Brilliant Smart Intelligent e-book reader

António Bernardo
Msc. Information Technology with Business and Management
Email: ab609 @sussex.ac.uk
Supervisor: Andy Holyer

Abstract

Reading papers online or electronically has been since the Internet has become available throughout the world. Thus, a variety of implementations emerged giving birth to e-books and e-reader, by taking the old approach of hard copy books into modernity.

The aim of this project is to minimize some of the daily life problem facing while reading documents electronically.

Introduction

In both approach either hard copy books (traditionally printed) or e-book what matters most is the content. The focus is to have an intuitive and non-learn reader to support and illustrate the content in an elegant and intelligent way. Taking this approach into account readers will have a better way to discover and enjoy reading.

Nowadays the availability of resources (papers, books, article) is no longer a problem after the implementation of appropriate electronic format and platforms.

Problem

E-readers have solved many of the problem such as portability, allowing to carry books everywhere. Availability, by finding books using your fingers without worrying if the book is sold out or there is only 50 copies available. However, there are still aspects missing in order to create a more compact e-reader such as:

- Interface lacks of elegance and compression.
- More depth in disability awareness.
- Compatibility: Problem with different formats.
- Integration with other platforms.
- Time searching & loading books.
- Screen size & adjustment.
- Vulnerability to hacking.

Solution

After researching some of these problems I was able to obtain a hit on a possible outcome for an effective and intelligent e-book:
- User experience (UX) for instance is an approach which would be beneficial because it allows to create an usable and intuitive user interface which I believe is the central to the performance and success of any product.

- The user's ability to navigate through the book and interact with it effectively impacts directly on discoverability of the content and engagement of it.

UX should therefore never be an after-thought: in fact, nothing could be more important than the Graphic User Interface (GUI)! (semantico)

Procedures

- Create an improved e-reader application.
- Looking at available e-readers and see where they lack.
- Interview users (readers).
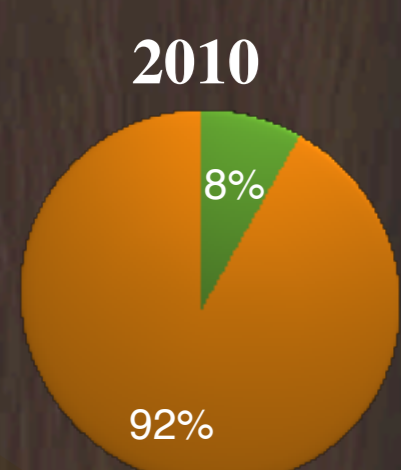
Ideal Features

- Improvement on interfaces.
- Intuitive design.
- Gesture recognition.
- Eye tracking technology.
- Sound effects.
- Voice recognition.
- Hybrid business model.

Questions

Is technology the next big step toward daily life activities?

Why do people are still resistant to changes, and prefer hard copy books?

What if an app could link with your physical library, and allow you to read those books without carrying them?

Facts

Do you use an electronic reader device (Kindle, iPad, Nook) to read books?

2010

8%
92%

2012

15%
85%

- Yes
- No

Source: Harris poll

KeyWords

E-book, e-reader, Human computer Interaction (HCI), Artificial Intelligence (AI), User Interface (UI).

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University of Sussex