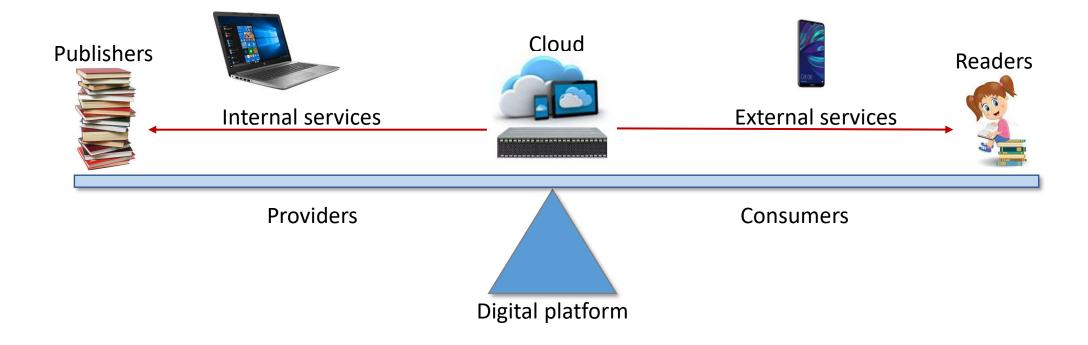
Bookmedia

Global multimedia platform for book publishers

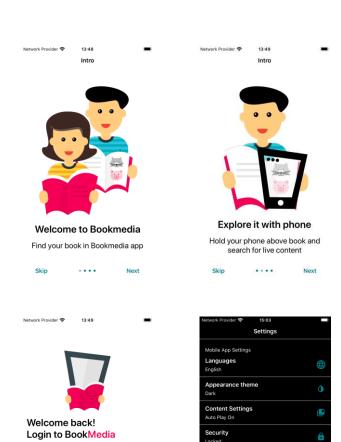
The innovative platform



Competitive advantages

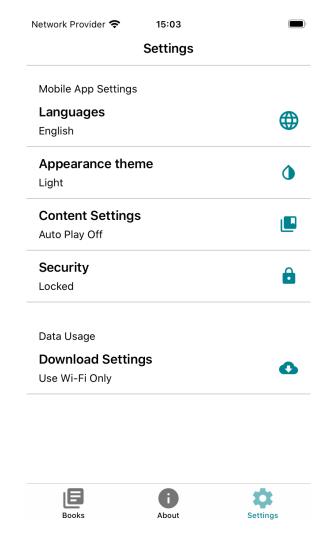
- Bookmedia solution can be applied on both new and existing titles
- No need to change the design of the book or print a special edition
 - Bookmedia solution can be used on almost all books
- Devices used are especially interesting for children
 - Bookmedia solution supports augmented reality
 - Bookmedia solution can be used on multifunctional devices that almost every household has today (smart phones, tablets etc.) and there is no need to buy any additional devices
 - Bookmedia solution has sound, video and vibration options and a plethora of motion sensors that can be used
 - Devices are connected to the internet which makes it easier to install additional content; no cable and desktop connectivity required, all handled with a few clicks
 - Devices have mostly high-quality sound and image (HD and Full HD, Stereo)

