool (min 5)

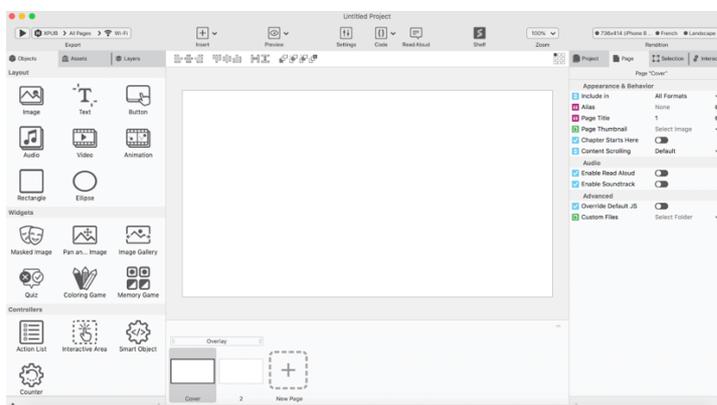
<p><b>Preparation</b></p>	<p>To use this software, we recommend that you have already prepared the content (text, image, sound) in a folder. Each content must be correctly renamed (image1, image2, etc.). Do not hesitate to use royalty-free images and sounds, you can find many contents in image and sound banks on the Internet.</p>
<p><b>PubCoder Interface</b></p>	<p>Download: <a href="https://www.pubcoder.com/Try-for-Free">https://www.pubcoder.com/Try-for-Free</a></p> <p>When you start PubCoder, the program opens on a home page that allows you to choose from a variety of options:</p> <ul style="list-style-type: none"> <li>• Create a new blank project</li> <li>• Starting a project from an InDesign layout</li> <li>• Insert a collection of images to create a photo book.</li> </ul> <p>At the top of this home page are tabs that will allow you to access a list of recent projects and useful sample projects.</p> <p>Finally, at the bottom of the page, there is a tab to go to existing projects that do not appear on the home page.</p> <p>This home page also gives you access to information about your PubCoder license and links to external resources and help on the Internet.</p> 

## PubCoder Creation Interface

This page is the one you'll spend the most time on: it's the starting point for editing all the different elements of your project, from general settings to layout work.

The creation page is divided into 5 distinct parts:

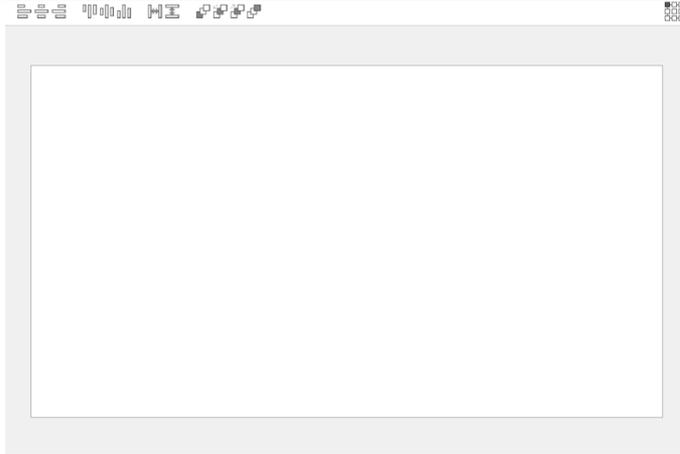
- The toolbar
- The display screen
- The page selector
- The panels
- Control panels



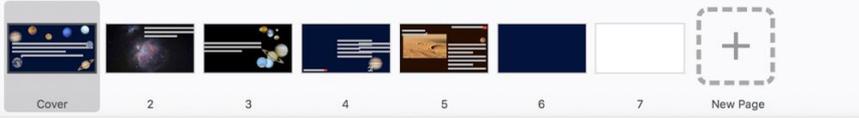
At the top, the toolbar consists of different buttons to export or preview your project, add content, change settings...



In the center, you will find the visualization screen of your project: this is where you will lay out the different contents by dragging or dropping files, then choose the position of these files on the page (center, justify, forward, backward, etc.).

