OverDrive

Accelerating eBook Discovery & Reader Engagement with HTML5



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Session Agenda

- 1. Why HTML5?
- 2. Accelerate Discovery
- 3. Maximize Engagement
- 4. Leverage Insight



Corporate Overview

OverDrive is the leading multichannel digital content distributor and technology provider

Privately-held, profitable corporation founded in 1986

▶ Headquartered in Cleveland, Ohio USA

Global sales channels and industry partners

▶ Booksellers and institutional accounts including corporations, public libraries, schools, colleges, professional associations, government libraries

One of the largest digital media catalogs in popular formats

- eBooks, Audiobooks, Music, Video
- ▶ One million+ titles, in-copyright
- 2,000 publishers represented



About OverDrive: Multichannel Digital Distribution









Global Content Publishers

(Audiobooks, eBooks, Music, Video)







OverDrive









Libraries, Schools & Online Retailers

Readers & Listeners







Why HTML5?

Browser-based reading offers many benefits

- ▶ Readers
 - Easier to read no install, no download
 - More compatibility
 - Easy to share
- Publishers
 - Open standards
 - Customizable
 - Improves discovery, engagement insight



HTML5, CSS3 & EPUB 3.0

An HTML5/CSS3 reader leverages the best elements of web layout as incorporated in the ePub 3.0 specification and the Content Documents.

- Supports modules of CSS3 that are adopted by the ePub 3.0 standard (e.g., Speech)
- Supports the audio and video elements
- Supports embedded fonts through CSS3
- Supports CSS stylesheets and styles for layout and orientation
- Supports interactivity in the book by leveraging additional elements and concepts of HTML5 and CSS3

For example...





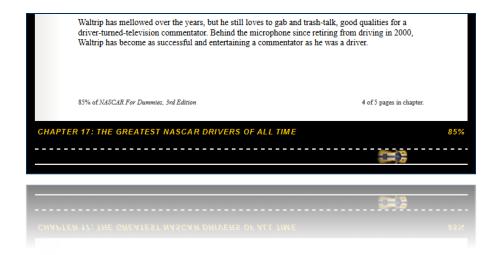


HTML5 – Interactivity

The Possibilities include...

- Gamification Establishing reading goals and tracking progress through reading activity
- Interactive Rewards Incorporating actual games during the reading process to encourage engagement among young readers
- Socialization Sharing of <u>samples</u> and reading activity, engaging socially with authors and other readers, and publishing reading timelines.







And

HTML5 – Interactive Quizzes

The quiz convention

A quiz is just an ordinary HTML form with a special class. That class is pepQuiz. Here's a bare bones, fully working quiz.

```
<form class="pepQuiz">
    <label>
    In what year did <b>Richard Petty</b> win 10 NASCAR races in a row?
        <input type="text" name="q1" data-pep-answer="1967" />
        </label>
        <input type="button" class="pepQuizSubmit" value="Check your answers!" />
        </form>
```

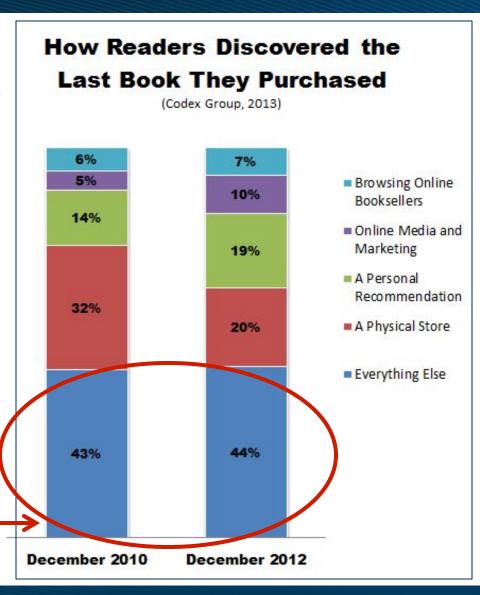
Note these vital pieces:

- A <form> with a class of pepQuiz
- A text <input> with a data-pep-answer attribute that contains the correct value
- A button <input> with a class of pepQuizSubmit

Where are Readers Discovering Books?

