

# [PDF] What Is A Book App And Could YOU Create One? How 27 Writers Did!

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## Books Details:

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## Description:

If you've been hearing about book apps and wondering what a book app is and if your children's book could be an app, you're in the right place.

In this book, children's book app author, speaker and coach, Karen Robertson, explains what a book app is, why it's such an exciting publishing option, and what you need to know about this opportunity, so you can decide if it's right for you to publish your children's book as an app.

Prepare to be inspired by what is possible for your children's book!

To show you how achievable publishing your book as a book app can be, she's invited 27 writers to share their personal stories about how they published their children's books as book apps for devices like the iPad, iPhone, Kindle Fire and more.

From their stories, you'll see that there are a lot of ways to make a book app happen in a way that will meet your objectives and budget, even if you aren't technically inclined.

You'll read stories from:

- Published authors who wanted to give new life to works that were out of print.
- Authors who wanted to extend their work beyond one country to a global audience.
- Self-published authors who wanted to break free from the boxes of books in their garage.
- Writers who'd been sitting on their stories, because they didn't know what to do next.
- Writers who'd just missed out on publishing deals, who took their futures into their own hands by creating book apps.
- Author-illustrators who wanted to start bringing their own personal projects to life.
- Picture book authors who wanted the freedom to create beyond 32 pages.
- Entrepreneurs who imagined using book apps in a whole new way.
- Writers and creators who wanted to demonstrate "proof of concept" for their work, in hopes of attracting traditional publishing, TV or movie deals.

You get the idea!

Karen has helped dozens of writers make their publishing dreams come true. Writers who are now selling their children's book apps to kids around the world through the global marketplace of the App Store.

This book is a jargon-free zone! It's written by a writer for writers, knowing that many of us don't know a lot about technology and some of us are even intimidated by it.

Karen presents an overview of her proven D-R-E-A-M System, the step-by-step system for creating book apps, so that you understand what is involved with such a project. The D-R-E-A-M System includes:

- Determining your objectives
- Reviewing your book and creating your brief
- Evaluating developers
- Assembling your assets (illustrations, sound effects, narration and music)
- Managing your project to completion

And she then shares how 27 other writers did it!

Book publishing is changing. And with many book stores closing and the number of new writers being signed, the traditional publishing model is getting harder and harder to break into.

By the end of this book, you'll not only be able to decide if you'll create a book app, you'll also know how you can do it, and where you can find more training to make your book happen.

Prepare to be inspired because if these writers can do it, you can do it too!

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