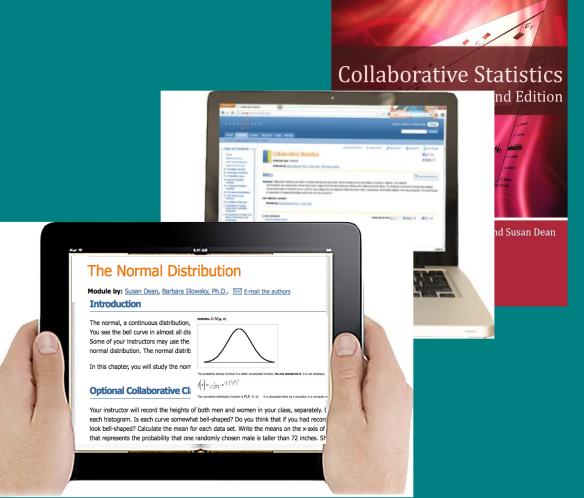
Textbooks in Browsers

Kathi Fletcher
@kefletcher, @oerpub

bit.ly / fletcher-bib13



My Background



Kathi Fletcher

Connexions PM and Technical Director 4 Yrs Shuttleworth Foundation Fellow 3 Yrs

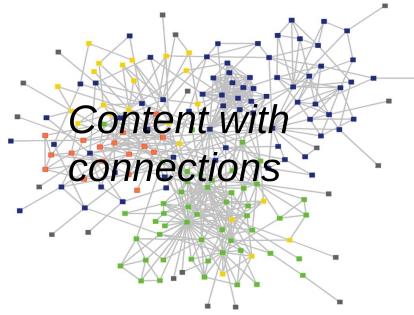




Tools for Remixing Open Education Resources

Vision for learning

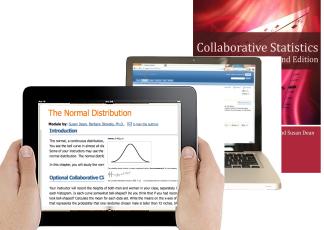




Everywhere I am, on all my devices

My classes and my past knowledge

===>



Learning content

classes, textbooks, articles











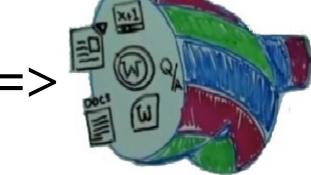
Transmogrified

classes, textbooks, articles













Everywhere

classes, textbooks, articles

online, mobile, print

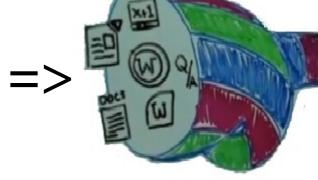


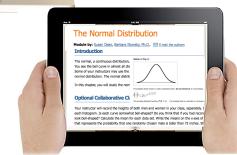




















Books & courses in - flash cards out





Learning content in - practice probs out





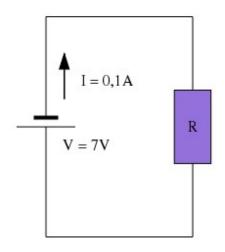






Understanding Ohm's Law

Consider the circuit which contains one resistor below.



Calculate the resistance R of the resistor. Round your answer to 2

Answer: resistance = 70 Ω [2/2 marks]

How? Find definitions for flash cards.

Velocity

Your notion of velocity is probably the same as its scientific definition. You know that if you have a large displacement in a small amount of time you have a large velocity, and that velocity has units of distance divided by time, such as miles per hour or kilometers per hour.

AVERAGE VELOCITY:

Average velocity is displacement (change in position) divided by the time of travel,

$$\overline{v} = \frac{\Delta x}{\Delta t} = \frac{x_{\rm f} - x_0}{t_{\rm f} - t_0} \,, \tag{2}$$

where \overline{v} is the average (indicated by the bar over the v) velocity, Δx is the change in position (or displacement), and $x_{\rm f}$ and $x_{\rm 0}$ are the final and beginning positions at times $t_{\rm f}$ and $t_{\rm 0}$, respectively. If the starting time $t_{\rm 0}$ is taken to be zero, then the average velocity is simply

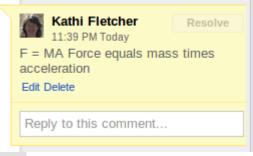
How? Find learner's notes











How? Find exercises and problems

Check Your Understanding

A commuter train travels from Baltimore to Washington, DC, and back in 1 hour and 45 minutes. The distance between the two stations is approximately 40 miles. What is (a) the average velocity of the train, and (b) the average speed of the train in m/s?

