

Readings for Week 3

1. "User Interface Design" (Chapter 4) from *Designing Multimedia: A Visual Guide to Multimedia and Online Graphic Design*, by Lisa Lopuck (Peachpit Press 1996), pp. 50-60
2. "Respect Thy Audience: Raising the Lowest Common Denominator," by Eric Justin Gould, *Interactivity*, December 1996, p. 66
3. "Connecting Participants to Content: Five Styles of Engagement, by Eric Justin Gould, *Interactivity*, January 1996, p. 76
4. "In Praise of Paper: Low-Tech Tools for High-Quality Interactive Design," by William Volk, *Interactivity*, June 1998, p. 80
5. "Santa's Workshop: Graphic Design 101," by Jeff Burger, *NewMedia*, December 9, 1996, p. 80
6. "Feedback to the Future: What OS Toolkits Do with Buttons that Authoring Tools Don't," by Eric Justin Gould, *Interactivity*, October 1996, p. 60
7. "Entertainment Through Empowerment: User Interfaces that Use Audio to Motivate Interaction," by David Javelosa, *Interactivity*, July 1998, p. 6

Also:

Chapter 1 from *Interactivity By Design*, by Ray Kristof & Amy Satran (Adobe Press, 1995)