

The Grand Convergence

How increasingly interdependent publishing standards are creating an interoperable publishing ecosystem

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Not a news flash:

We live in an interconnected world.

INTERCONNECTEDNESS leads to INTERDEPENDENCE.



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This is not a bad thing:

We don't have to start from scratch when developing standards and building technologies.



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The new mandate:

INTEROPERABILITY.





INTEROPERABILITY

Enabling systems and processes to interoperate smoothly and predictably removes friction, resulting in efficiency, economy, and flexibility.

RELIABILITY

Things need to "just work" when you move or access content between devices and systems.





PORTABILITY

Needing different versions for different devices, systems, or platforms even ones you don't have yet—gets old real fast.





INTERCONNECTEDNESS

leads to

INTERDEPENDENCE

which requires

INTEROPERABILITY

which leads to

CONVERGENCE

which is created by

COLLABORATION.



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Standards based on standards.



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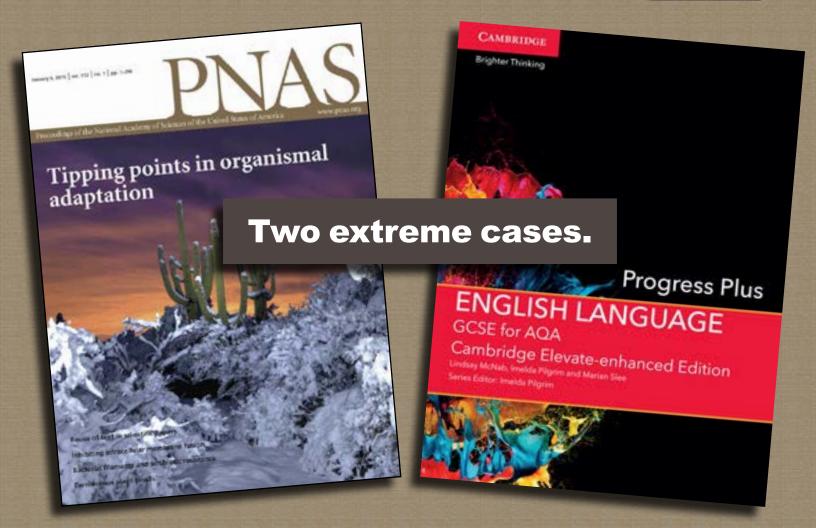
Cross-sector collaboration.

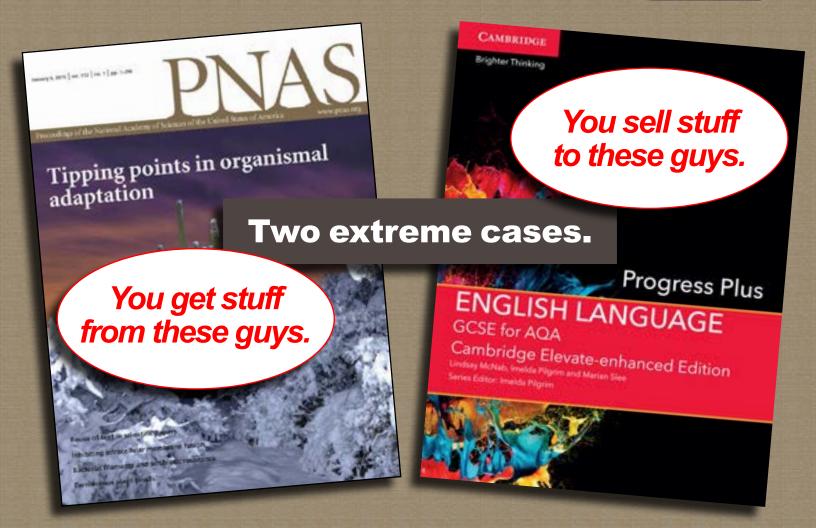
Global collaboration.

Standards based on standards.

Here are some examples.

