

Research on building interactive multimedia books on iOS

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Abstract: This topic aims to research and develop interactive multimedia educational applications for the iOS platform, meeting the demand for flexible learning. By combining graphic design theory with practical application development, the goal is to create rich and engaging educational content on mobile devices. The research methodology includes analyzing existing programming tools and implementing interactive features to optimize the learning experience. The expected outcomes of this topic not only bring academic value but also create useful educational applications for the iOS market.

Keywords: Multimedia interactive books, iOS, graphic design, programming tools, educational applications