

E-textbooks: a time to breakthrough

The term e-textbook has not been defined in Slovenia or in the world so far. This document presents the definition of basic characteristics of content didactical, technically useful and organizational aspect of e-textbook creation, mostly based on the experiences and good practice. We will argue that e-textbook can be defined through levels of interactivity, structure, basic, didactical and technical appropriateness. Most e-books and textbooks in digital form only use the advantage of digital media in portability and digital recording. Based on basic characteristics of e-textbook, e-textbook contains learning kit, composed of following elements: textbook (for acquisition of new knowledge), workbook (for repetition and examination of knowledge) and learning tool (for practicing). The elements of workbook are collections with larger number of exercises (preferably with generated data). The described structure of e-textbook is intended for general use in teaching and learning at school and at home. The users are therefore pupils, students, teachers and parents. In preparation stage of e-textbook and confirmation of its suitability, following basic axioms define content-didactical requirements: axiom of curriculum coverage, axiom of interactivity, axiom of multimedia, axiom of inductive approach, axiom of "fille rouge", axiom of deepening, axiom of unique outlook and axiom of methodical didactic and language suitability. The e-textbook must obey all didactic principles, especially the principle of systematics, clearness, use of knowledge, activity and individualization options. Such elements are various didactical applets and games, as well as some exercises with randomly generated data and feedback on the solution. Good e-textbook must in first place suffice following content-didactical recommendations: professional suitability and appropriety, curriculum coverage, containment of multimedia elements, inductive approach, continuously guided individual content from beginning until the end, environment for in-depth experience, unique exterior design and operational view, corresponding to age group of user and methodic didactical and language relevance.

Keywords: e-textbooks, elements of a good e-textbooks, interactive applets