Solution

- (a) The average velocity of the train is zero because $x_f = x_0$; the train ends up at the same place it starts.
- (b) The average speed of the train is calculated below. Note that the train travels 40 miles one way and 40 miles back, for a total distance of 80 miles.

$$\frac{\text{distance}}{\text{time}} = \frac{80 \text{ miles}}{105 \text{ minutes}} \tag{5}$$

$$\frac{80 \text{ miles}}{105 \text{ minutes}} \times \frac{5280 \text{ feet}}{1 \text{ mile}} \times \frac{1 \text{ meter}}{3.28 \text{ feet}} \times \frac{1 \text{ minute}}{60 \text{ seconds}} = 20 \text{ m/s}$$
(6)

[Hide Solution]

What is needed to achieve the vision?

Common Format

 Recognizable structure (definitions, exercises, etc.)

Easy to use editor for authors

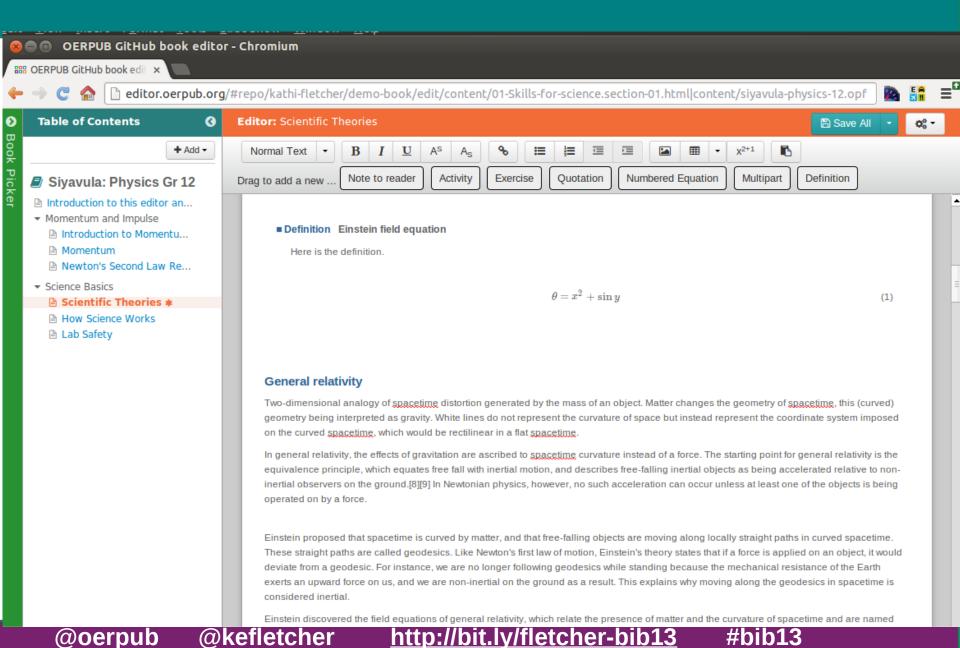
Easy to extend

Publicly available books

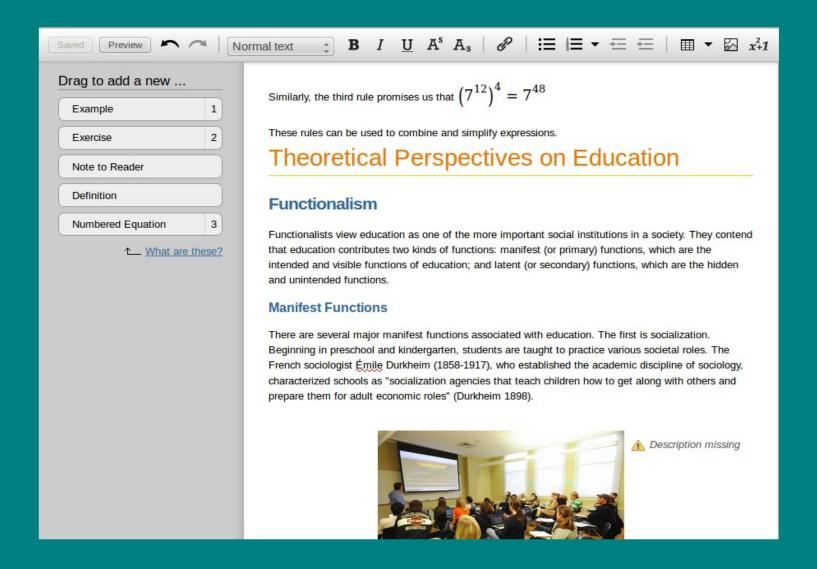
All possible now

- HTML5 (language of the web)
 - Separate structure and style
 - HTMLBook, TextbookHTML
- EPUB3 (language of mobile web)
- Browser-based technology
 - Create, annotate, view on the web
- Content hosts
 - Github, Connexions

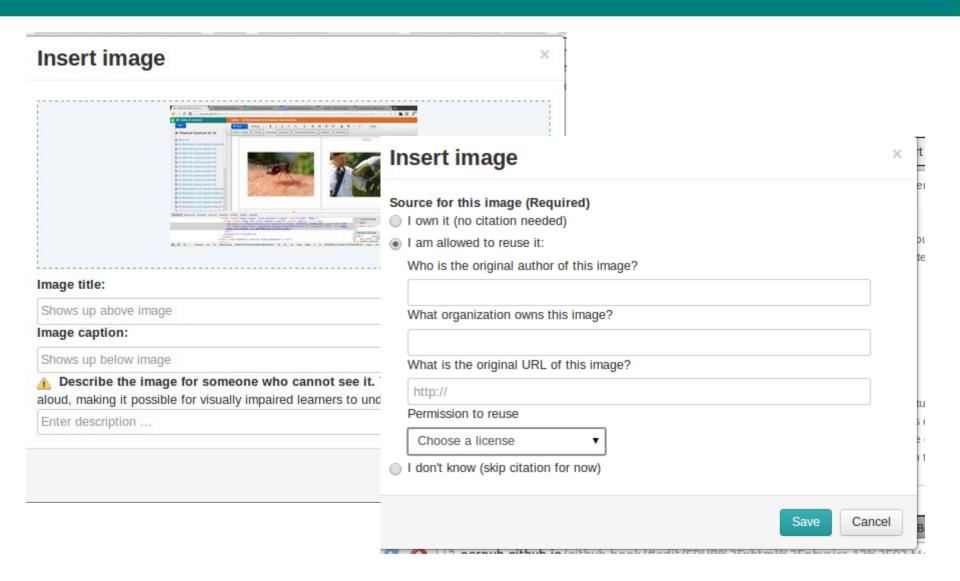
Github-Bookeditor



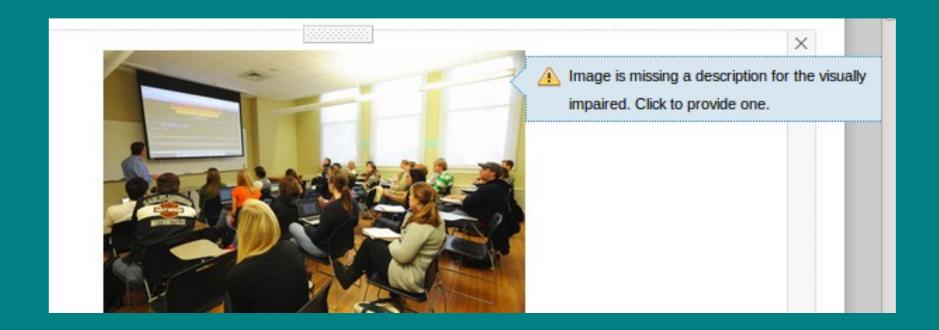
Principles: as much like word/gdocs as possible



