

# reveal.js authoring tools: Principle

---

- The reveal.js allows for browser based presentations
- Using HTML 5, CSS 3 and JavaScript
- Extensible plugin architecture
- Touch support

# reveal.js features #1 of 3

---

- Customizable transitions
- Vertical slides
- Code highlighting by virtue of highlight.js
- Code animations

## reveal.js features #2 of 3

---

- Slides overview
- Auto animations across slides
- Touch support
- Fragments
- Configurable slide transition styles

## reveal.js features #3 of 3

---

- Configurable backgrounds and transitions
- PDF handouts (Do you really need those??)
- Custom events supporting own extensions
- Markdown support
- Mathjax based math support

# reveal.js observations

---

- Low level HTML / JavaScript editing
- Direct editing unsuitable for non-programmers
- Alternative: Slides editor (commercial)

# Authoring tool project goals

---

- Creating an XML editor providing a restricted feature set
- Generating reveal.js presentations based on profiles
- Support for images, animations, source code and math.

# Principle

---

- Defining suitable assets and related RelaxNG schema
- Implementing an editor by means of CSS
- XSLT transformation to HTML 5 / CSS 3 / Javascript

# Required / to be acquired skills

---

- Web design featuring prototype development
- RelaxNG schema design
- XSLT



# Principle

---

- XSLT transformation docbook to webhelp.
- Abstraction by using docker
- Publishing to gitlab pages on release / tag events.

# Codingbat: Desired features

---

- Training exercises providing automated feedback
- Multiple language support: SQL, XML Schema, Java™ OO, ...
- Target language independent authoring interface

# Desired features

---

- Exercise definitions for E-learning contexts.
- Reusable asset definitions.
- Animated presentation of solutions.
- Step by step explanations