

What is Hypermedia?



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Rich Media

Multimedia

Media

Edutainment



Hypermedia

MMS

CBT

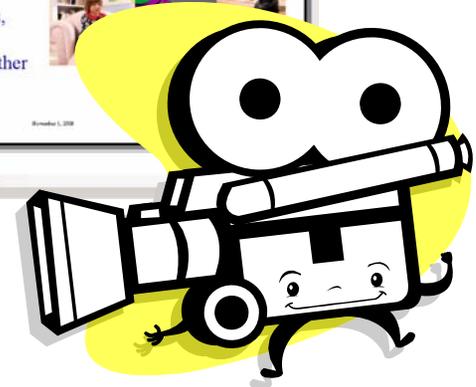
Media

All means of mass communication e.g. magazines, cinema, films, newspapers, radio, television, internet, computer and video games, billboards, books, CDs, DVDs, videocassettes, other publishing.

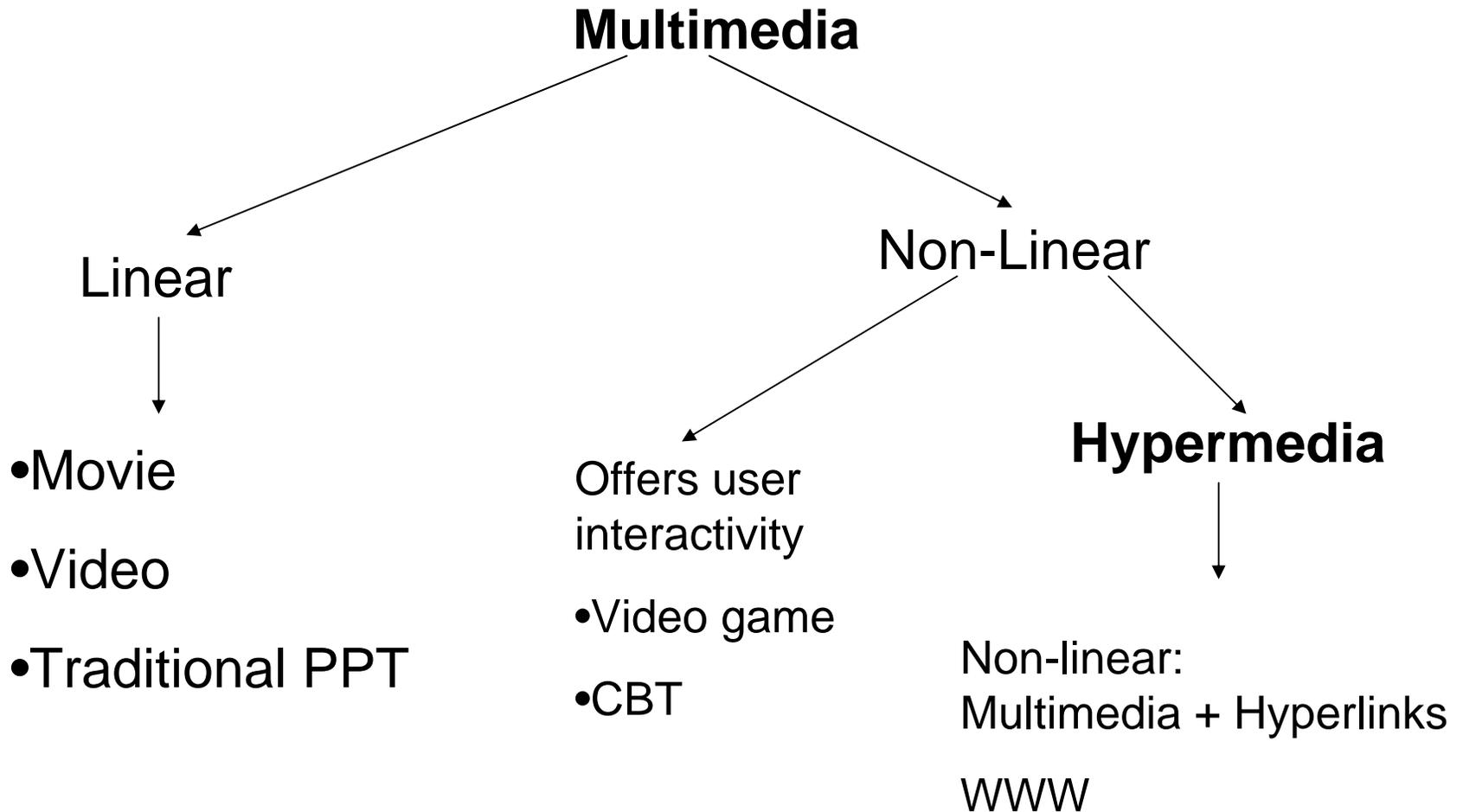


Multimedia

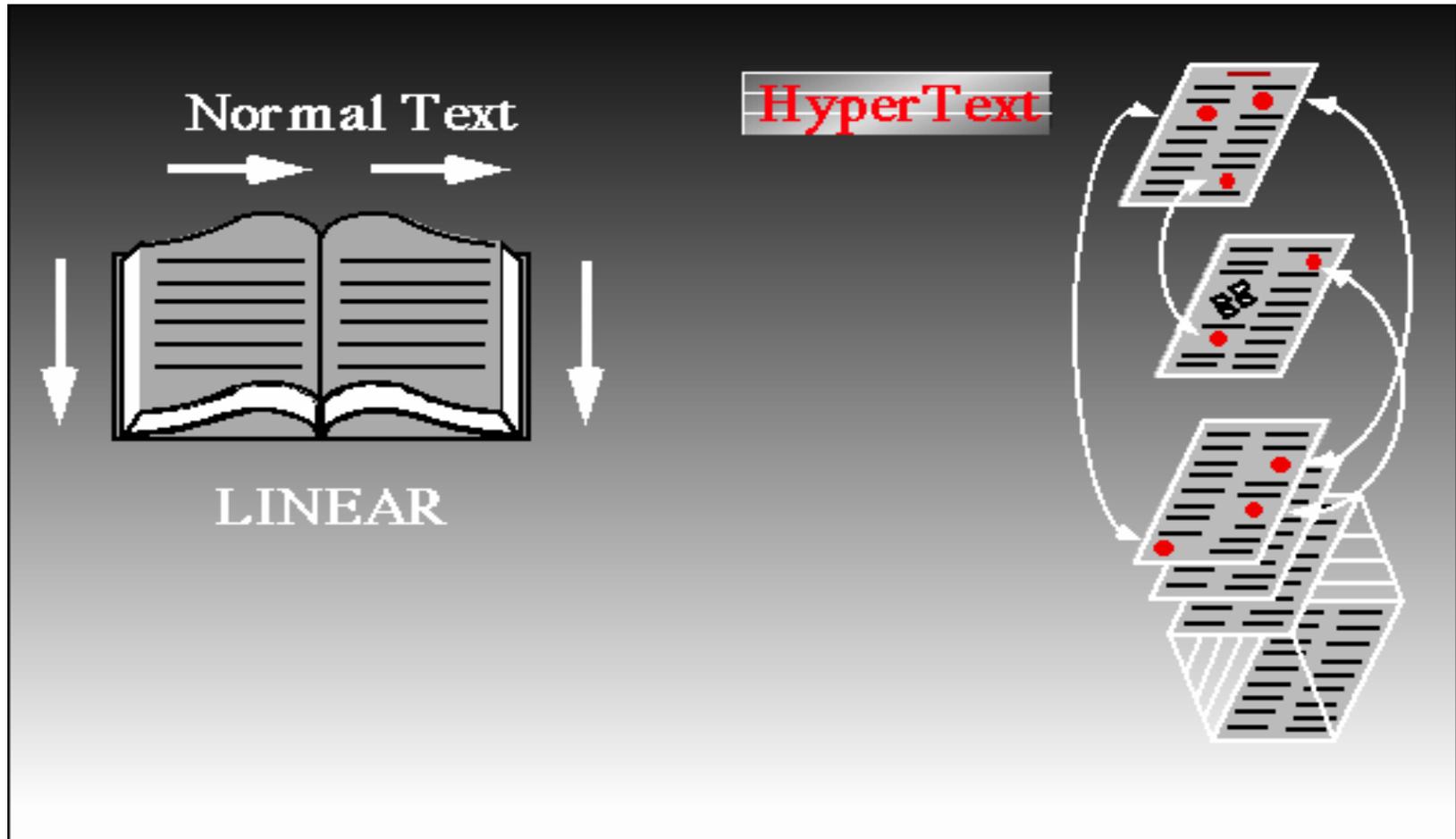
Multimedia is media that uses multiple forms of information content and information processing (e.g. text, audio, graphics, animation, video, interactivity) to inform or entertain the (user) audience. *Multimedia* also refers to the use of (but not limited to) electronic media to store and experience multimedia content.



