

Bright World eBooks by 3D Learning Group, Digital Reading Learning Fun

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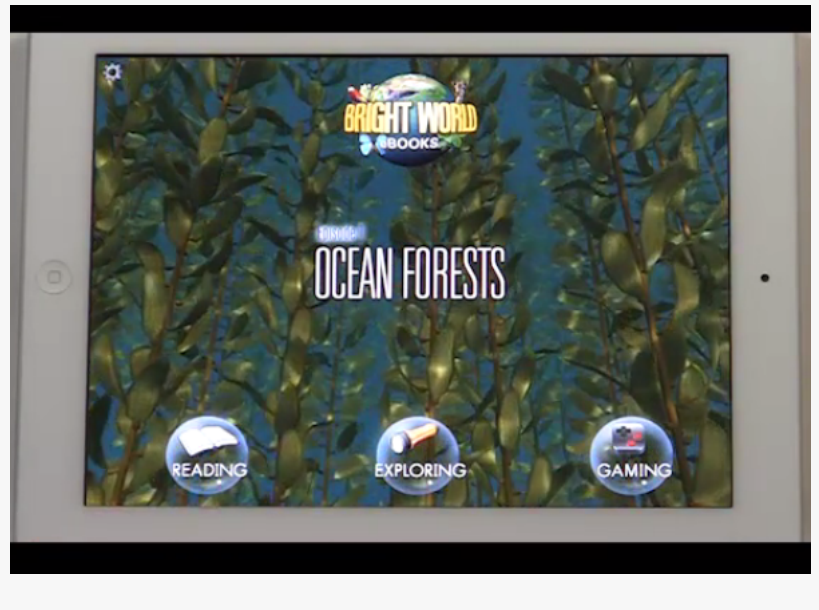
/EINPresswire.com/ -- Digital games, music and other activities are deeply ingrained into the lives of children in modern industrialized areas. They play games, care for electronic pets and more. Wouldn't it be great if there was an application to make learning new vocabulary and reading as much fun as a computer game!

[Bright World eBooks](#) proposes to do just exactly that. Their new application for iPad will read stories aloud to children while displaying pictures of the environment and action described, as well as highlighting the words that are being read. A dictionary feature provides definitions (which are also read aloud) of possibly unfamiliar vocabulary. If the child, parent or teacher does not want to use the recorded reading, there is a read-to-myself feature that displays the words and background video. To ice this learning cake, there is even a feature that allows the child to record his or her own voice reading the text aloud. They can simply read it, or they can ham it up, pretending to be a cartoon or movie character.

In addition to reading stories aloud, there is a game section in which the child can match vocabulary and pictures, answer questions, and perform manual dexterity tasks using touch screen mechanics. Bright World eBooks are designed to be a total learning experience that is as much fun as any video game or movie.

The first book will be a non-fiction text entitled "Ocean Forests." Readers will virtually explore the kelp forests in the ocean. They will be introduced to many of the creatures that live in the kelp forests. There is, in addition to reading and playing games, an "explore" feature that lets them click on the various creatures and learn more about them, as well as allowing them to zoom in or out and explore various areas of the environment.

From an educational point of view, this total immersion environment builds spoken and written vocabulary and encourages exploration. It cashes in on kinesthetic learning as well as listening and



seeing by involving hand/eye coordination in the “explore” feature and in the games. Not only can this software be used to help early readers, it can also be used as a tool to help students learn new languages. But from a child’s point of view, it is just fun.

Bright World eBooks is being developed by 3D Learning Group, a new company founded by educators. John Estill, the CEO has more than 25 years’ experience dealing in various business fields. He has worked with children’s book publishing, and has successfully worked with funding and growth in the medical field. David Hamby, the Co-Chair and Executive Producer has worked with animation and design, visual effects, compositing and post production. He is a computer animation co-patent holder. Judy Belletti designs educational technology products. She is a former teacher, and understands how to use technology to enhance learning. She has worked with Lightspan Partnership and with Classroom Connect, helping to create educational software for distribution to schools. She is Co-Chair and SVP Content Design.

This amazing team has created a [Kickstarter Crowdfunding campaign](#) to complete design of “Ocean Forests,” and to begin the next title, “A is for Amphibians.” “Ocean Forests” is already in Apple’s application store for early prototype testing. With something this exciting, it is hard to imagine that they would not be approved for sales through the app store when the product is complete.

All parts of the product are designed to be delivered digitally, so there are no problems with delivery and no shipping costs to consider. Contributors who pledge at least \$5.00 will be able to download the initial program. At each incremental increase in contribution pledges, contributors will be able to download additional eBooks. Contributors who pledge and deliver contributions of more than \$1,000 will receive all titles released within the first two years of production, and their names will be listed in the credits for the first ten titles produced. Although this first eBook is being published on the Apple platform, versions for Android and other platforms will soon be available.

Your contribution to this crowdfunding campaign can bring this [brilliantly designed product](#) to your child’s iPad or the iPad of friends’ children. When you contribute to educational apps, such as Bright World eBooks, you are making an investment in the future of the world.

About: Bright World eBooks are the brainchild of Judy Belletti, David Hamby, and John Estill, the founders of 3D Learning Group (www.3dlearninggroup.com) . They have come up with a way to make reading non-fiction books as compelling and fun as playing video games or watching a movie. They each have previous education, business and production experience that bode well for making this educational app a happening thing.

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