Task 1 Interactive Media design

What is interactive Media ?

Interactive media is standerly known or refered as digital services that cator to a personas desire/ action.

This is achieved by the specific media adding features such as informative texts, hands on animation that allow the user to gain a visual perspective of the media they are looiking into to, and other aspects such as video games.

Media authoring?

It is the sequence of producing multimedia information. used as a application that allows the user to manipulate and edit muultimedia applications for multimedia objects.

How Media Is Presented

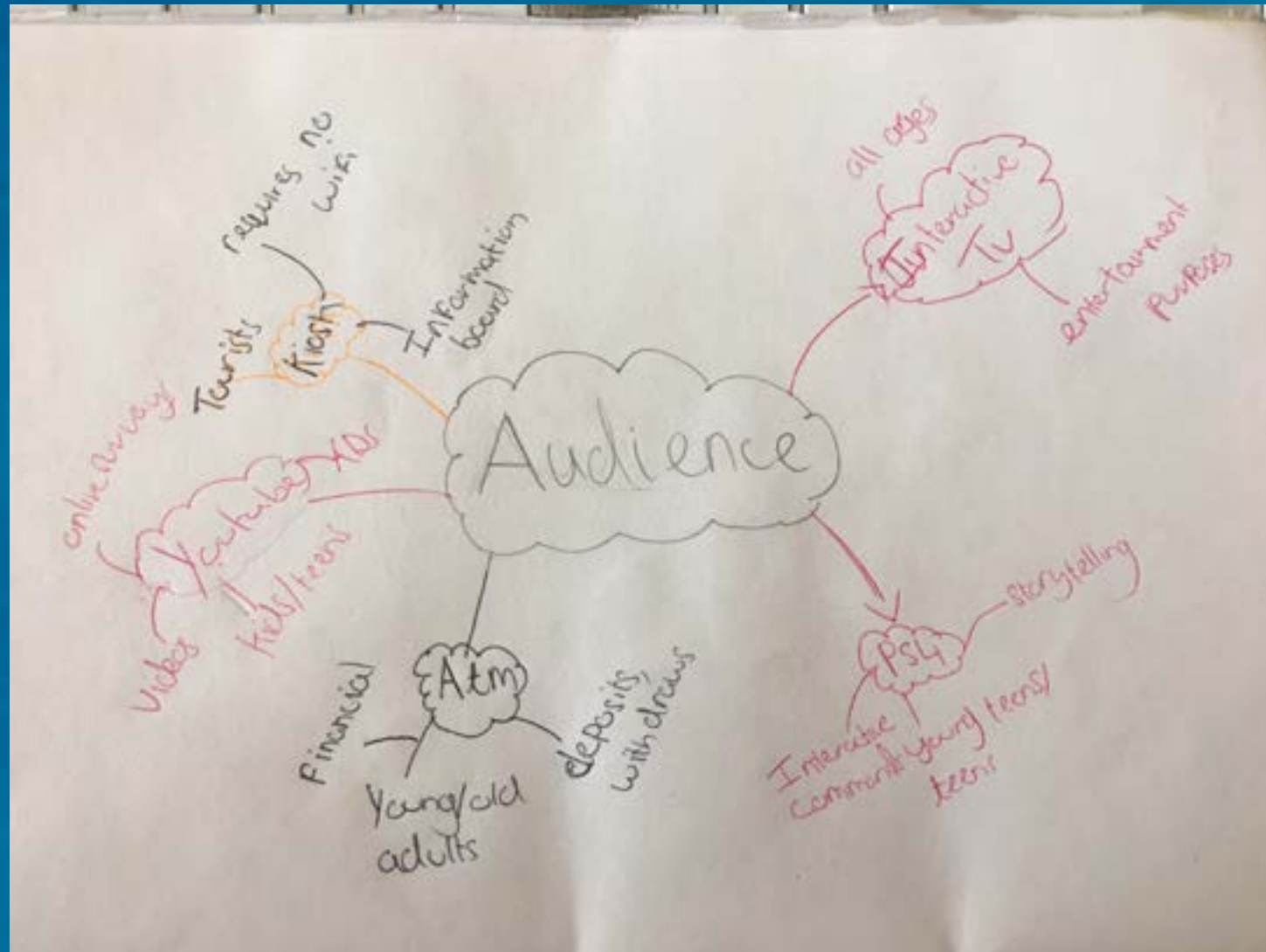There are two main types of media that are portrayed to the audience, these are

Non interactive
The user has no control over the information being given to them the creator would have control of how the information is being presented and structured.

Interactive media
Interactive media is a method of communication in which the program's outputs depend on the user's inputs, and the user's inputs in turn affect the program's outputs. By doing this the user can have a more hands on approach to the information him/her are feeding.

Range of Clients

The image on the left is A mood board that I created prior explaining and showcasing the different types of interactive media,aswell as the range of clients tailored to each specific media.