- Nearly half of book purchasing decisions made before customer visited Amazon (FutureBook/The Bookseller)
- Online discovery at retail sites has remained flat (Digital Book World)





The Public Library: A Vital Place for Discovery

- Millions of visitors to library branches daily
- Millions more visit online

Visits to library's eBook catalog	41.5 million
Page views	562.0 million
Time spent on site	10 min. 16 sec.

► And they're discovering books

Percent of visits "browsing"	59.2%
Book covers viewed	4.9 billion
Book excerpts "sampled"	2.8 million
Pages of collections browsed	226.0 million

Online data from OverDrive library network, Q1 2013

Note: Checkouts require valid library card



Samples (excerpts)

Read in the browser

- Easy to open
- Broad compatibility
- Easy to share, each eBook is a link

Share

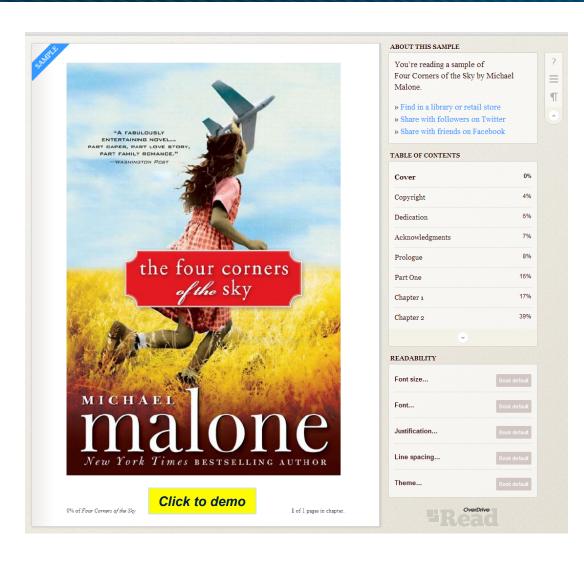
- Send via email
- Post on Twitter, Facebook
- Link on websites