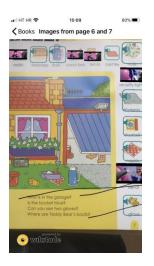
Mobile application demo

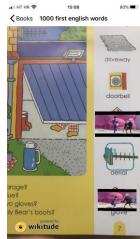


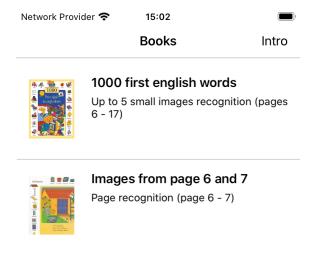
Download Settings

user@bookmedia.hr















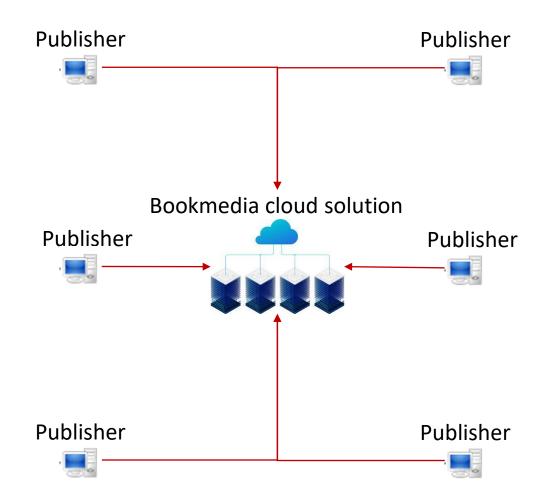


Mobile application(s)

- Supported on both mayor platforms (iOS & Android)
 - Automatic recognition of predefined images in the book
 - Automatic display of digital content artifacts for each predefined image
 - Sound, video, image, text, URL, 3D models etc.
- Main considerations
 - Protected from unauthorized access
 - Multiple authorization channels (i.e. Google, Facebook etc.)
 - Several display languages for standard operations
 - All major european markets
 - Information about purchased books and corresponding digital contents is stored locally on the mobile device

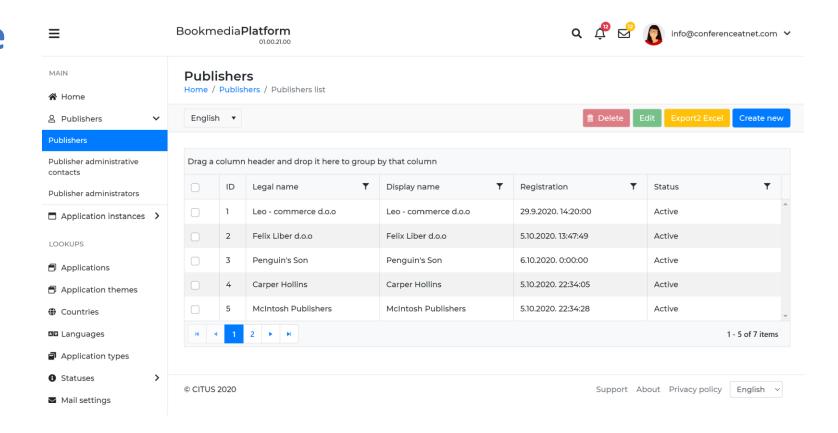
Digital content management

- Specialized web application for publishers
 - Runs on the Bookmedia web platform
 - Cloud based architecture
 - It manages:
 - Books
 - Digital artifacts
 - Assigning digital artifacts to specific elements in a book
 - Publishing process
 - Several display languages for standard operations
 - All major european markets
 - Main considerations
 - Available 24 hours a day
 - Maintained by Bookmedia team



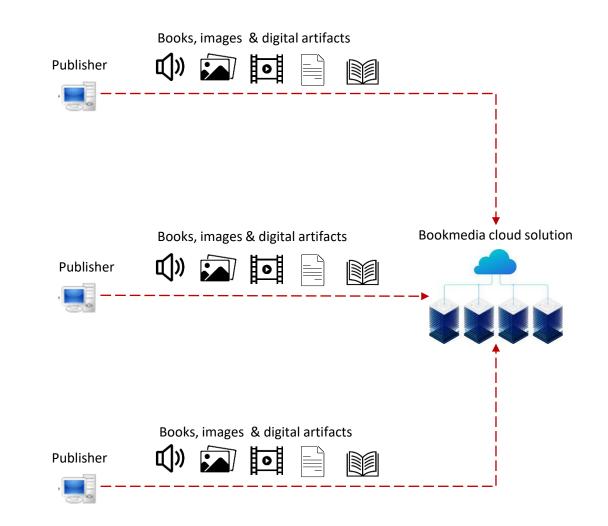
Administering publishers

- Publishers share the same platform
 - Completely isolated from all other publishers
 - Full administrative control
 - Defines and manages it's own administrators and users
 - Publisher main administrators
 - Publisher book administrators
 - Publisher standard users