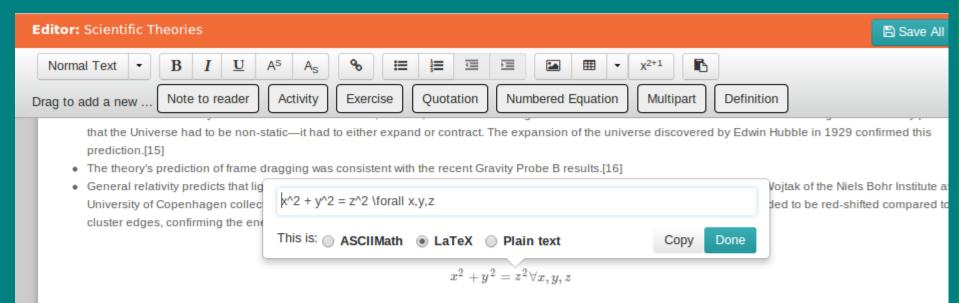
Principle: support attribution



Principle: born accessible Images, tables, mathematics



Principle: Mathematics editing support



Gravity and quantum mechanics

In the decades after the discovery of general relativity it was realized that general relativity is incompatible with quantum mechanics.[18] It is possible to describe grathe framework of quantum field theory like the other fundamental forces, such that the attractive force of gravity arises due to exchange of virtual gravitons, in the same as the electromagnetic force arises from exchange of virtual photons.[19][20] This reproduces general relativity in the classical limit. However, this approach fails at some distances of the order of the Planck length,[18] where a more complete theory of quantum gravity (or a new approach to quantum mechanics) is required.

Atomic theory

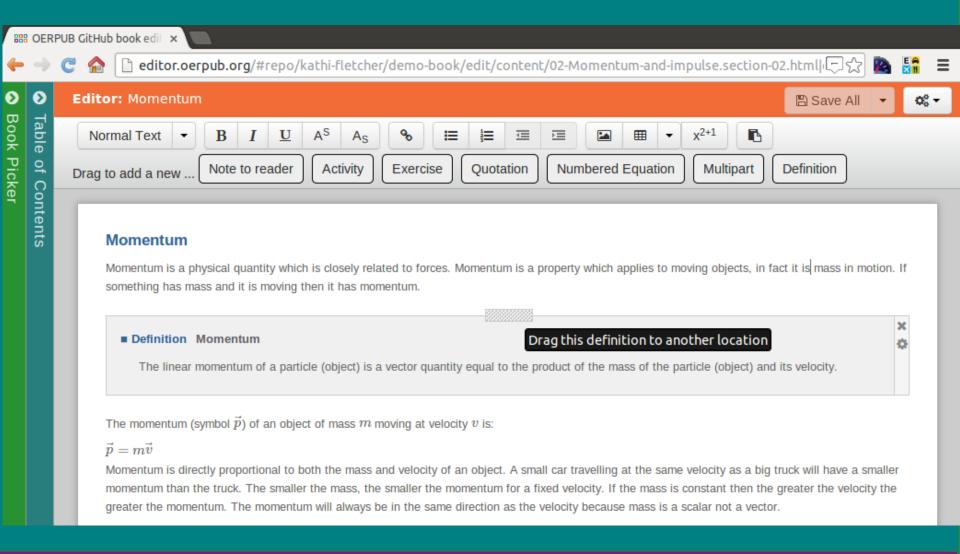
Math Cheat Sheet: Copy the "code" that matches the display you want. Paste it into the math entry box above. Adjust as needed.