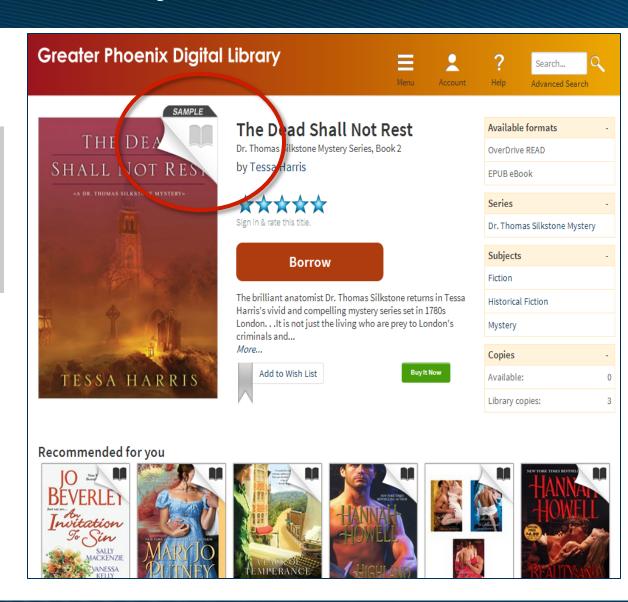




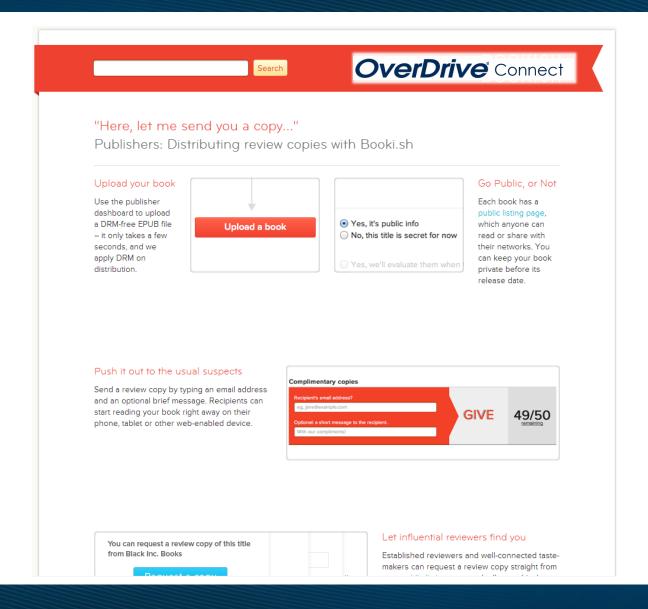
Samples in the Public Library

Ease of Use helps

Sampling has tripled (3X) since OverDrive Read (in-browser reader) launched in Sept 2013



Galleys / Advance Review Copies



Expand reading "places"

Browsers everywhere!

- ► Computers, phones, tablets
- Now also in non-traditional places:
 - Refrigerators
 - Cars
 - Game consoles

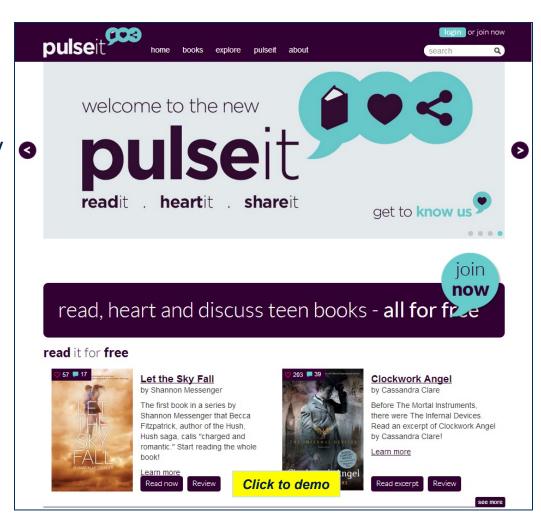




Custom Direct-to-Consumer Storefront & Community

Simon & Schuster

- Goal: digital delivery for their community of readers
- Leveraged HTML5 technology and digital content infrastructure to provide custom-branded experience for authenticated users
- Result is a well-designed and executed reading community that enables users to...
 - Share their experiences with content, and
 - Consume digital materials all from the same website



Data: Develop insights that drive business decisions

- ► Unthinkable even 5 years ago
- Now you can really get to know customers and understand behavior
- Benefits
 - More meaningful connections with readers which ...
 - Increase sales
 - Reduce selling costs
 - Reduce help/support
 - Improve efficiency no need to produce content in multiple OS





Insight: Use Data to determine behavior

- ► WHO? Target based on the profile of your best readers
- WHAT? Titles they're reading
- ► HOW MUCH?
- HOW? On which devices, mobile and desktop OS
- ► SHARE? Links, re-tweets, etc.

