

Readings for Week 5

1. "Interactive Storytelling: A Critical Look at an Evolving Art," by Connor Freff Cochran, *Interactivity*, November/December 1995, p. 27.
2. "On the Trail of the Interactive Grail: A Road Map for Would-Be Script Writers," by Robert Gelman and Kenneth Melville, *Interactivity*, January 1996, p. 57.
3. Multimedia Key Concepts, excerpted from *Creating and Designing Multimedia with Director*, by Paula Petrik and Ben Dubrovsky

Also:

Part 3, "Presentation Design," from *Interactivity By Design*, by Ray Kristof & Amy Satran