O ASCIIMath

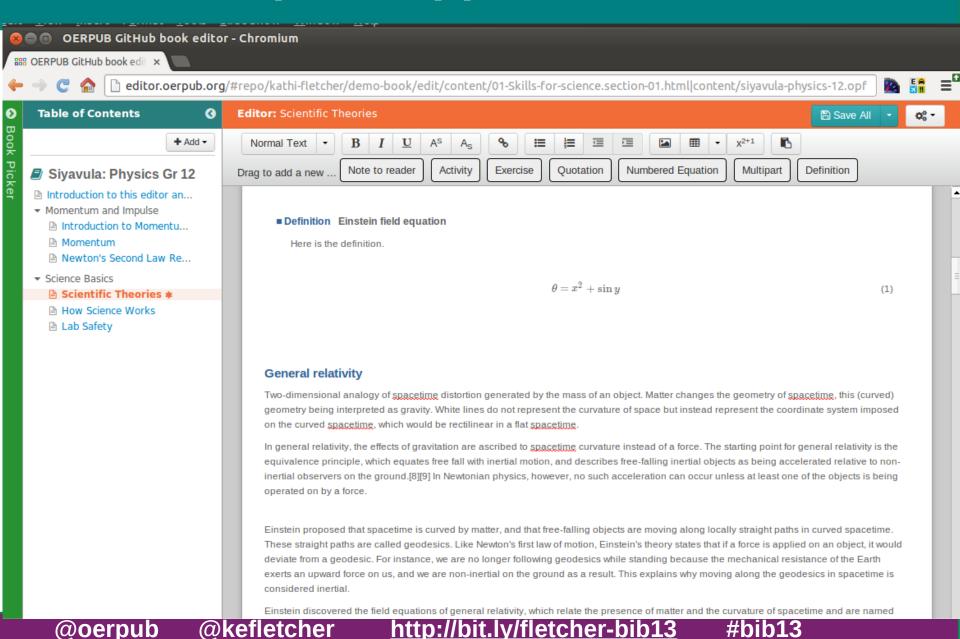
LaTeX

Display: $\frac{\sqrt{2}}{2}$ πr^2 $x \le 0$ $x \to \infty$ $x \le 0$ $x \to \infty$ $x \to \infty$ x

Principle: drag and drop examples, exercises, notes



Principle: Support collaboration



About github-bookeditor

- Usability, accessibility
- Books stored on github
- Format EPUB3/HTML5 (TextbookHTML)
- Edit in the browser
- Open source (github.com/oerpub)
- Based on Aloha
- Embeddable, adaptable

View book on github





→ C 🏠 🗋 oerpub.github.io/demo-book/







Contents of EPUB

IEB Physics Outline

- 1. Introduction to this editor and project
- 2. 01 Vectors
- 3. 02 Kinematics
- 4. 03 Newtons Laws
- 5. 04 MomentumAndImpulse
- 6. 05 WorkEnergyPower
- 7. 06 NewtonsLawUniversalGravitation
- 9. 08 ElectricCircuits
- 10. 09 Electrodynamics
- 11. 10 PhotoElectricEffectAndEmissionSpectra
- 12. template

Siyavula: Physics Gr 12

- 1. Introduction to this editor and project
- 2. Momentum and Impulse
 - 1. Introduction to Momentum and Impulse

 - 3. Newton's Second Law Revisted
- 3. Science Basics
 - 1. Scientific Theories
 - 2. How Science Works
 - 3. Lab Safety

undefined

Introduction

In Grade 10 we studied motion but not what caused the motion, in Grade 11 we learnt about forces and how they can alter the motion of an object. In this chapter we will focus on what happens when two bodies undergo a contact interaction and how their motion is affected. We learn more about how force and motion are related. We are introduced to two new concepts, momentum and impulse.

We can begin by considering some scenarios to set the context. Most people have some intuition for physics based on their everyday experiences but they haven't formalised it. We can use our intuitive answers to lead into more structured thinking about physical events.

Momentum transfer doesn't require a contact interaction but we won't consider any non-contact scenarios in this chapter.

Everyone has experienced a mosquito landing on their arm and it can happen quite unnoticed. Consider the case of a falcon landing on your arm (ignore the sharp claws for now). You would definitely notice, why? What makes a mosquito different to a falcon? Would you still notice if the mosquito flew the same way as a falcon, or if the falcon copied the flight of a mosquito before landing? You probably would still notice, but try to think about what makes them so different.





Look at a motorcycle, motorcar and truck. Which of them is more likely to result in less damage in a collision situation, why? What factors would you change to reduce potential damage.



