Hypermedia and Mulitmedia

Differences

- Multimedia
  - Multiple media
  - Combination of medias to communicate in multiple ways
  - Still graphics, photos, sound, video, animation, and text
  - Linear
  - Example: Music Player 3 (MP3)

- Hypermedia
  - Linked media
  - Interactive media such as internet, hypertext, browsers, and new media
  - Non- Linear
  - Example: World Wide Web (WWW)

Hypermedia and Multimedia History

- The term hypermedia was first coined in 1963 by Ted Nelson, and he first used the term in his article in 1965.

- Even though Nelson first coined the term, Vannevar Bush was the first person to publish a paper on hypertext in 1945.

- Hypertext predates the Internet and the World Wide Web.

- Bush, in 1945, proposed an electromechanical device called Memex, which was a theoretical proto-hypertext system.

- Ted Nelson defined hypermedia as a logical extension of the term hypertext in which graphics, audio, video, plain text, and hyperlinks intertwine to create a generally non-linear medium of information.

History continued

- The World Wide Web is a classic example of hypermedia.
- One of the first works of hypermedia was The Aspen Movie Map, an interactive virtual tour of the city of Aspen, Colorado. People were able to navigate streets, go inside of buildings, and even change the seasons.
- HyperCard, created by Bill Atkinson and Apple, is also another one of the first works of hypermedia. It was initially released in 1987. It was a software application and development kit for Apples Macintosh and IIGS computers. It predates the World Wide Web.

Multimedia in Everyday Life

MUSIC

- *Phonographs*

- *LPs/Records*
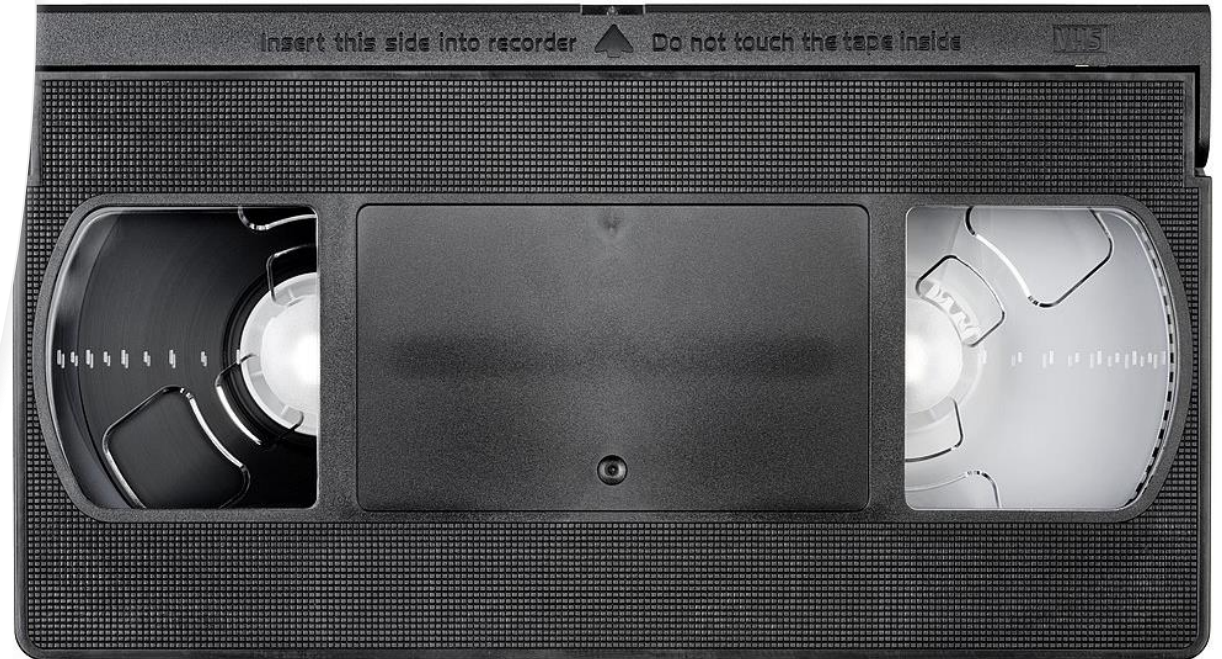
- *Tapes/Cassette*

ELECTRONIC MEDIA

- *Floppy Disk*

- *CDs*

- *BlueRay*

IMAGES

- *Still*

- *Video/Film*

- *Digital Tape*