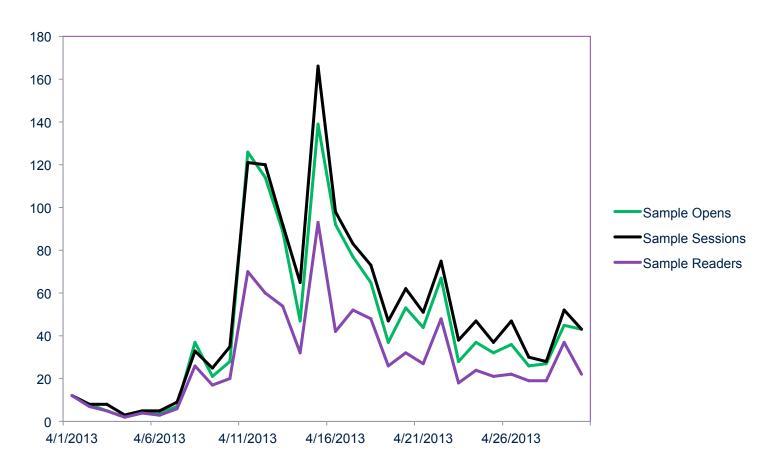






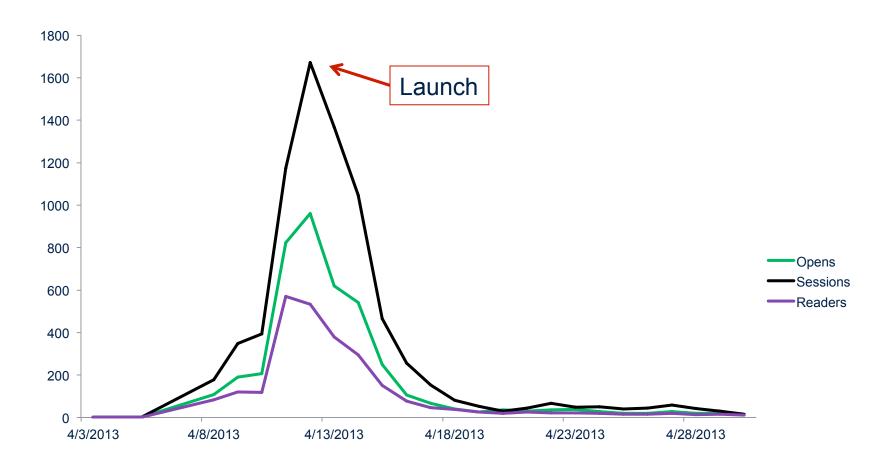
Meaningful Data, Ongoing Tracking

► Readers, Opens, Sessions (Samples)



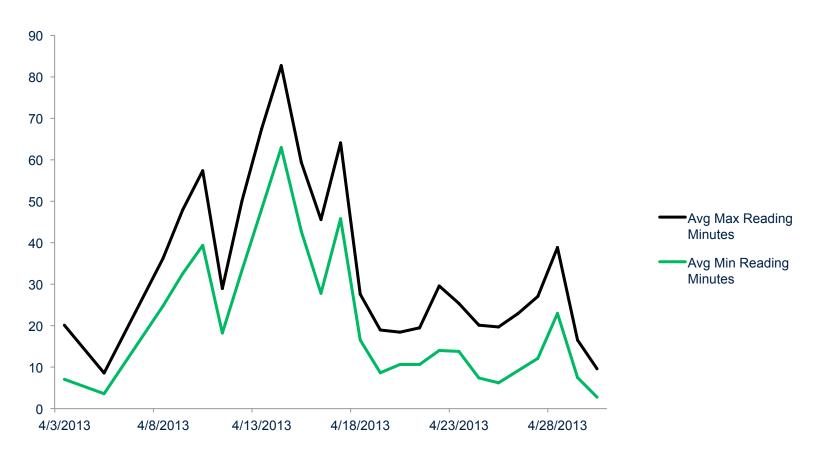
Additional Insight

► Readers, Opens, Sessions (by Title)



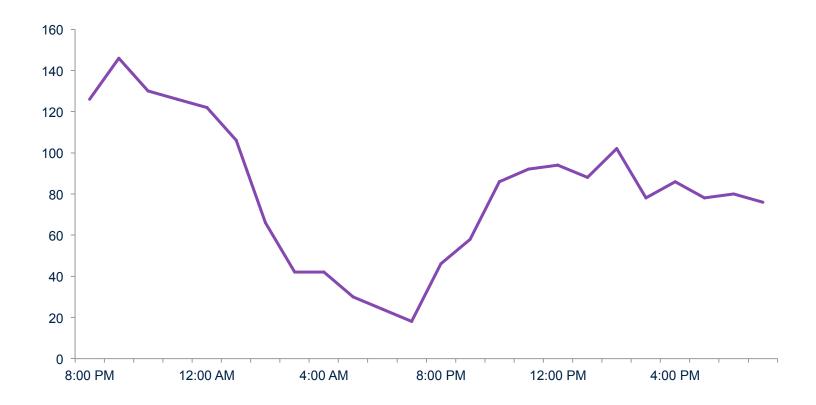
Additional Insight

► Average reading time per reader (by title)



Additional Insight

► Average # of readers in 24 hour period



Follow up

Thank you

Steve Potash

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