

H5P guides: How to create an *Interactive Book*

Use the *Interactive Book* content type to create structured learning resources that combine text, multimedia and activities, allowing learners to work through them at their own pace.

When *Interactive Book* works best

Interactive Books work particularly well for self-directed learning, where learners need to engage with content, reflect on their understanding, and complete knowledge checks throughout the resource.

Examples

- Structure pre-session learning that students complete before attending a lecture, seminar, or practical session.
- Create assessment guidance resources that explain assessment tasks, requirements, and marking criteria.
- Develop induction or orientation resources for new students.
- Create revision resources that bring together key concepts, examples, and self-assessment activities.
- Create scenario-based learning resources that guide learners through a case study and include questions at key decision points.

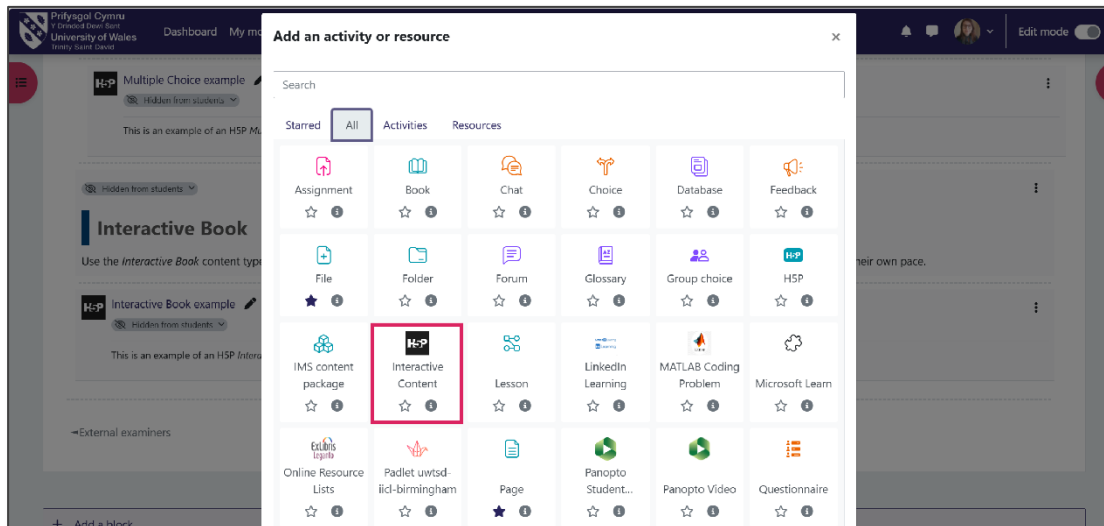
Before you start

Before you start building an *Interactive Book*, it is helpful to do some **preparation work**. An *Interactive Book* can combine many different types of content and activities, so spending some time planning in advance will help you build your resource more efficiently.

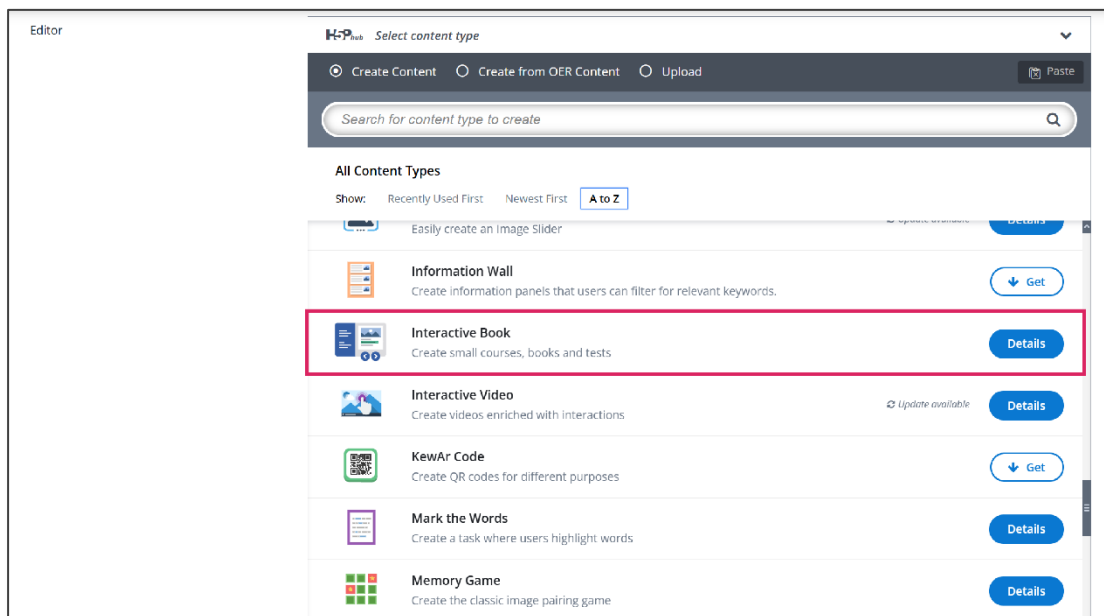
- **Plan the structure of your content** and organise it into logical sections or topics.
- **Draft your content** in a Word document or other note-taking application before you start building the *Interactive Book*.
- **Gather any media you will need**, such as images, documents, and links to videos.
- **Identify any H5P activities you want to include** and decide where they will fit within the learning journey.