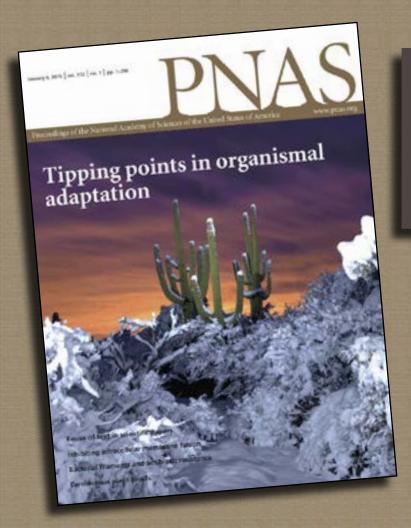






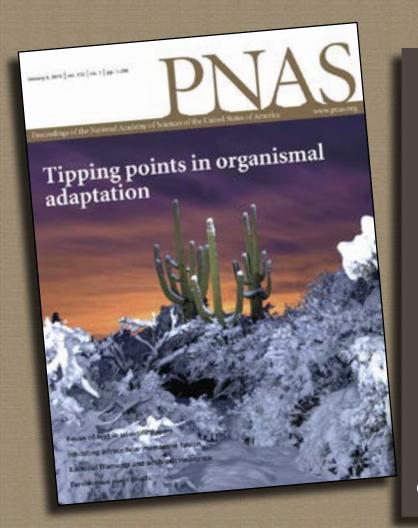
SIMPLE SINGLE-SECTOR EXAMPLE: A problem quickly solved.





JOURNAL

Fundamental issue: is this article open access or not?



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Simple solution: ALI

(NISO Recommended Practice: Access and License Indicators)

Two metadata elements:

<free-to-read>

(with optional start and end dates)

///> //> //> //> // <

(points to stable URI w/license terms, e.g., on platform or Creative Commons)

ALI: NISO Access and License Indicators

Why was this so easy to do?

Very homogeneous ecosystem.

Virtually all journal access is online, article-based.

Established support systems (host svcs, CrossRef).

Only concerned with the article, not components of the article.

Easy to incorporate in JATS metadata header and <meta> in HTML.

COMPLEX MULTI-SECTOR EXAMPLE:



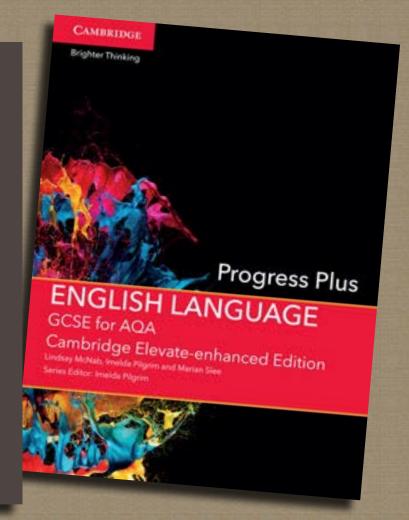


TEXTBOOK

(Print, ebook, and platform)

Could contain:

Video from Condé Nast Interview from the BBC Photo licensed from Getty Article from PNAS Commissioned illustration Text from The Goldfinch Educator-created content Student-created content



TEXTBOOK

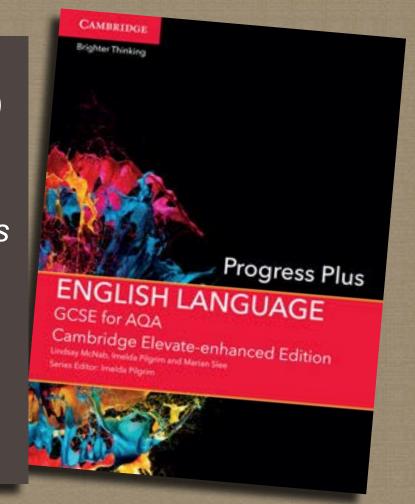
(Print, ebook, and platform)

What rights did they obtain for each of those assets?

What formats are the assets provided as?

What metadata came with them?

Do any of them have embedded assets, with embedded rights?



Not simple!

Those assets are all from different sectors.

The file formats may all be different. They may not just plug right in.

The sectors don't all use the same rights metadata, and most of it is not machine-resolvable.

And a big textbook/platform has hundreds of such assets.



OMG! OMG! OMG! What a mess!



This calls for MULTI-SECTOR COLLABORATION.

