Information and e-books

E-books come with a myriad of advantages in terms of identifying, processing and using information. Such can become multimedia, with numerous interactivity possibilities.

The genuine communication channels between the author and the reader can be designed while reading. Thus, feedback can become the engine for developing further informational media, thus in many cases turning the reader into author. Actually, this could be mentioned as designing genuine group volume which can be built starting from the book of one author. The author becomes the creator and catalyst of an informational universe that is extended by the reader's adding information and experiences. In a not so distant era, e-books could include advertisements, which would increase revenues for the publisher and author and would reduce the price for the end reader. Thus, a challenge could lead to the identification of a solution for issues generated by classic books.

It is obvious nonetheless that hard copy of books will remain a major alternative for reaching valuable information.

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