



– DRAFT –

# Publishing Community Group, Education Task Force Telecon

22 March 2023



## Attendees

## Contents

**Present** Bill\_Kasdorf, Bill\_Kasdorf\_,  
CharlesL, gautier, JF, sue\_neu,  
wolfgang, zheng\_xu

**Regrets** -

**Chair** Paul Belfanti

**Scribe** Paul\_B

## Meeting minutes

<zheng\_xu> present\*

*Demo of Wysebee eReader capabilities re interactives  
Showing games, they pass EPUBcheck  
within Wysebee  
Smart games for children - rendered as EPUB*

**Animations:** created by kids, packaged as EPUB

*EPUB used as distribution format*

*Animations created on Canvas*

*Animations include audio*

*<https://www.wysebee.com/dashboard/animation>*

*using EPUB format as packaging/distribution format, animations and other interactives can be supported*

*Accessed via browser on Wysebee website*

**Laurent:** Is it possible to denote the EPUBs from github?

**Jeff:** yes, if made public

*EPUBcheck pass is good, but doesn't cover everything*

*EPUB reading systems follow privacy/security policy introduced in the spec, so can't run javascript*

*External resources are difficult to support on reading systems*

*Trying to set options for eReader navigation to be able to click to launch animation without triggering page advance*

*Can create multi-page EPUB for multiple animations*

*online eReaders (browser-based) already support javascript*

*Tapping, swiping navigation is the issue*

*Maybe frames with margins where user can tap without triggering unwanted navigation is a solution*

*Wysebee eReader always expands Canvas to full screen*

**Sue-neu:** who is the intended audience?

**Jeff:** TBD

**Charles:** assume that animations would have to be made accessible

*eReader will support accessibility*

*Wysebee reader supports EPUB as packaging/distribution format for interactives. Will pass EPUBCheck*

*Won't break CRM*

*What did you need to do specifically in your reading system to support this content?*

**Jeff:** didn't focus on navigation, other features, focus was on supporting interactives

*For other eReaders will require standards/collaboration between content creators and eReader developer*

*For mobile, need to use browser view, leave space to navigate back to the app*

**Laurent:** Thorium demo

*left hand illustration is animated, right text has interactive elements*

*most cases are fixed layout books, makes it easier to support interactive elements*

*Working to support external content*

*Every modern reading system contains a browser*

*Requires packaging systems for audiobooks, interactives*

*Want to create a package that can function offline, link to external content like audio/video that is too large to embed in EPUB*

*Also forms to send i.e., results of quizzes, etc.*

*looking at event based interactions both within the eReader vs linking to external server*

*Laurent has invited the Brazil based group he is working with to present to this group*

*What about data?*

*Looking at everything*

*Work that Brazil group is doing is candidate to be incubated in the PCG*

*30 million students*

<wolfgang> @Laurent: nice idea to bring in this use case!

**Charles:** demo of DIAGRAM content in Thorium

*Adding interactive to ebook via iframe*

**gautier:** interactive content creation requires advanced skills - beyond MSWord, etc.

*Need to make distinction between incubation and demonstration - capabilities may already exist on the web*

*Wysebee provides a packaging app to create EPUB opf, etc.*

*Next steps: report on these demos to PCG, determine if documentation, specification added to EPUB standard, etc. is needed*

*Also, keep abreast of further developments on these reader platforms - exciting things are happening*