Step 1: Add the H5P *Interactive Book* activity

1. In Moodle, turn **Edit mode** on and navigate to the section where you want to add the activity.
2. Select **Add an activity or resource** or select the plus button (+) to add the activity between existing content.
3. From the list of activities and resources, select **H5P Interactive Content**.

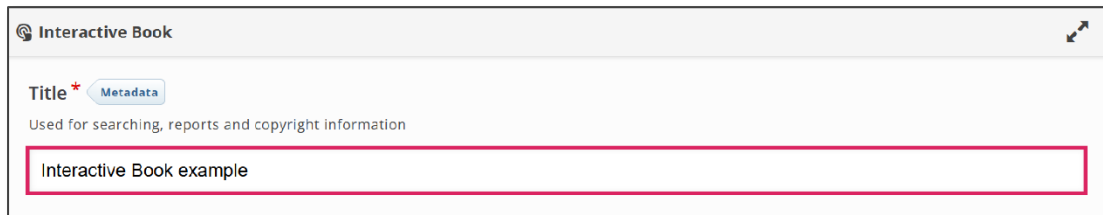


4. From the list of content types shown in the *Editor* section, select **Interactive Book**. The H5P editor will appear.



Step 2: Add an activity title and description

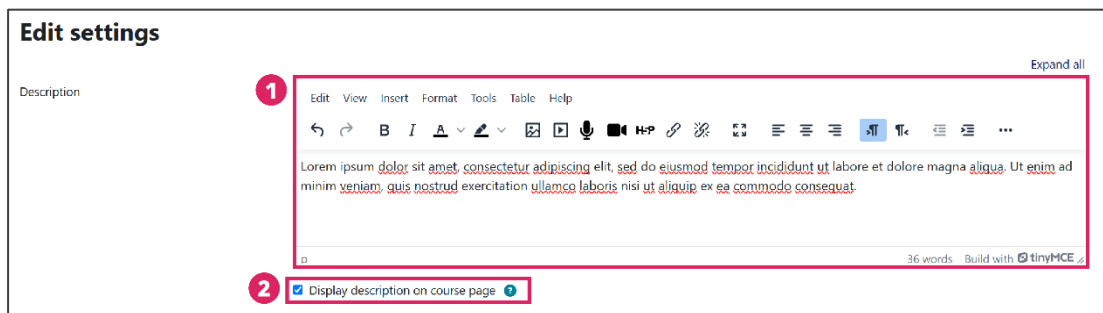
1. Add a title for your activity in the **Title** field. This will be visible to students, so make sure that it's clear and adequately describes the activity.



The screenshot shows the 'Interactive Book' interface. At the top, there's a header with the title 'Interactive Book' and a small icon. Below this, there's a section for 'Title' with a red asterisk and a 'Metadata' button. A note below the title field states 'Used for searching, reports and copyright information'. The title field itself contains the text 'Interactive Book example' and is highlighted with a red rectangular border.

2. Add a short activity description in the **Description** field (see marker 1), to help learners understand what the activity is about and provide scaffolding. The **Description** field is at the top of the page, just above the H5P editor.