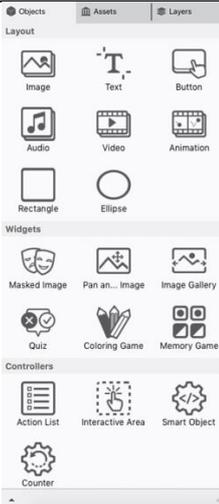
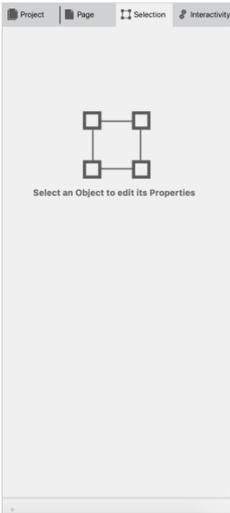


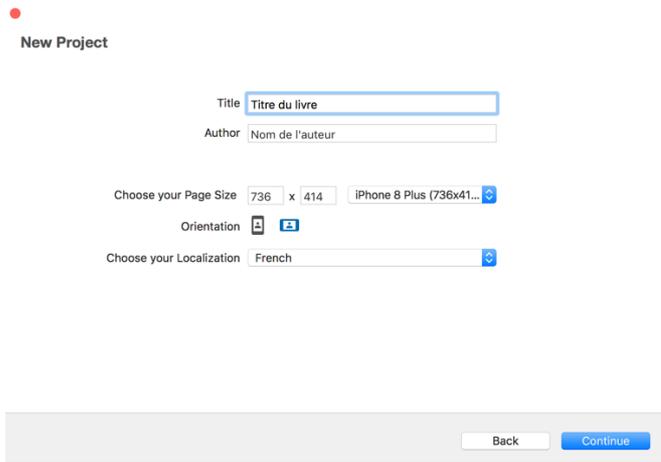
Just below the viewing screen is the page selector. This part will allow you to navigate between the different pages of your project, to add or delete pages, to change the page order...

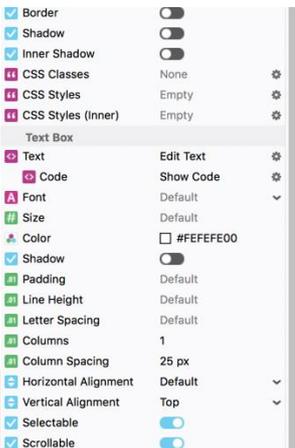


On the left side of your screen, you will find 3 panels: "**objects**", "**assets**" and "**layers**".

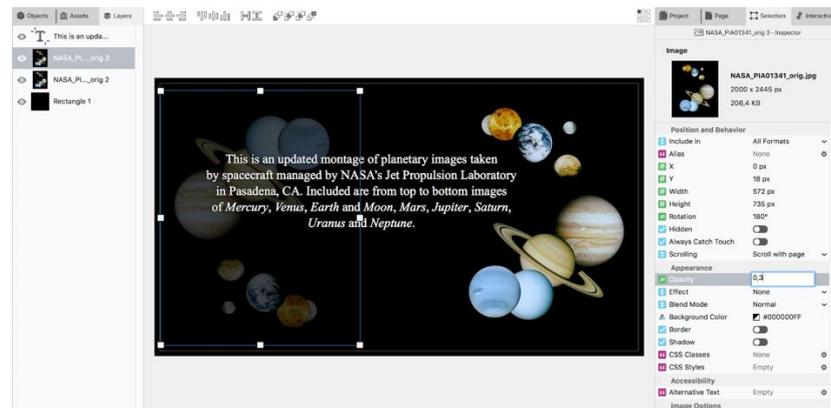
- With the "**objects**" panel, you can add all kinds of objects (text blocks, images, videos, audio, buttons, shapes, animations...).
- The "**assets**" panel collects the different resources you have added to PubCoder yourself (content outside PubCoder: image, sound, video).
- Finally, the "**layers**" panel lists all the content you have already laid out in your project and allows you to hide, lock, overlay or link this content.