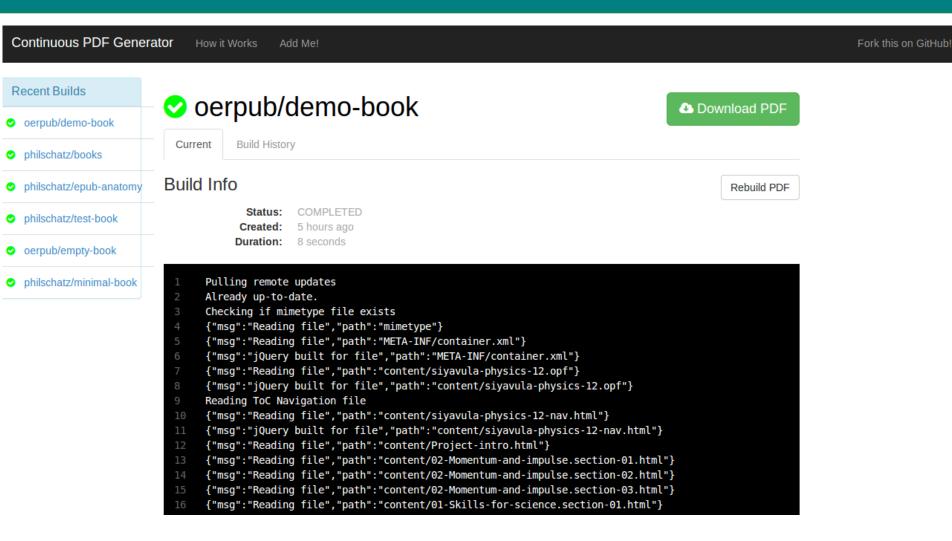








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has a circular orbit. Using the equation for the circumference, C, of a circle in terms of its radius, we can determine the distance travelled by the Moon in one orbit:

$$C = 2\pi r$$

= $2\pi (3,844 \times 10^8)$
= $2,42 \times 10^9 \text{ m}$

Combining the distance travelled by the Moon in an orbit and the time taken by the Moon to complete one orbit, we can determine the magnitude of the Moon's velocity or speed,

$$v = \frac{\Delta x}{\Delta t}$$

$$= \frac{C}{T}$$

$$= \frac{2,42 \times 10^{9} m}{2,36 \times 10^{6} s}$$

$$= 1,02 \times 10^{3} \text{ m·s}^{-1}.$$

Finally calculate the momentum and quote the answer

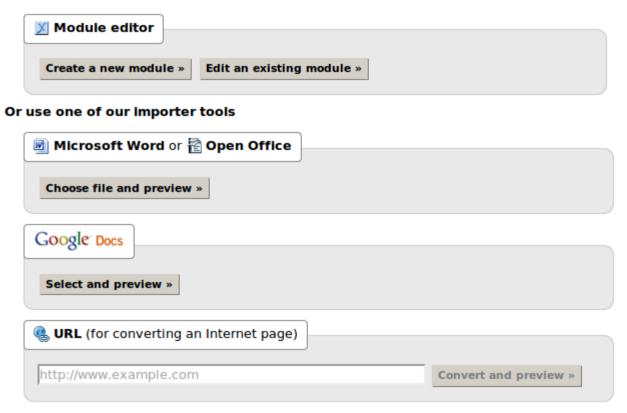
The magnitude of the Moon's momentum is:

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Create, edit, and adapt content in Connexions