Wikipedia (2006). Multimedia. Retrieved <http://en.wikipedia.org/wiki/Multimedia>

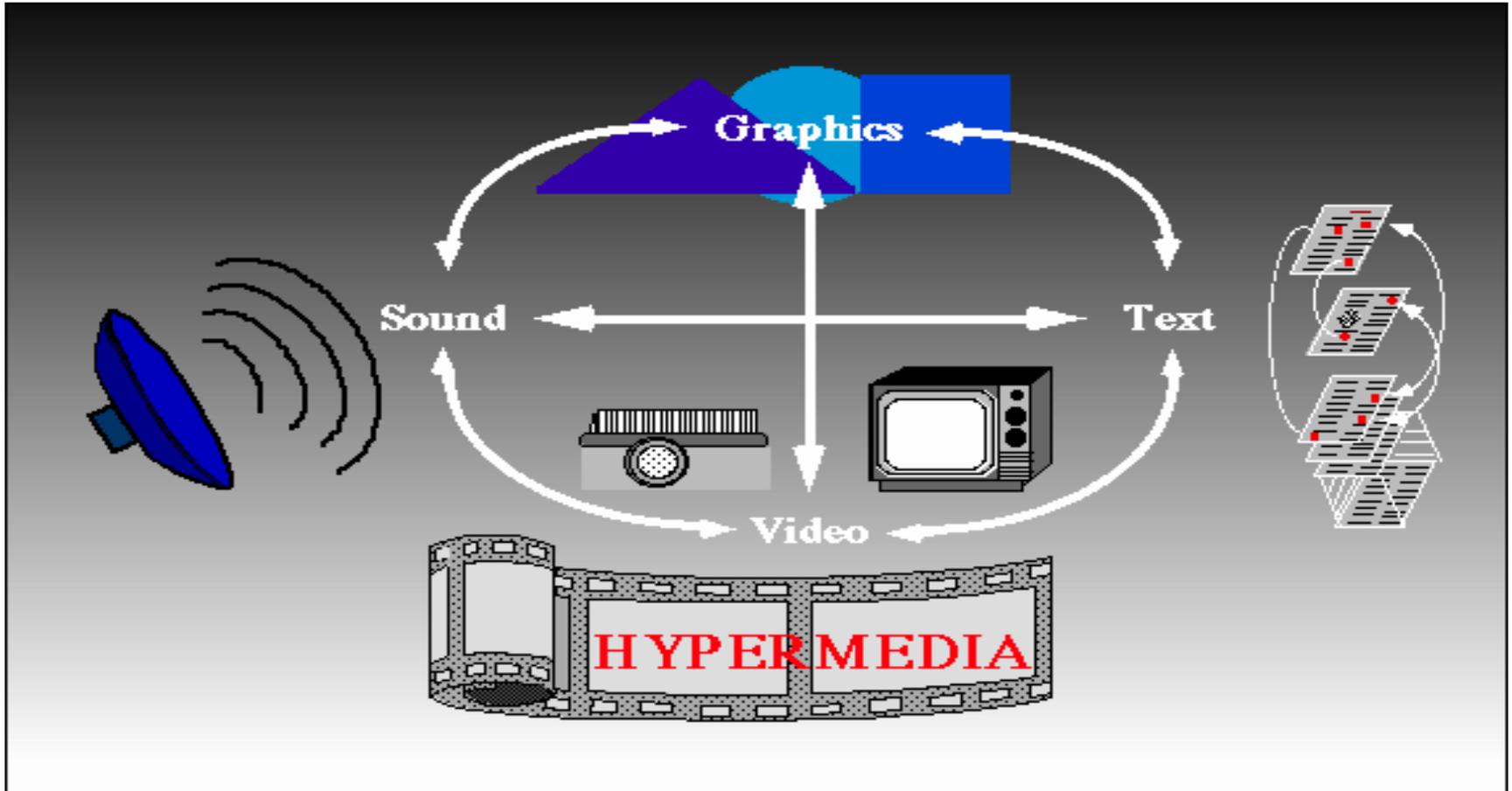


Hypermedia/Multimedia

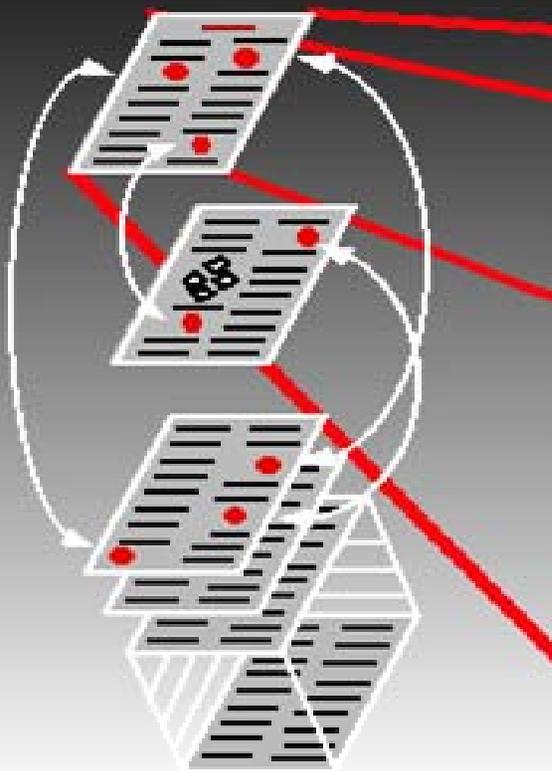


Balasubramanian, V. (2001). Introduction to the Internet. Grad. School of Management, Rutgers Univ., Newark, NJ.

Hypermedia/Multimedia



Hughes, K. (2001). What is HyperText and hypermedia? Enterprise Integration Technologies.

A diagram illustrating HyperText navigation. It shows four overlapping document pages, each with several red dots representing hot spots. White arrows indicate a non-linear path between these hot spots across the pages. A red line highlights a specific path from a hot spot on the top page to a hot spot on the bottom page, which is then connected to a text box on the right.

HyperText

HyperText is non-linear documents. By clicking on *hot spots* in the text. The reader is immediately transported to related material in the document.

Content table-like views such as the one at the left are provided. Navigation in the document is by hot spots or "overview" mechanisms.

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"What are the differences between hypermedia and multimedia?".



Two commonly recognized distinctions

- **Multimedia**
 - *less user interaction*
 - *sequential* in terms of the *flow of the information* (used to be only **one path** through the information was provided)
- **Hypermedia**
 - information spaces are connected by non-linear **links** which a user may follow in any order



Other Terms



- Fine Art → Mixed Media
- Digital/Electronic Media
- Interactive Media
- New Media → electronic communication
- Rich Media → Interactive Digital media
- CBT → Computer Based Training



Examples



- Games
 - BloodTyping
 - Illuminations (Algebra/People Patterns)
 - Illumination Codes
- Videos
 - Misunderstood Minds
- WebQuests



Questions?

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