

DESIGN FOR NEW MEDIA

New media is like a giant jigsaw puzzle. We know all about the separate pieces : sound, animation, text, video . . . but the challenge is putting the pieces together to give us the big picture of new media design. In this book Lon Barfield takes the reader on a journey through the fundamentals of interaction design for the web an cd-rom, dealing with these key ingredients and the ways in which they are brought together into an interactive whole.

Design for New Media will be essential reading for students examining design and interaction design principles in their studies. It is suitable for courses and course modules in multimedia design, interaction design, web design and any design discipline that involves design for use.

Lon Barfield is a new media designer and consultant. He is the author of the *User Interface ; Concepts And Design* published in 1993 by Addison Wesley and *the real world design* column in the SIGCHI Bulletin (now online at www.DesigningTheRealWorld.com)