Tick **Display description on course page** (see marker 2), so that learners can view the description before they start the activity.



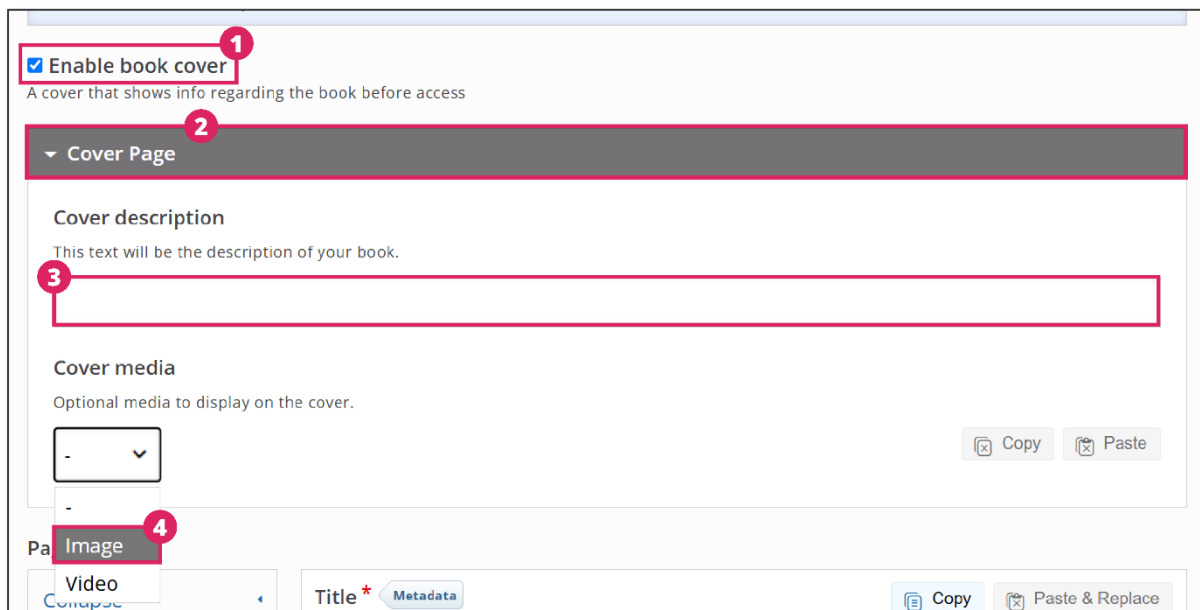
The screenshot shows the 'Edit settings' page for the description field. On the left, there's a sidebar with the title 'Edit settings' and a 'Description' section. The main area on the right is titled 'Expand all' and contains a text editor. The text editor has a menu bar with 'Edit', 'View', 'Insert', 'Format', 'Tools', 'Table', and 'Help'. Below the menu bar is a toolbar with various icons for text formatting and insertion. The text area contains a paragraph of Lorem ipsum text. At the bottom of the text area, there's a word count '36 words' and a 'Build with tinyMCE' link. A red rectangular border highlights the text editor area, with a red circle and the number '1' next to it. Below the text editor, there's a checkbox labeled 'Display description on course page' with a red circle and the number '2' next to it.

Step 3: Add a cover page (optional)

Adding a cover page is optional, and you can skip this step if you do not want to use one. The cover page displays the book's title, description and, if you choose, an image.

To add a cover page, select the **Enable book cover** checkbox (see marker 1, below), then expand the **Cover Page** panel (see marker 2). Here, you can add a **Cover description** introducing the content of the *Interactive Book* (see marker 3).

