

Current functionality supported by the Content Apps framework comprises:

#### Visuals

- Skin creation/modification
- Customizable buttons and thumbnails (import from Adobe Photoshop and/or GIMP)
- Activity templates. Set of templates based on grid systems keep content appearance and alignment in order

#### Asset management

- PDF importer
- Audio manager
- Video manager

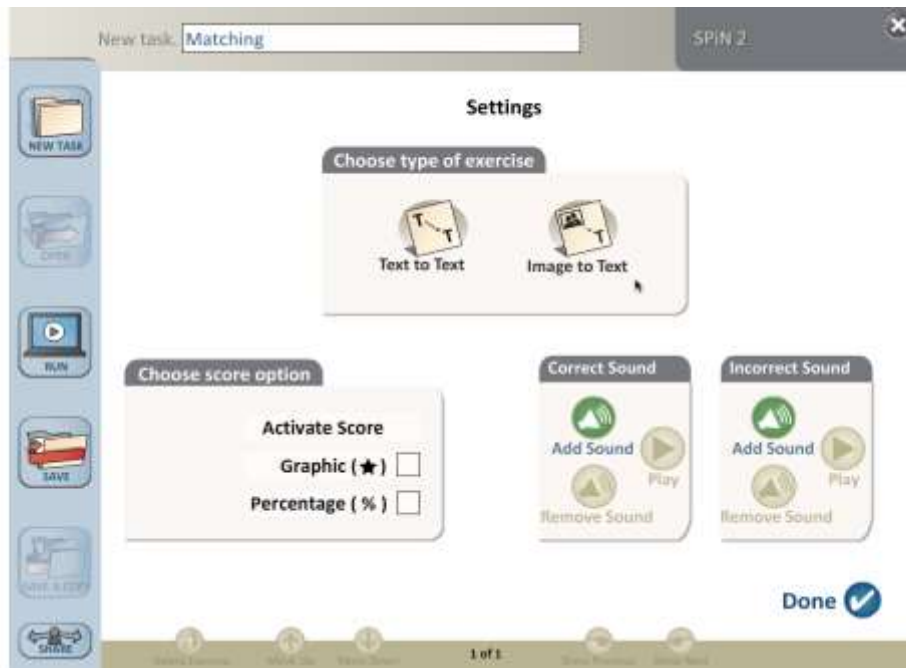
#### Navigation

- XML Structure editor
- Navigation templates (“go to...”, slide-ins, interactive table of contents etc)

#### Functions

- Annotation tools (marker, highlighter, add notes, eraser, undo-redo)
- Activity builder. Use of libraries to build various activity types:
  - Multiple choice
  - Drag drop
  - Place in the right order
  - Gap filling with typing
  - Gap filling from drop-down menu
  - Commenting images (single or multiple tags)
  - Matching text with text
  - Matching text with image
  - Matching text with audio
  - Matching text with video
  - Matching sound with sound
  - Hot-spot: find the word
- Games library
  - Hangman
  - Word search
  - Pelmanism
  - Colour the picture
  - Jigsaw puzzle
  - Timed multiple choice quiz
  - Guide the metal ball in the correct pocket
  - Word jumble
  - Letter jumble
  - Crazy syllables

Due to the target group, simplicity is of paramount importance. So, CCS has built an experimental authoring environment on top of the Content apps framework where user-created interactivities are editable through a simple interface depicted in the images below:



As far as user experience is concerned, the experimental authoring environment presents the user with an environment reminiscent, to a degree, of MS PowerPoint. The main development

area represents the application's screen. There, menus, sub-menus, videos, audios, images and interactivities can be inserted.

The experimental authoring environment will be demonstrated to target group participants of the user requirements analysis activities in order to evolve to the BOOK-ASAP authoring environment based on feedback or drive the design of a completely new environment, more suitable for the target user's needs.