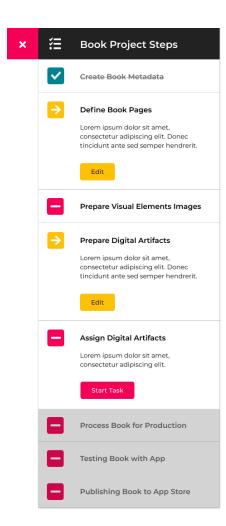
Server-side repository

- Platform permanently stores all relevant data
 - Lookup tables
 - Languages, book types, book categories, book formats etc.
 - Digital artifact libraries
 - Publishers can organize their own libraries
 - Libraries are permanently stored and available
 - Books
 - Creating new books
 - From scratch
 - Based on already existing book (coeditions and reprints)
 - Editing existing books
 - Publishing a book



The process steps

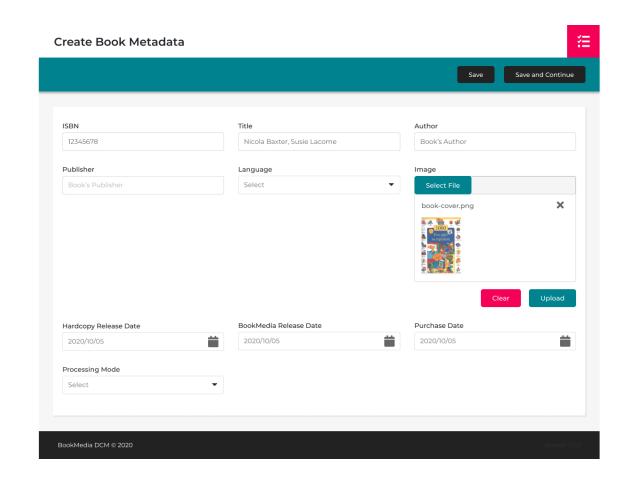
- Each book goes through these 6 steps
 - 1. Creating a new book
 - 2. Editing an existing book
 - 3. Defining book pages
 - 4. Assigning digital artifacts to specific visual elements in a book
 - 5. Processing a book for production
 - 6. Publishing a book



Preparing a new book (1)

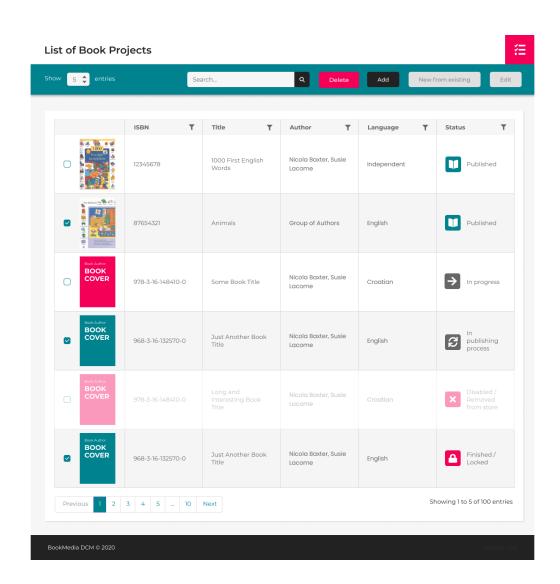
Creating new books

- From scratch
 - A standard way used to create a new book
- Based on already existing book
 - New book inherits almost all elements of the selected reference book, including all predefined book pages, images and assigned digital artifacts
 - Useful for co-editions and reprints