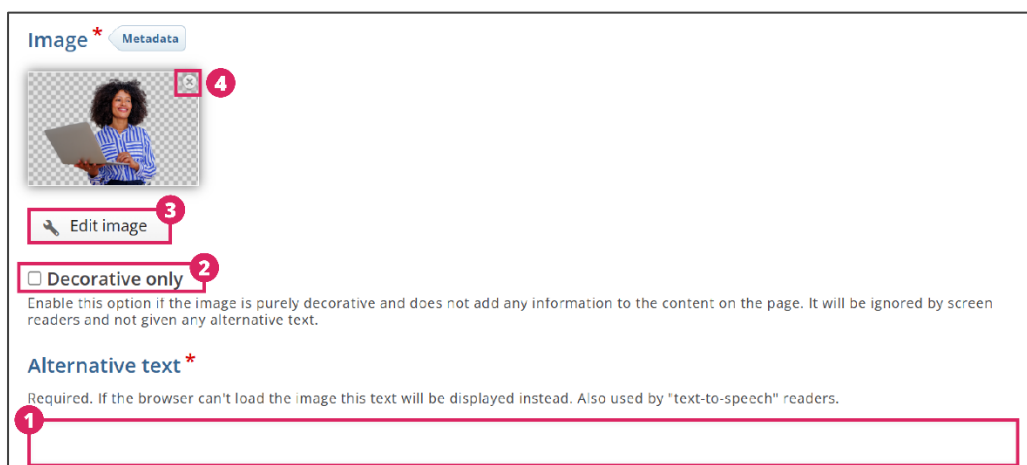
To add an image, open the **Cover media** drop-down menu, select **Image** (see marker 4) and select the **Add** button to upload your file.



The screenshot shows a web interface for configuring a book cover. At the top, there is a checkbox labeled "Enable book cover" with a red circle marker 1 next to it. Below this checkbox is a descriptive sentence: "A cover that shows info regarding the book before access". Below that is a grey header bar labeled "Cover Page" with a red circle marker 2 next to it. Under the header bar, there is a section titled "Cover description" with the text "This text will be the description of your book." and a large empty text input field with a red circle marker 3 next to its top-left corner. Below the description field is a section titled "Cover media" with the text "Optional media to display on the cover." and a drop-down menu currently showing a dash. To the right of the drop-down are "Copy" and "Paste" buttons. Below the drop-down menu, there is a "Pa" label and a red circle marker 4 next to the "Image" option in a list that also includes "Video". At the bottom of the interface, there are "Title" and "Metadata" tabs, and "Copy" and "Paste & Replace" buttons.

Then add **alternative text** (see marker 1, below) or mark the image as decorative (see marker 2), to support accessibility.

Underneath the image you'll find the **Edit image** button (see marker 3), which allows you to crop or rotate the image. If you want to remove the image and choose a different one, select the **x** in the image top right corner (see marker 4).



The screenshot shows a detailed view of the image configuration. At the top, there are "Image" and "Metadata" tabs. Below the tabs is a preview of the image (a person holding a laptop) with a red circle marker 4 next to a small 'x' icon in the top right corner. Below the image preview is an "Edit image" button with a red circle marker 3 next to it. Below the button is a checkbox labeled "Decorative only" with a red circle marker 2 next to it. Below the checkbox is a descriptive sentence: "Enable this option if the image is purely decorative and does not add any information to the content on the page. It will be ignored by screen readers and not given any alternative text." Below this is a section titled "Alternative text" with a red asterisk and a red circle marker 1 next to a large empty text input field. Below the input field is a descriptive sentence: "Required. If the browser can't load the image this text will be displayed instead. Also used by 'text-to-speech' readers."

Step 4: Add content to the *Interactive Book*

Creating sections

An *Interactive Book* is organised into sections called **Pages**. Each page can contain different types of content, such as text, images, videos, and H5P activities.

A list of pages is displayed in a menu on the left hand side of the editor. The first page of the book is added automatically (see marker 1); you can add more pages by selecting the **Add page** button (see marker 2).

To edit a page name, select the page from the menu on the left. Then, under **Title** (see marker 3), enter a name for the page. Choose a clear and descriptive title that reflects the page's content.

The screenshot displays the 'Pages' section of the editor. On the left, a 'Pages' menu is visible with a 'Collapse' button and a list of pages. The first page, '1. Introduction t...', is highlighted with a red box and a red circle labeled '1'. Below it is a blue button labeled '+ ADD PAGE' with a red circle labeled '2'. The main area shows the 'Title' field for the selected page, which contains the text 'Introduction to digital accessibility'. This field is highlighted with a red box and a red circle labeled '3'. Below the title field is a 'List of Column Content' section with a 'content' dropdown menu. The 'Content' dropdown is currently set to '-'. To the right of the dropdown are 'Copy' and 'Paste' buttons. Below the dropdown is a section labeled 'Separate content with a horizontal ruler' with a dropdown menu set to 'Automatic (default)'. At the bottom of the main area is a blue button labeled 'ADD CONTENT'.

