

E-content values



Maximizing Access to Open e-Content
DPLAfest 2017

Portability

We believe e-content should work well in the widest and broadest range of environmental and technical conditions.

Therefore, e-content should be:

1. Backwards compatible
2. Standards-based
3. Available offline
4. Awesome for the user (content is the priority)
5. Efficient and optimized for performing and packaging
6. Transparent about its copyright

Portability

We believe e-content should preserve the ability to navigate across devices.

Therefore, e-content developers should:

1. Promote standards
2. Explore where e-content should be developed

Accessibility

We believe...

- Accessible ebooks add value for everyone
- It is part of the [IFLA mission](#) to make ebooks accessible
- New ebooks should be born accessible
- It's never been easier or cheaper to make an accessible ebook
- Content creators should adhere to the [standards developed by W3C](#)
- That just because a book has been digitized it is accessible
- Failing forward stimulates innovation
- There is tension between mass digitization, preservation, and user experience

Accessibility

Therefore...

- We ask everyone to use EPUB 3.0 as the foundational format
- We should invite and involve people with blindness and other disabilities into our discussion
- We should include accessibility as a core characteristic of open ebook initiatives

Discoverability

We believe in user-centered design.

Therefore, e-content should be displayed

- From a reader's perspective
- With browse functionality
- With intuitive searching

Discoverability

We believe records are where users are searching.

Therefore, e-content providers should

- Create fully shareable records
- Utilize cutting edge formats with crosswalks
- Have high-quality MARC records