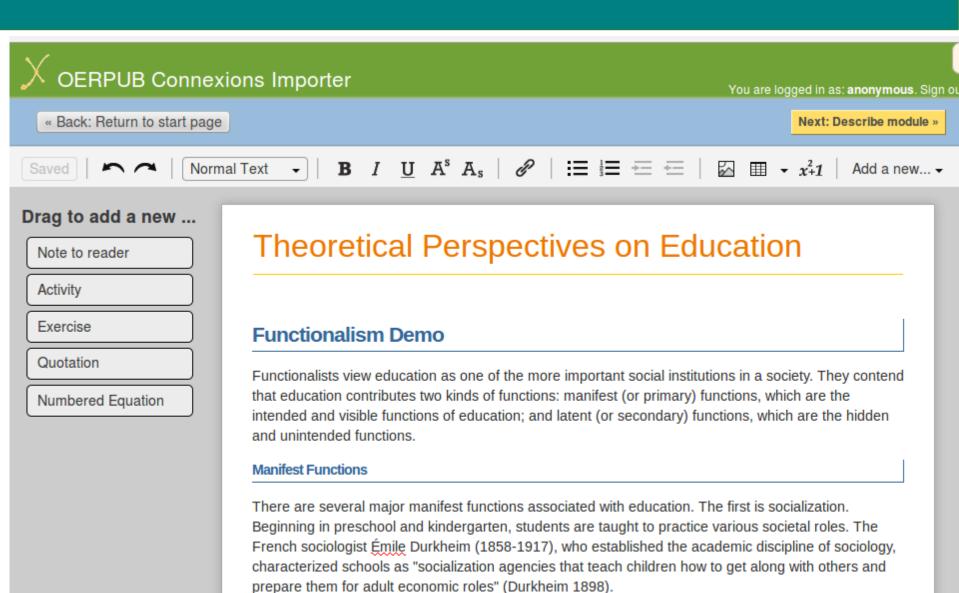
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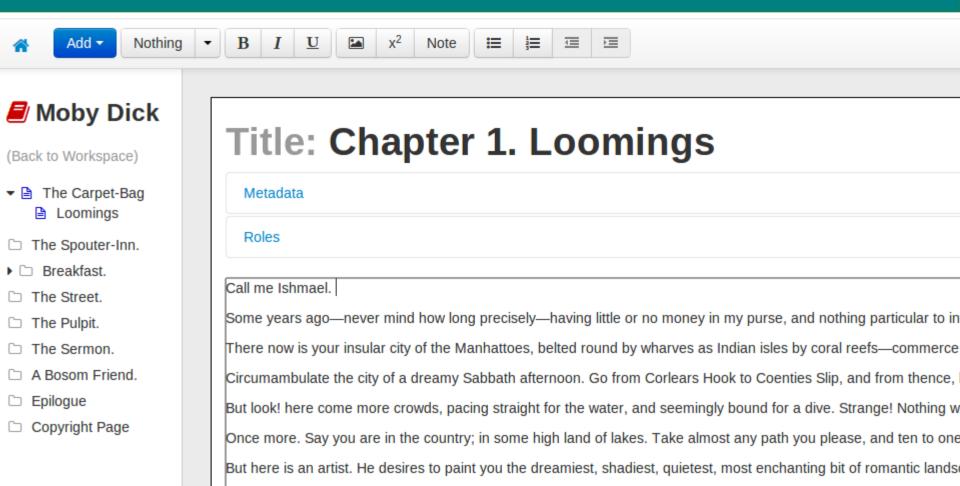
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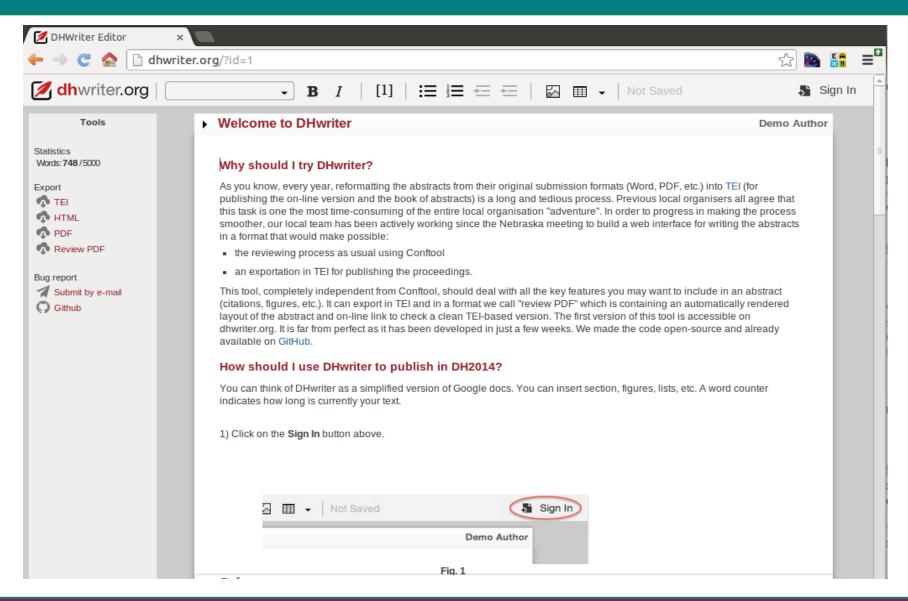
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Connexions' version of the editor



Now, when I say that I am in the habit of going to sea whenever I begin to grow hazy about the eyes, and begin to be

Another adaptation: DHWriter



Try it out

Bookeditor (alpha): (Chrome only right now)

If you don't have a github account, x out of the login and you can be anonymous

Demo book opens and has some more information and links

editor.oerpub.org

or

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Hackday Tomorrow!

October 26, San Francisco



Philip Schatz philschatz

Find Phil – key designer, developer cnx.org

Help us integrate EPUBjs and Hypothes.is

Use vagrant to get a developer instance up and explore your own ideas to extend the editor.





