WE CLAIM

1. A system for managing interactive content comprising

a first computing device configured to receive interactive content comprising at least one activity, the at least one activity requires the submission of ~~the~~an input of a first user;

a second computing device configured to allow a second user to submit a comment on the input of the first user; and

a server arranged to receive the input or ~~/~~comment of either the first or second computing device where a data connection is present;

wherein the first and second computing devices are configured to detect the presence of data connection with the server and upon detection of the presence of data connection with the server; prompt the first or second user to synchronize:-

i. any interactive content on the server that the first and second computing devices have permission to access respectively; and

ii. any interactive content input or comment by the first or second user respectively,

wherein the input of the first user is added to the interactive content and the interactive content is an electronic book .

2. A system for managing interactive content comprising

a first computing device configured to receive interactive content comprising at least one activity, the at least one activity requires the submission of an input of a first user;

a second computing device configured to allow a second user to submit a comment on the input of the first user; and

a server arranged to receive the input or ~~/~~comment of either the first or second computing device where a data connection is present;

wherein the server is configured to detect the presence of data connection with the first or second computing device and upon detection of the presence of data connection with the first or second computing device, synchronize

i. any interactive content on the server that the first or second computing devices have permission to access respectively and;

ii. any interactive content input or comment by the first or second user respectively,

wherein the input of the first user is added to the interactive content and the interactive content is an electronic book.

3. A system according to claim 1 or 2, wherein the ~~interactive content is an electronic book~~comment of the second user is added to the activity where the input of the first user was added to the interactive content.

4. A system according to any one of the preceding claims, wherein the system is a learning management system and the first user is a student and the second user is a teacher or instructor.

5. A system according to claim 3, wherein the activity is dynamically embedded in the electronic book.

6. A system according to any one of the preceding claims, further comprising a secure token operable to be used by the first user or the second user to register with the server.

7. A system according to claim 6 wherein the registration further comprises security verification via a unique identifier and password for the first and second user.

8. A system according to claim 1 or 2, wherein the server sends a notification to the first computing device when comment to the at least one activity is received by the server.

9. A system according to claim 8, wherein the first computing device is operable to receive a further input from the first user in response to the comment to the at least one activity.

10. A system according to any one of the preceding claims, wherein the server merges multiple versions of the inputs when the first user submits multiple versions of the inputs by using all versions of the inputs in relation to

the activity.

11. A system according to any one of claims 1 to 9, wherein the server merges multiple versions of the inputs when the first user submits multiple versions of the input by the first user by discarding an earlier version of the input.

12. A system according to any one of claims 1 to 9, wherein the server merges multiple versions of the inputs when the first user submits multiple versions of the input by discarding the version of the same input with a smaller file size.

13. A system according to any one of the preceding claims, wherein the second computing device is configured to receive a score which accompanies the comment by the second user.

14. A system according to any one of the preceding claims, wherein the server is operable, when a data connection is present, to receive instruction from the second computing device to combine one or more interactive content on the server.

15. A system according to any one of the preceding claims, wherein the first computing device is configured to receive text, drawings, graphs, photographs or combinations of one or more of the above as inputs.

16. A system according to any one of the preceding claims, wherein the second computing device is configured to receive text, drawings, graphs, photographs or combinations of one or more of the above as comments.

17. A method for managing interactive content comprising the following steps:

receiving at a first computing device interactive content comprising at

least one activity, the at least one activity requiring the submission of an input of a first user;

submitting to a server ~~the inputted~~ at least one activity with the input of the first user;

receiving at a second computing device ~~the inputted~~ at least one activity with the input of the first user;

creating a comment~~ing~~ by a second user in response to~~,~~ the at least one ~~inputted~~ activity; and

submitting to the server ~~the commented~~ at least one ~~inputted~~ activity with the comment by a second user;

wherein the server is arranged to receive the input or~~/~~comment of either the first or second computing device when a data connection is present, the first and second computing devices further configured to detect the presence of data connection with the server and upon detection of the presence of data connection with the server; prompt the first or second user to synchronize

i. any interactive content on the server that the first and second computing devices have permission to access respectively and

ii. any interactive content input or commented by the first or second user respectively,

wherein the input of the first user is added to the interactive content and the interactive content is an electronic book.

18. A method for managing interactive content comprising the following steps:

receiving at a first computing device interactive content comprising at least one activity, the at least one activity requiring ~~the~~ an input of a first user;

submitting to a server (receiving at a server) ~~the inputted~~ at least one activity with the input of the first user;

receiving at a second computing device ~~the inputted~~ at least one activity with the input of the first user;

creating a comment~~ing~~ by a second user in response to ~~,~~ the at least one ~~inputted~~ activity; and

submitting to the server ~~(receiving at the server) the commented~~ at least one ~~inputted~~ activity with the comment by the second user;

wherein the server is configured to detect the presence of data connection with the first or second computing device and upon detection of the presence of data connection with the first or second computing device, synchronize

i. any interactive content on the server that the first or second computing devices have permission to access respectively and;

ii. any interactive content input or comment by the first or second user respectively,

wherein the input of the first user is added to the interactive content and the interactive content is an electronic book.

19. A method according to claim 17 or 18, wherein ~~the at least one activity is an electronic book~~the comment of the second user is added to the activity where the input of the first user was added to the interactive content.

20. A method according to any one of claims 17 to 19, wherein the method is adapted for use in a learning management system where the first user is a student and the second user is a teacher or instructor.

21. A method according to claim 19, wherein the activity is dynamically embedded in the electronic book.

22. A method according to any one of claims 17 to 21, further comprising a step to authenticate the first user or the second user for access to the interactive content or uploading any input/commented activity.

23. A method according to claim 22, wherein the step to authenticate further comprises security verification via a unique identifier and password for the first and second user.

24. A method according to claim 17 or 18, wherein the server sends a notification to the first computing device when comment to the at least one activity is received by the server.

25. A method according to claim 24, wherein the first computing device receives a further input from the first user in response to the comment to the

at least one activity.

26. A method according to any one of claims 17 to 25, wherein the server is

arranged to merge multiple versions of the inputs when the first user submits multiple versions of the input by using all versions of the inputs in relation to the activity.

27. A method according to any one of claims 17 to 25, wherein the server merges multiple versions of the inputs when the first user submits multiple versions of the input by the first user by discarding an earlier version of the input.

28. A method according to any one of claims 17 to 25, wherein the server merges multiple versions of the inputs when the first user submits multiple versions of the input by discarding the version of the same input with a smaller file size.

29. A method according to any one of claims 17 to 28, wherein the second computing device is configured to receive a score which accompanies the comment by the second user.

30. A method according to any one of claims 17 to 29, wherein the server is operable, when a data connection is present, to receive instruction from the second computing device to combine one or more interactive content on the server.

31. A method according to any one of claims 17 to 30, wherein the first computing device is configured to receive text, drawings, graphs, photographs or combinations of one or more of the above as inputs.

32. A method according to any one of claims 17 to 31, wherein the second computing device is configured to receive text, drawings, graphs, photographs or combinations of one or more of the above as comments.

33. A mobile device having a processor installed thereon, the processor comprising software instructions in the form of a software application, which, when accessed by a user, causes the mobile device to function as the first or second computing device of any one of the preceding claims.

34. A computer readable medium containing software instructions that when executed by a computer causes the computer to perform the method as claimed in any one of claims 17 to 32.