

# Interactive eBooks as a Promising Digital Field in Artistic Education. The Example of the eBook “Real life Superheroes”

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## **Abstract**

**Interactive eBooks are a quite new phenomenon in a digital world. However, they seem to be a very promising field in an artistic education because they are based on several key factors related both to traditional fine arts and new technologies. Firstly, a book has been a very important part of artistic practice since the beginning of the 1900s. This area is extremely wide and includes many diverse fields such as a picture book, art book or the artist’s book etc. Therefore, either artists or viewers being used to this form of artistic expression willingly explore this phenomenon.**

**Secondly, the development of new technologies also affected the fine arts leading for example to digital or web art but what more importantly in this context, it has made almost everyone gain access to mobile digital devices - phones and tablets, whose total accessibility has revolutionized modern communication and education.**

**The eBook entitled “Real life superheroes. Polish Inventors” was created by a group of artists connected with the Polish Committee of InSEA and it is**

**an attempt to combine new forms of informal education including different disciplines whose content is linked to highly artistic illustrations, animations and interactions. The eBook can be freely downloaded from Google Play Store enabling children from all over the world to use it.**

**Although this form of artistic education cannot replace traditional art class but it may contribute to easy access to fine arts and show positive visual patterns to follow.**

### **Keywords**

Interactive eBooks, Digital environment, New forms of education, Art book.