The Importance of Programs in Creating Electronic Textbooks

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Annotation

Electronic textbooks and them Create in the process of programs role and importance is studied . Programs electron textbooks creation , animations , interactive elements and another tools through teaching materials regularly and to the students friendly in showing help will give . Electronic textbooks and their programs through to the students mastered study experience improve data to learn facilitate and own thoughts to express opportunities emphasizes . Abstract electron of textbooks teachers and students for the most new educational and methodological from tools one as how big important have that shows .

Keywords: Electronic textbooks , programs , training technologies , Interactive study programs , Education and research programs , Education process automation , Data visualization

Introduction

Study of processes last changes with together , electron textbooks and them in creating of programs own importance and pointers increased Electronic textbooks to the students interactive study possibilities present information visualization to do and mastered study experience in improvement big role plays In this article , electronic textbooks in creating of programs importance and their students for their benefits his own place in learning of programs important role , and new study methods reinforcement in reaching changes is brought .

Electronic textbooks : Concept and goals

Electronic textbooks , education in the process wide comprehensive to changes take came interactive and electronics study is a tool . They are data experienced and easy learning , students on the issue action to do and mastered teaching experience improve opportunities present in reaching important roles plays Electronic of textbooks concepts and goals as follows is expressed as :

1. **To the students mastered teaching Experience** : Electronic textbooks for students out of sight forgivable , interactive study experience present reach through , data learning and to master makes it easier . They are animations , audio and video materials , interactive tests and another tools through students interest and of education interest tools as works

2. **Let's be comfortable and freedom :** Electronic textbooks for students their own reading to levels suitable respectively learning opportunities present is enough They are computer , tablet or smartphones through free on time and in the place reading opportunities increases .

3. **A lot full information :** Electronic textbooks , environment suitable respectively miscellaneous the media formats information present reach through students to interest and to interest to increase help will give . This feature is for readers study materials easy and speed with learning and improve opportunity provides .

4. **New training courses and technologies :** Electronic textbooks for teachers new academic achievements and technologies apply enable present is enough They, the reader efficiency raise , group their work provision , cooperation and communication strengthen for tools as works

Electronic textbooks , education in the process convenience , efficiency and mastered teaching experience in raising big important have These are the features with , they study process new to the degree take in release big role have

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Programs role electron textbooks in creating

Electronic textbooks for students interactive and mastered study experience present in reaching important has been electronics are tools . These are textbooks to the students information study , explanation and action of doing more efficient to be provides . Programs , electronic textbooks Create in the process very big important have The following reasons according to the programs role electron textbooks in creating confession will be :

1. **Textbook of creation experience** : Programs , electronic textbooks in creating main tool as works These programs are textbooks Create process automation , animations , interactive tests and another supportive elements in addition teacher for important has been task to perform help will give .

2. **Programs according to the product work output** : Programs , electronic textbooks for materials preparation and in editing help will give . These are programs , animations , graphics , audio and video materials , interactive tests and another applications in creating to teachers their own thoughts perform and apply enable will give .

3. **Authorship rights protection make** : Electronic textbooks Create in the process of authorship rights protection to do critical important have Programs , authorship rights protection to do and in the textbook used structural of materials legally announcement to be done in providing big help will give .

4. **Programs through to the students convenience** : Programs , electronic textbooks in making to the students convenience and freedom present in reaching important role plays These programs , students interest and education materials easy and speed with to learn possibility to give for is used .

Programs , electronic textbooks Create in the process to teachers big manual and help will give . Theirs help with , electron textbooks to the students comfortable and efficient study experience present in reaching successful will be

To the students of teaching new methods

Electronic textbooks and their in the creation programs to the students of teaching new methods expand and study process more efficient in doing big important have The following new methods to the students mastered study experience present in reaching important roles plays :

1. **Interactivity and multimedia** : Electronic textbooks , interactive elements , animations , video materials and audio data through to the students out of sight forgivable and interesting study experience present in reaching efficient will be This method , students own thoughts to express and change to expand help will give .

2. **Cooperation and group job** : Electronic textbooks and programs , students cooperation to do and group their work done in raising important role plays . Online platforms and a lot user-friendly environments students each other with in relation to be help will give and own thoughts exchanges provides .

3. **On the matter Action** : Electronic textbooks and programs , on the issue action to do opportunities increase through students to activate help will give . Students , theory done increase and studied information to try opportunities apply through information good they learn .

4. **Adaptive teaching** : Electronic textbooks and programs , students their own study styles suitable respectively decision to do help will give . Adaptive teaching technologies of students mastered study directions looking study formation and advice to give opportunities present is enough

5. **Register transition and educational monitoring** : Electronic textbooks and programs , students register pass facilitate and in monitoring the study important role plays This method , students all to textbooks study , assessment and independent learning opportunities provides .

Electronic textbooks and programs to students of teaching new and efficient methods present reach through study process when updating big place owns These methods , students to motivate , to change adaptation , discussion to do and mastered to learn in providing important tasks to perform help will give .

Conclusion

Electronic textbooks Create and their study in the process in use programs place learning very important Programs , electronic textbooks in making applied main from tools one as , experienced , interactive and

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mastered study experience present in reaching big role plays Electronic textbooks in creating of programs importance the following important at points display can :

1. To the students convenience and freedom : Programs , electronic textbooks in making to the students convenience and freedom present in reaching big place owns They, to the students their own reading to levels suitable respectively information learning and appropriation opportunity will give .

2. Mastered study experience : Programs , electronic textbooks in making to the students mastered study experience present in reaching big role plays . These programs are interactive tests , animations , audio and video materials through of students opinions formation , on the matter action to do and independent affairs perform enable present is enough

3. Teaching new Methods : Programs , electronic textbooks in making new study methods done in raising big help will give . They are adaptive teaching , on the issue action , group their work done increase and another innovative study methods teachers and to the students present in reaching important role plays

4. Study the results increase : Programs , electronic textbooks and their Create in the process study the results increase and of students success level to multiply help will give . They are students education with depends problems in learning and independent learning during to their use possibility will give .

Revolutionary technologies and of training expansion with together , of programs role and importance electron textbooks in creating more important is happening This is the students education environment more efficient and facilitate and their mastered study experience in providing big place owns

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