Korrekturhinweise

E-books for children

	akzeptiert	nicht akzeptiert
0	*on a screen*	
1	**13 percent** **13%** 13 percent and rising 13% but rising 13% children's books 13% of all 13% of all books	*all other numbers* many are electronic 30% 1/3%
2	**he is not optimistic** books are too expensive cost much expensive expensive in producing expensive to create it costs a lot more expensive negative because of costs normal books are expensive not optimistic paper is expensive paper is more expensive paper isn't cheap pessimistic printed books are expensive printing, transporting is expensive producing is too expensive shipping is really costly the expensive transport they are too expensive to expensive too expensive to produce too high costs transportation is expensive	bad for environment books are bad cheaper production children still reading books eliminate costs increasing the market it's cheaper kids look at screens lower costs money for paper not so expensive printing is cheaper the costs *(can be high or low, no attitude)* the quality of books
3	**they are educational** educate children educational educational aspect encyclopaedic links help look things up it is educational it's educational for children learning limited costs more educational they are cheaper	ebook are educatable educational children good reading graphics it's easy to use *(implied but not emphasized)* links to save kids looking up some things *(the books cannot look up anything)* no waste of paper see what happen the costs *(too vague, can be high or low)* there is more information they learn so much *(not clear enough; this would mean the tablets learn so much)*

4	**search-and-find books** **maze books** maize books maze Mazebooks search and find traditional maze books	adventure books amazing books app books books for children *(too vague)* children books *(too vague)* comics conventional books *(too vague)* Doors electronic apps fantasy fiction books find books funny and educational ones graphics Meez books mess books old fashion kid books science books storys traditional books *(too vague)* traditional books for kids
5	**a graphics company** grafics company graphic company graphic enterprise graphic's company graphics company own a graphic company owns a graphics company	*anything with apps: app business, making apps, creating apps (he wanted to get into the app business)* a big business animation company author ebook business electric versions of books electronic books mace books maze books owns a graphic *(different meaning, would mean he is the owner of a picture)* owns an own company printed books printing books she is a writer she writes books writing books
6	**space shuttle door** **fire station door** a spaceshuttle door of a space ship door to a Space-Shuttle door to fire station door to space shuttle doors into different worlds doors into wonderful worlds fire station fire station doors fire stations firestation flipp open space shuttle into wonderful worlds of a space shuttle space ship's door space shuttle	a bus door a flat different stations house doors lift a flat mysterious doors paper ingeneering region book science space shuttle, silence station *(the incorrect element makes the answer not acceptable)* spaceshuttle, flashlight *(the incorrect element makes the answer not acceptable)* story changing doors to the animal world

	Space shuttle's door spaceship door Spaceshuttle space-shuttle doors to a space ship	
7	**moves finger across screen** by moving the finger children touch it control with the fingers finger across the screen finger moving cross screen move finger move finger across screen moving finger moving finger around screen moving finger on screen moving the finger moving the fingers moving with the finger tapping on doors tapping the screen they touch the doors touch at the screen touch on the screen touch the screen touching with your finger using his fingers with children's fingers with finger navigation with finger on screen with fingers with her/his fingers with their fingers	a place across the screen animaded in the story by reading and navigating children read less he gives steps he sings, rhymes in rhymes lift the finger *(does not imply navigation)* say what to do talking they open several doors touch the scream touching everything with a reader with a sound with doors with flashlights with lights with rhymes with sound effects with the mouse pad
8	**the content** about the content content content of the book depends on content depends on the contend on content subject of the book the book's content the content the content and topic the content of books the story what book is about what books are about what it is about	animated things, touch something animated, touching everything animation child can touch everything if it's interesting *(the speaker says that some books are too interesting)* it's less well written no interruptions nothing is destracting old traditional things read it less well reading as well should be exciting the animation they can touch it they don't read stories they will touch touching and contact touching everything what the book can you can touch it

Begründungen

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The speaker says: "And you're also told, instead of screen time, get them reading more, which is all well and good, except that these days, many children do their reading <u>on a screen</u>, which raises some interesting questions about how children read today […]." Therefore, most children nowadays read on a screen.

1
The speaker says: "He [Poynter] says kids are still reading traditional printed books, but 13 percent of children's book sales are now e-books, and that number is rising." Therefore, 13 percent of all children's books sold are electronic.

2
The speaker says: "All of that means Dan is <u>not optimistic</u> about the future of printed books." Therefore, Poynter's attitude concerning conventional books is not optimistic.

3
The speaker says: "And in a children's e-book, you can have links to kid-safe encyclopaedia. So if they click on the lion, it takes them to Africa and tells them all about lions. So now, the e-book is <u>educational</u>." Therefore, the aspect Poynter emphasizes is that electronic books are educational.

4
The speaker says: "Not all authors are embracing the new technology. One who is, wholeheartedly, is Roxie Munro. She had written traditional children's books for years, mostly <u>search-and-find books</u>, <u>maze books</u>, that type thing." Therefore, the type of printed children's books Munro had mainly written were search-and-find books and maze books.

5
The speaker says: "And about 18 months ago, I got an email from the fellow again, who owns <u>a graphics company</u>, and he wanted to dip his toes into apps, and thought that my books would be perfect." Therefore, the kind of business Munro's Dutch admirer runs is a graphics company.

6
The speaker says: "That sizzling sound is the <u>space shuttle door</u> opening up. And then the door there opens up to the <u>fire station</u>." Therefore, some of the doors the reader can open in the app book *Doors* are a space shuttle door and a door to a fire station.

7
The speaker says: "And the child's able to actually - they're <u>moving their finger across the screen</u> and picking where they want to go next and finding objects." Therefore, in the app book *Doors* the reader navigates by moving their finger across the screen.

8
The speaker says: "For example, studies have been done where if it's just a story and you're reading it but some things are animated that aren't pertinent to the story and the child gets distracted just touching everything, they have found that they actually retain less of the story and read it less well. […] So it really depends upon the <u>content</u> and <u>what the book is all about</u>." Therefore, whether a children's book works well as an e-book depends on the content.