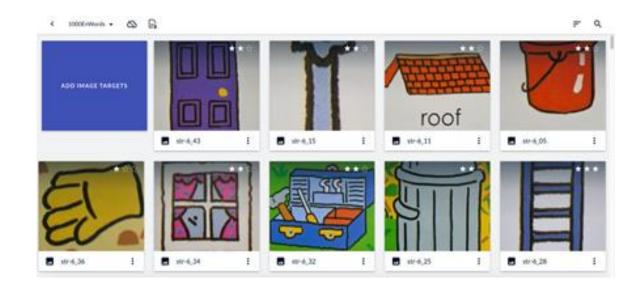
Preparing a new book (2)

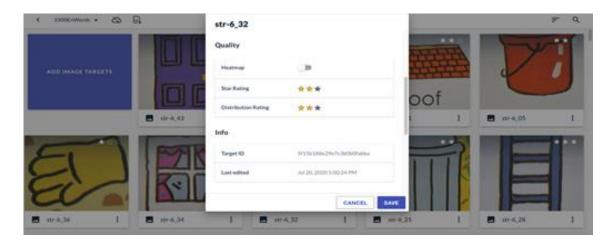
- Defining book pages
 - A "PDF" file (one for the entire book) must be supplied
 - This may become useful in these two scenarios:
 - An operator needs to test the mobile application directly on the computer screen, or
 - An operator needs to "cut" the image (or do some other similar operation) that will replace some other existing image in the book (see "Replacing existing image with a new one")



Defining book images

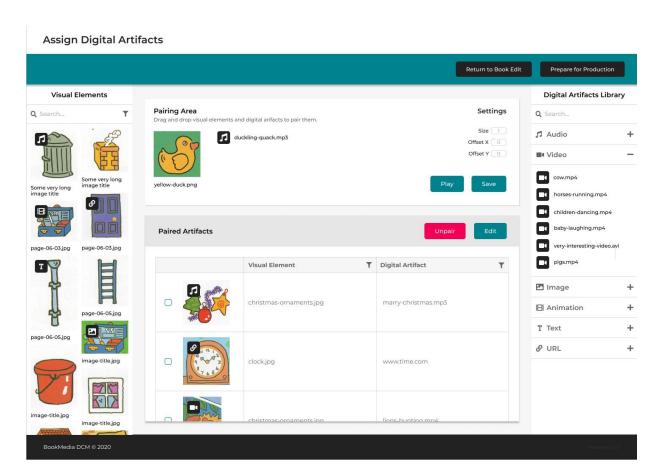
- All images must be prepared in predefined format
 - This is a multi-step process
 - Step 1: create and upload all images for the current book
 - Step 2: Process images and test their readability (one-by-one)
 - Step 3: replace any "sub-standard" image with a new one
 - Step 4: Repeat steps 2+3 until you are satisfied with the results





Linking book images with digital artifacts

- All digital artifacts must be available in one of the libraries
 - Each publisher may have an unlimited number of libraries
 - All digital artifacts in all publisher's libraries are reusable
 - Libraries may be freely organized (whatever suites the publisher best)
 - By category
 - By book
 - By any other criteria
 - This is a 2 step process
 - Step 1: create and upload all digital artifacts in one or more libraries
 - Step 2: assign one digital artifact to each of the predefined book images



Processing and publishing a book

- The last 2 steps in preparing a book
 - Built-in process control that checks
 - Everything has been done properly
 - All properties have been completely and consistently defined
 - All required files are available on the Bookmedia server
 - Result is a set of all necessary content
 - Files needed in a mobile application
- Last step is manual
 - Should be always done in two different steps:
 - Publishing internally available version
 - For testing purposes
 - Publishing externally available version
 - For final publishing

Process Book for Production Mobile app package successfully created and assigned to Book project Continue Edit Proceed with Testing Nicola Baxter, Susie Lacome Warnings 1000 First English Words Image imagename.png has low recognition grade (1/3). Processed 134 images. Packaged 134 artifacts. Mobile app package successfully created and assigned to Book project. Errors Image imagename01.png is marked as not recognizable Replace image Image imagename01.png is marked as not recognizable. BookMedia DCM © 2020

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