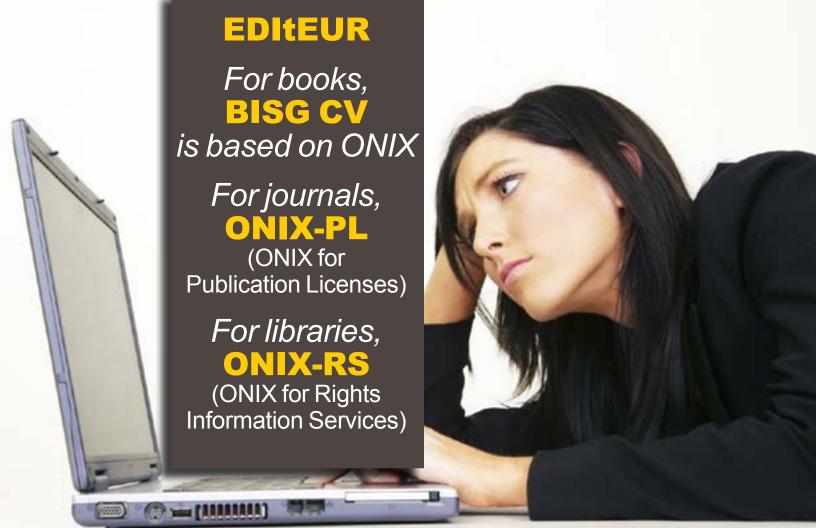












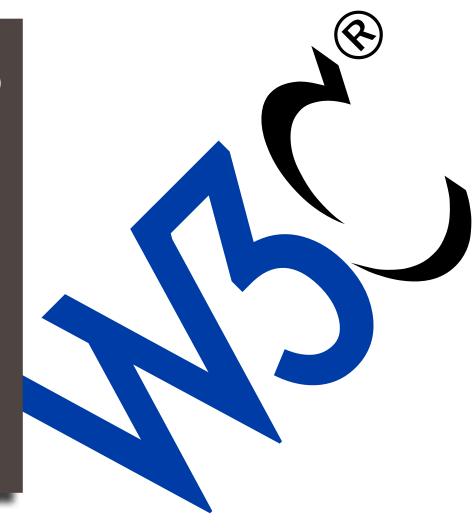
ODRL

(Open Digital Rights Language)

Framework for the machine-readable transmission of rights metadata.

Enables expressing:

Policy Types
Actions
Constraints
Parties and Roles
Relations





Wait . . . is that a real Web standard?



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Well, not quite . . . but stay tuned.

It's from a CG, not a WG, but it's about to get on a "rec track" to become a formal W3C Recommendation.

And it's already used by some big players...



Magazine Sector: Idealliance

Developing rights model:
Contract Management,
Asset Management, &
Rights Management
as PRISM metadata
and based on ODRL.

Collaborating with IPTC.





Photo Industry: PLUS Coalition

(Picture Licensing Universal System)

Very broad membership (creators, distributors, users, RROs, etc.) in 154 countries.

Collaborating with IPTC, LCC, ODRL, ISNI, EIDR, Idealliance, etc.

What do all these have in common? The Open Web Platform.

Web technologies and web services are the context of the convergence.

They're what enable INTEROPERABILITY.



Interoperability across virtually all aspects of publishing.

Infrastructure.

Structure and semantics.

Rendering in all media.

Delivery in all formats.

Discovery. Dissemination.

Repurposing.



The Open Web Platform

Over 100 W3C specs: XML, HTML, CSS, SVG, MathML, many more.

HTML5

The structure.

CSS3

The styling.

JavaScript

The functionality.



Remember: it's not just about your website.

The Open Web Platform is fundamental to the how content is

Developed
Discovered
Delivered



EPUB 3 is basically packaged Web content.

It's for the interchange and distribution of digital publications and documents based on Web standards.

It's the free, open, accessible, nonproprietary standard for delivery of publications based on the OWP.

Wouldn't it be great if there was no difference between an online publication and an EPUB?



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We're working on it.

It's called PWP: Portable Web Publication.



The Portable Web Publication Vision:

ONE FILE FOR BOTH ONLINE AND OFFLINE USE.

The same content in two different "states":
Packaged for offline and archival use;
Unpackaged for online or cached use.





COLLABORATION

to achieve

CONVERGENCE



Wait a minute.

Everything's going mobile, now, right?

Browsers are too damn slow.

It's all about apps now!

Not so fast!

ALMOST ALL APPS ARE BASED ON WEB TECHNOLOGIES.

Where we're going:

MAKING CONTENT AGNOSTIC AS TO MODE OF DELIVERY.









The vision:

UNDER THE HOOD(s) THEY ALL USE THE SAME TECHNOLOGIES.

And we're finally starting to get there.



Thanks!

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