	 <p>Finally, on the right there are 4 control panels: "<b>Project</b>", "<b>Page</b>", "<b>Selection</b>" and "<b>Interactivity</b>".</p> <ul style="list-style-type: none"> <li>- On "<b>Project</b>" you will be able to edit the general properties of the project (cover, metadata, presentation, style options...).</li> <li>- "<b>Page</b>" displays the properties of the selected page(s).</li> <li>- The "<b>Selection</b>" tab displays the properties of the selected content.</li> <li>- Finally, the "<b>Interactivity</b>" tab is used to define the behavior of a selected object.</li> </ul> 
<p><b>Creating a new project</b></p>	<p>A PubCoder project consists of a sequence of pages that contain objects.</p>

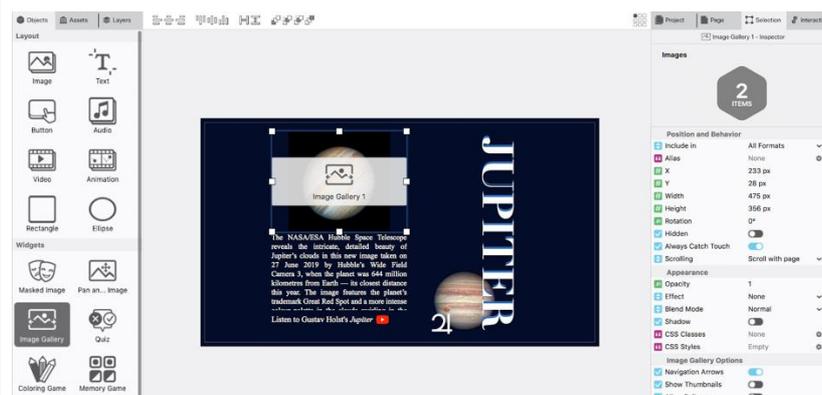
	<p>To create a new project, click OK after selecting "<b>New project</b>". A new page appears where you will be asked to enter the title of your project, the name of the project author, the dimensions and orientation of the document.</p> 
<p><b>Insert text and modify its characteristics</b></p>	<p>Insert a first block of text by clicking on <b>Text</b> (in the <b>Objects</b> menu on the left). Type the title in the block and then in the toolbar choose the font, font size and position you want. In the <b>Selection</b> menu you can change the color of the text and add a shadow. In the toolbar you also have the possibility to change the color of the letters, make them bold, italic, underlined, make bulleted lists, etc.</p> 

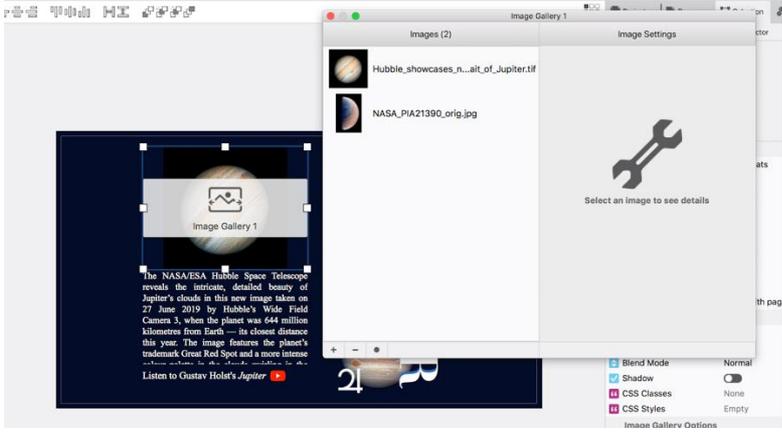
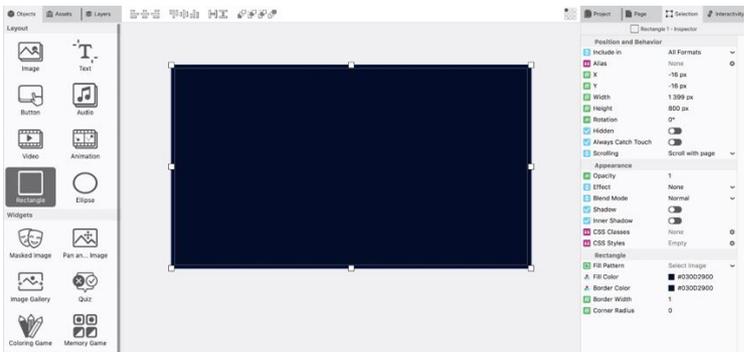
	<p>To make a block of text scrollable, first make the block too small to contain all the text inside, then select the Scrollable option from the <b>Selection</b> menu.</p> <p>The <b>Selectable</b> option means that the text can be selected (and then copied for example) by the ebook reader.</p>  
<p><b>Insert an image and modify its characteristics</b></p>	<p>To insert an image in your epub, click on the + in the <b>Assets</b> menu, import the image from your computer, then drag it to the worktop. You will then be able to resize it and place it wherever you want.</p>  <p>To make an object more or less transparent, you can play with its opacity in the <b>Selection &gt; Opacity</b> menu. On PubCoder, an object can have an opacity that goes from 0 to 1:</p>

