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