

DESIGN FOR NEW MEDIA

New media like a giant jigsaw puzzle. We know all about 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 and 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 principle in their studies. It is suitable for course and course modules in multimedia design, interaction design, web design, and any design discipline that involves design for use.