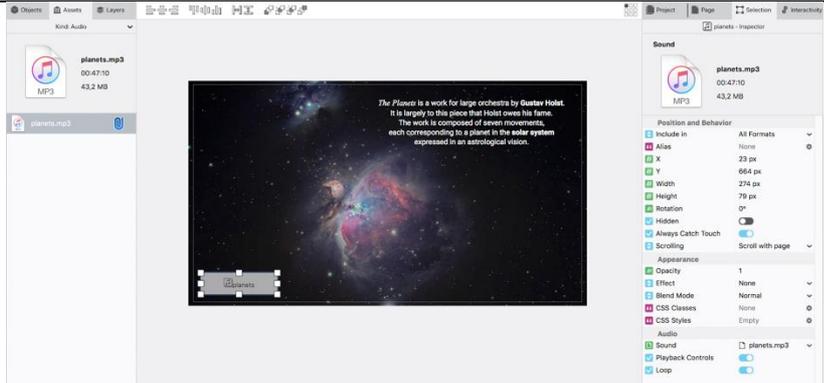
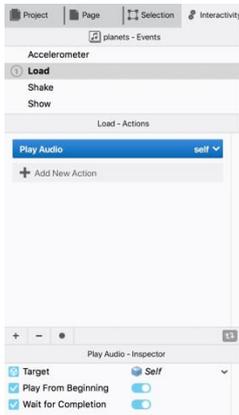
0 makes the object completely invisible, 1 on the contrary is the completely visible, original object.  
Here, the opacity of the image is 0.3, which makes it possible for example to place a text on top of it without preventing reading.

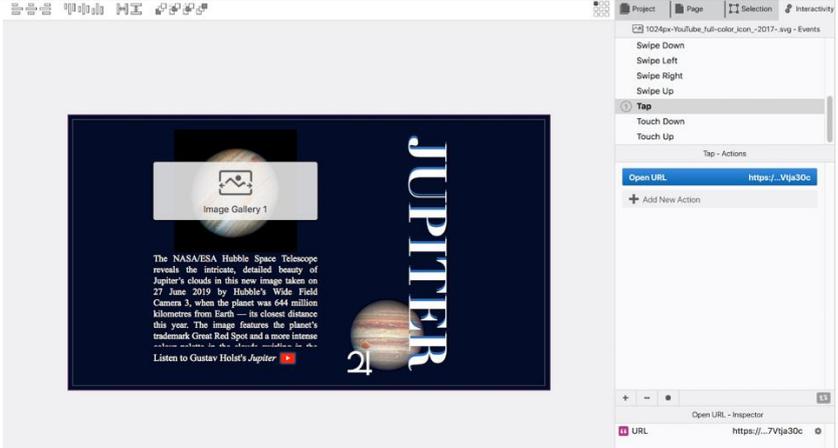
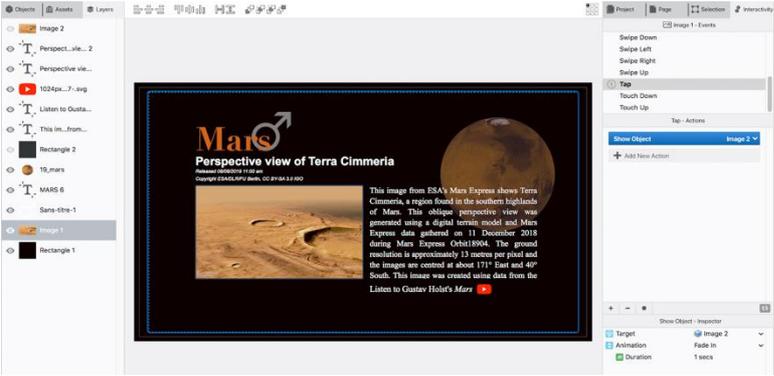