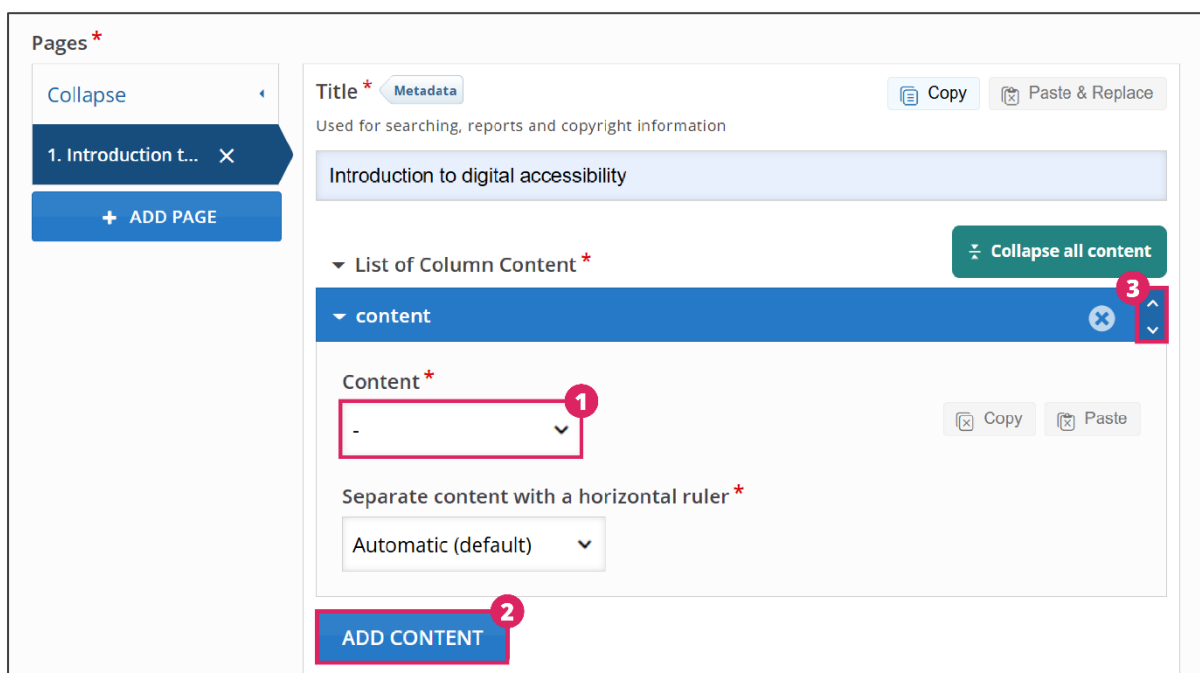
Adding content to a page

Under **List of Column Content**, you can choose the type of content you want to add to the page.

From the **Content** drop-down menu (see marker 1) select the type of content you want to add. You can choose from a range of content types, including text, images, videos, and H5P activities such as *Image Hotspots*, *Accordion*, *Multiple Choice Question*, and *True/False Question*.

To add more content on a page, select the **Add content** button (see marker 2).

To reorder content on the page, use the arrows in the top right corner of the content panel (see marker 3).



