



Pictures for Reflection

Books: A New Technology?

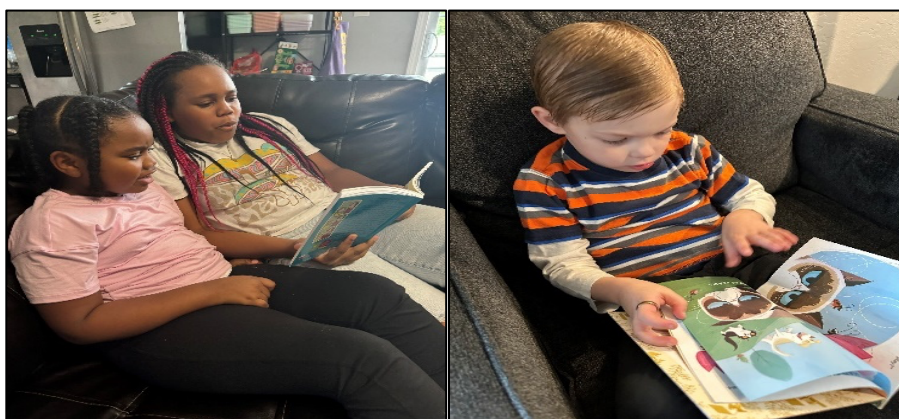
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Kathy Burris (B.A. and M.Ed. Elementary Education, Ed.D. in Early Childhood Education) taught diversity, research, and curriculum courses in the Department of Elementary and Special Education at Middle Tennessee State University. She remains an advocate for children's play, outdoor activity, and multiage learning.

Larry L. Burris (bachelor's and master's degrees in broadcast journalism, master's degree in human relations, Ph.D. in communication, as well as a law degree) is a professor in the School of Journalism and Strategic Media at Middle Tennessee State University where he teaches Introduction to Mass Communication, Media Law, Mass Media & National Security, and Quantitative Research Methods. Dr. Burris retired from the U.S. Air Force as a lieutenant colonel.

We don't often do product reviews here, but I thought you might be interested in something I read about in a couple of newspapers recently. It's called the "Built-in Orderly Organized Knowledge" device, better known as a "Book."



It's a revolutionary breakthrough in technology; it needs no wires, electric circuits or batteries, and has nothing to be connected or switched on. And you don't need to remember a password to use it.

In fact, it's so easy to use a child can do it: just lift its cover and you're there! Compact and portable, the "book" can be used anywhere - even sitting in an armchair by the fire - yet it's powerful enough to hold as much information as a megabyte disc drive.

Here's how it works: Each "book" is constructed of sequentially numbered sheets of paper, usually recyclable, each capable of holding thousands of bits of information. These pages are locked together with a custom-fit device called a binding, which keeps the sheets in their correct sequence.

Opaque Paper Technology allows manufacturers to use both sides of the sheet, doubling the information density and cutting costs in half.

Experts are divided on the prospects for further increases in information density; for now, "books" with more information simply use more pages. This makes them thicker and harder to carry, and has drawn some criticism from the mobile computing crowd.

Each sheet is scanned optically, registering information directly into your brain. A flick of a finger takes you to the next sheet. The "book" may be taken up at any time and used by merely opening it. The "book" never crashes and never needs rebooting, though like other display devices it can become unusable if dropped into water.

The browse feature allows you to move instantly to any sheet and move forward or backward as you wish. Most come with an index pinpointing the exact location of any selected information for instant retrieval.

You can also make personal notes next to "book" text entries with an optional programming tool called a "Portable Erasable Nib Cryptic Intercommunication Language Stylus," also known as "Pencils".

An optional "bookmark" accessory allows you to open the "book" to the exact place you left it in a previous session - even if it's been closed. "Bookmarks" fit universal design standards, so a single one can be used in "books" by various manufacturers. Conversely, numerous bookmarks can be used in a single "book" if the user wants to store numerous views at once.

The number of bookmarks is limited only by the number of pages in the "book." The medium is ideal for long-term archival use; several field trials have proven that "books" will still be readable in several centuries, and because of its simple user interface it will be compatible with future reading devices.

Portable, durable and affordable, the "book" is the entertainment and educational wave of the future. The "book's" appeal seems so certain, thousands of content creators have committed to the platform.

Look for a flood of new titles coming to your favorite store soon. (adapted from <http://crysa.fzu.cz/ondra/documents/book.html>)

Reading: What's Really Happening?



Comprehension
 Sense of Protagonist
 Archetypes
 Good and bad
 Heroes and heroines
 Character development
 Compare and contrast
 Plot
 Theme
 Sequence
 Events/episode
 Expectation
 Anticipation
 Surprise and Twist
 Ponder and Puzzle
 Mystery
 Pride
 Deceit
 Historical Context
 Geographical Context
 Cultural Context
 Different Family Context
 Fluency
 Cadence
 Pacing
 Inflection
 Dialect
 Phonemic awareness

Metaphor
 Simile
 Alliteration
 Persuasion
 Fiction
 Non-fiction
 Fantasy
 Anthropomorphism
 Futurism
 Dialogue
 Phonics
 Vocabulary
 Nouns and verbs
 Adjectives and adverbs
 Rhyme
 Numeracy
 Prosocial behavior
 Kindness
 Leadership
 Humor
 Science
 Biology
 Visual imagery
 Interpretation
 Imagination
 Context of print
 Poetry
 Enjoyment...and so much more!