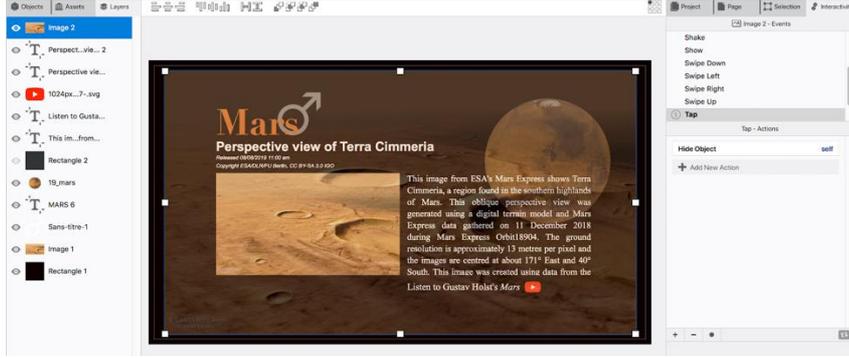
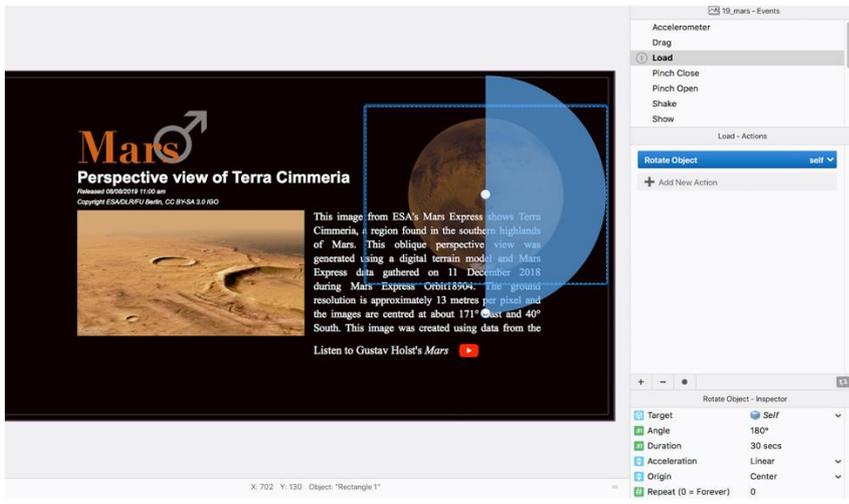
To insert an image gallery, select **Image Gallery** from the **Objects** menu and form a block on your desktop. Double click on it and then choose from your computer the images you want to put in the gallery.

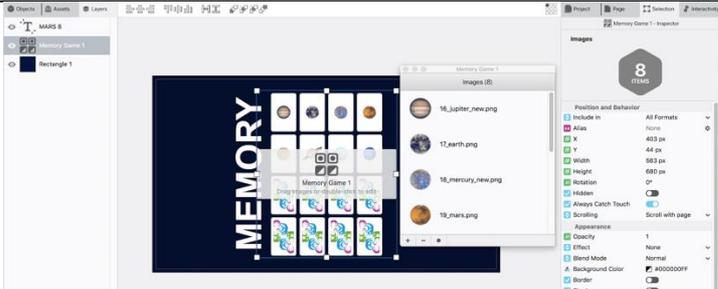
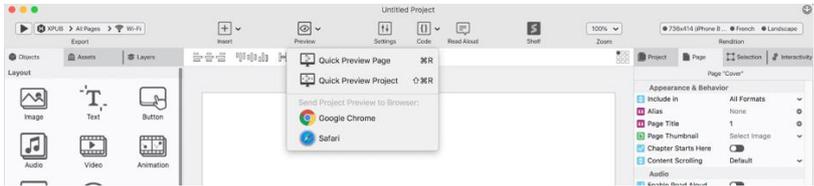
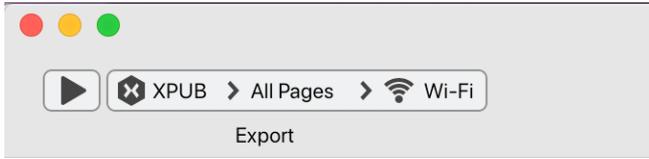


	
<p><b>Add a colored background</b></p>	<p>From the <b>Objects</b> menu, select the <b>Rectangle</b> option, draw a shape that covers the entire desktop, and then color it in <b>Selection &gt; Fill Color</b>.</p> 
<p><b>Add sound</b></p>	<p>To insert an audio file into PubCoder, go to <b>Assets &gt; Kind: Audio</b>, add the audio file by clicking the +, then drag it onto the work surface. Make sure the <b>Playback Controls</b> option in the <b>Selection</b> menu is turned on.</p>