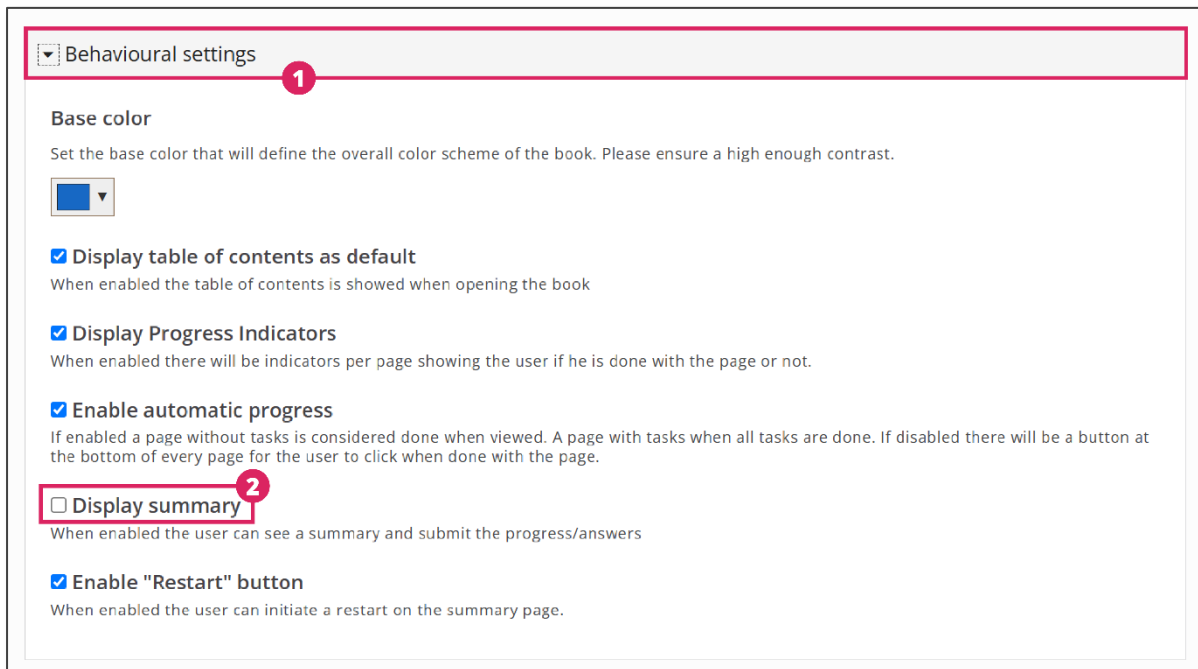
The list of available content types is long and can seem overwhelming at first. Remember that you do not need to use every option! Focus on creating a clear learning journey and selecting content types that support your learning outcomes.

For guidance on specific H5P activities, refer to the other H5P guides created by the Digital Learning Team. If you would like to use a content type for which we have not yet created a guide, you can refer to the [H5P authoring tutorials on the H5P website](#) or contact the Digital Learning Team at DigitalLearning@uwtsd.ac.uk for support.

Step 5: Check *Behavioural settings*

Expand the ***Behavioural settings*** panel (see marker 1) to change further settings for your *Interactive Book*. Generally, the default settings will be suitable and do not need to be changed.

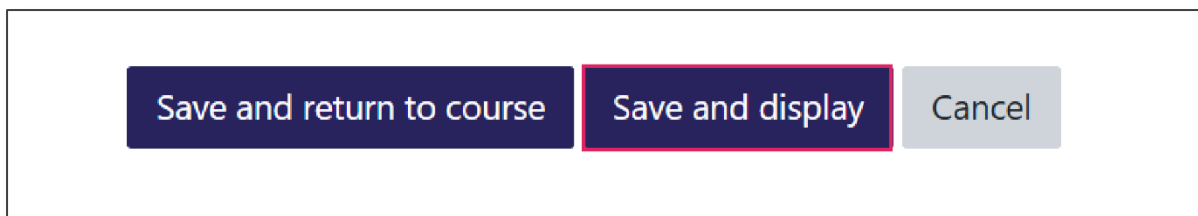
You may want to untick the ***Display summary*** checkbox (see marker 2), which displays a final overview at the end of the book of the scores that learners got in interactive activities such as *Multiple choice* questions.



The screenshot shows the 'Behavioural settings' panel. A red box and marker '1' highlight the panel header. Below the header, there are several settings: 'Base color' with a blue color picker; 'Display table of contents as default' (checked); 'Display Progress Indicators' (checked); 'Enable automatic progress' (checked); 'Display summary' (unchecked, highlighted with a red box and marker '2'); and 'Enable "Restart" button' (checked). Each setting has a brief description below it.

Step 6: Save and preview

We recommend you save and preview your work frequently, to ensure the activity works as expected. To do that, select ***Save and display*** at the bottom of the page.



The screenshot shows three buttons at the bottom of the page: 'Save and return to course' (dark blue), 'Save and display' (dark blue with a red border, highlighted), and 'Cancel' (light grey).