CREATING E-BOOKS USING STORIES FROM
THE LIVING ARCHIVE OF ABORIGINAL LANGUAGES

Darwin Aboriginal Art Fair
August 7-9, 2015

www.cdu.edu.au/laal

The Living Archive of Aboriginal Languages is a digital archive of endangered literature in Australian Indigenous languages from around the Northern Territory.

You can view a short video which demonstrates how to use the archive at http://laal.cdu.edu.au/app/public/images/videos/LAAL_demo_complete.mp4 (or from a link on the map page)

There are books in over **30 different languages**, over half of which include translations in English. They are available under a Creative Commons Attribution-NonCommercial-NoDerivs 3.0 Australia license, which means you can share the materials in any form as long as you give appropriate credit (saying where the books came from and who made them), you may not use the material for any commercial purpose, and you may not remix, transform or build upon the material. It is important to **respect the ownership** of these stories and pictures by Aboriginal language authorities and their descendants.

If you have the **permission** of the creator (storyteller, artist, etc), you may create an e-book. This involves linking the words and pictures from the story with an audio recording of someone reading the story. There are different tools that can be used to create e-books – see over for one example, as demonstrated at the Darwin Aboriginal Art Fair.

You can **win $1000** by entering your e-book into our **Digital Story Competition** – details at https://www.cdu.edu.au/laal/digital-story-competition/

Tell us your stories about using the materials in the archive

Follow us on social media:

https://www.facebook.com/laalanguages
https://twitter.com/living_archive

INSTRUCTIONS FOR CREATING AN EBOOK USING IBOOKS AUTHOR ON A MAC OR APPLE DEVICE

iBooks Author is a free App for Mac computers which allows you to create exciting digital books.

Select a book from the Living Archive of Aboriginal Languages. Make sure you have **permission** from the story owner to make a new digital version of the story.

Click on the cover to open the PDF, then click the **Download** button on the right side of the screen above the book to save it to your device. Then click on the **Text** tab (next to PDF in centre of screen) and Download the text file.

Use the **print screen** function (cmd+shift+4 on Mac) and select the area to capture. This will be saved automatically to the desktop. It's helpful to give clear labels the files (eg p1, p2, etc, perhaps with the title or a portion of the title).

Once you have a recording of the story you want to use (which you can record directly to your computer or device), use **GarageBand** or another audio editing tool (eg Audacity for Windows computers) to cut the recording into pieces – each file should go with one page of the book.

On your Mac computer, open **iBooks Author** (or download from Mac App store or iTunes)

Choose a **template** to use for your digital book. Select **Book Title** and design your title page. Drag and drop some intro media (recorded with author).

Now select Chapter 1 and begin digitizing your book. Drag and drop elements like text files, images and videos to create your book. Use the **Inspector**, **Mask** and **Alpha** tools to refine your content and get it looking just right. Be sure to experiment with **Widgets** to create interactive elements to engage your readers.

Use the **Preview** function to see what your digital book looks like. When you're ready, click **File**, **Export** and select your desired output (prefer .ibooks file format).

When you have finished, you can enter your book in the **Living Archive Digital Story competition**.

The digital books produced at the Darwin Aboriginal Art Fair will be available to download from
http://www.cdu.edu.au/laal/darwin-aboriginal-art-fair-workshop/

NOTE: There are other tools you can use if you don't have this App, or if you use a Windows PC. Check out some of the tips at https://www.cdu.edu.au/laal/digital-story-competition/choosing-program/

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