	 <p>In the <b>Interactivity</b> menu, you can choose to start the audio as soon as the page opens by choosing <b>Load &gt; Play audio - self</b>.</p>  <p>It is possible to add an audio file of a voice reading a text that appears on the screen, this is the "Read aloud" option in the toolbar. This option allows you to synchronize text and audio, this is called SMIL (Synchronised Multimedia Integration Language).</p>
<p><b>Add a web link</b></p>	<p>Any object you insert in your epub can have a link function (like a hypertext link for example). To instead of so insert an image and make it clickable in the <b>Interactivity</b> menu by choosing <b>Tap &gt; Open URL</b> and copying the URL of a YouTube video.</p>

	
<p><b>Adding animations</b></p>	<p>The first animation you can try is to click on an image to make it appear on the full page. To do this, this same image must be integrated twice in the <b>Layers</b> menu and placed on the work surface in two different places (to help you, you can rename them "Image 1" and "Image 2").</p> <p>Thus, the first image placed on the left (here Image 1) will be the one to be clicked on to make the second image appear enlarged. To do this, in <b>Interactivity</b>, select the action <b>Tap &gt; Show Object</b>, then choose the second image (Image 2).</p>  <p>Then go back to your second image in the <b>Layers</b> menu and in the <b>Selection</b> menu make it invisible by clicking on the option <b>Hidden</b>. Still on this second image, in <b>Interactivity</b>, select the action <b>Tap &gt; Hide Object &gt; Self</b>. This action will make the image disappear from the page.</p>

	 <p>The second animation to try is to rotate an image on itself. This is the Rotate option in <b>Interactivity</b>. Choose an angle of 180° for a duration of 30 seconds. By clicking on <b>Preview</b>, you will see the object rotate on itself.</p> 
<p><b>Create a memory</b></p>	<p>To insert a memory, select <b>Memory Game</b> from the <b>Objects</b> menu and drag the mouse to create it on your desktop. Then double-click on the object and add the images you want to put in your memory.</p>

	
<p><b>Preview ePub</b></p>	<p>To preview your project, click on "<b>Preview</b>" in the toolbar (or do ⌘R on Mac or ctrl + r on Windows). You can choose to view a single page or the entire project and open it in the browser of your choice.</p> 
<p><b>Exporting the eBook</b></p>	<p>To export your project, simply click on the "<b>Play</b>" button at the top left of the screen in the export menu. The export menu is composed of 3 sub-menus that allow you to:</p> <ul style="list-style-type: none"> <li>- select the export format (XPUB, EPUB3, iOS App, Android, HTML5, KF8),</li> <li>- determine the pages to export (all pages or only selected pages),</li> <li>- define the destination for the export (a folder, an application, an online store...).</li> </ul> 
<p><b>Reading the eBook</b></p>	<p>You can now open your ePub with a reading application (eBook Reader, Apple Books for example) or change some things if the layout doesn't suit you. You can go back to your ePub file as much as you want to modify it!</p>

6. Inclusive approach

What action did you implement to make this tool inclusive to as many users as possible?

Digital book features such as increased font size, audio and video are useful because they make reading easier for the visually impaired.

### 7. Good / bad practices

Would you recommend this software to the users?	Yes
Please explain	PubCoder is a software for creating ebooks and applications for authors, illustrators, publishers and creative agencies. This software allows you to customize digital files, create digital and interactive books and applications, and content for websites (HTML5). It is then possible to export them in EPUB3 fixed-layout, KF8 fixed-layout (the Amazon Kindle format) and as applications for Android, iOS and Windows. PubCoder offers a graphical interface accessible to beginners, but also very interesting evolution possibilities for developers.

What recommendation would you give to people creating such tool or creating content on this technology?

The handling will not necessarily be obvious for everyone (the triggers part in particular), but you will be able to find tutorials made by users on YouTube. We invite you to discover the wide catalog of interactions of this software. Interaction is made possible on PubCoder thanks to several actions to do on the objects integrated in the project, such as touching the object on the screen, dragging an object with your finger, shaking the phone, etc.

Interactivity is also made possible thanks to the animations and widgets that can be inserted in a PubCoder project: hide an object, make it move, rotate it, etc. but also games, coloring, and quizzes.



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