`for example i wrote down that youtubes (which is an interactive media) audience would be tailored to kids/teens. Its used to produce/ watch videos, take surveys and look at ads.

Terms and conditions

Terms and conditions are a specific set of rules that a person agrees to abide before applying for a service. As Well as this terms and services can in fact just be a disclaimer when regarding the use of websites.

Cookies.

A cookie is a amount of data generated by a website and saved by your web browser. Its sole goal is to remember information about you or recent searches that have been made similar to a preference file created by a software application. While cookies serve many functions, their most common purpose is to store login information for a specific site. Some sites will save both your username and password in a cookie, while others will only save your username. Cookies are also used to store user preferences for a specific site. For example, a search engine may store your search settings in a cookie. Browser cookies come in two different flavors: "session" and "persistent." Session cookies are temporary and are deleted when the

Private policy

A privacy policy is a statement or a legal document that discloses some or all of the ways a party gathers, uses, discloses, and manages a customer or client's data. It fulfills a legal requirement to protect a customer or client's privacy. It is used to ensure that the user is inline with the privacy policy whenever they are present on a website.

Material design is a design language developed in 2014.Material designs focus is to make it easy to create and edit interactive media. The app achieves this by taking advantage of grid based softwares, animations and effects such as lighting, this allows the user to wield a wide range of tools that aids in the creation of interactive design.

What is Material design ?

Material design is a design language developed in 2014.

Material designs focus is to make it easy to create and edit interactive media. The app achieves this by taking advantage of grid based softwares, animations and effects such as lighting, this allows the user to wield a wide range of tools that aids in

What are the main guidelines for Apple iOS development?

IOS have many guidelines for development that range from one part of the spectrum to the other.

Clarity
Throughout the system text is legible at every size. Icons are precise and clear. Negative space color fonts graphics and interface elements subtly highlight important content and convey interactivity.
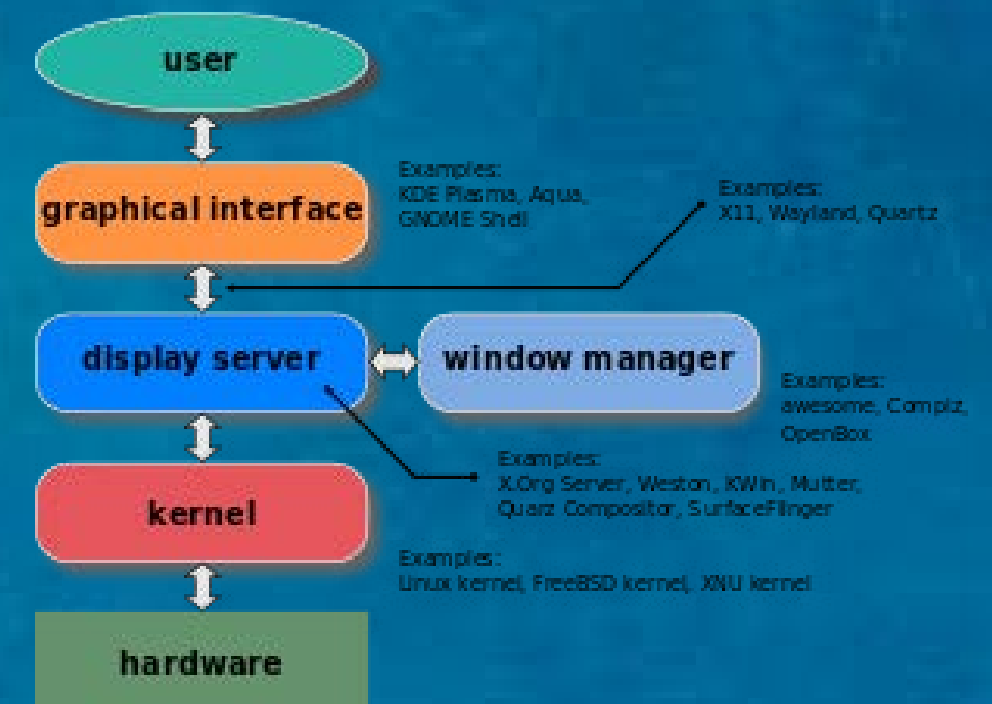
Deference
Smooth fluid movement and a crisp straightforward interface allows the user appreciate and understand the various content while never competing with it.Content presented within the device typically fills the entire screen.

Metaphors
People will learn quickly about the app. I believe metaphors positivity aid people by allowing them to interact with the screen giving them a hand on experience. They can jumple information to their whim, create and drag content, scroll through sliders and much more.

What is a GUI?

GUI

A GUI (Graphical user interface) is an interface that allows the use of icons as well as ofther visual indicators to interact with electronic devices. All versions of microsoft utilize a GUI however mac-os does not. the GUI was first developed at Xerox PARC by Alan Kay, Douglas Engelbart, and a group of other researchers in 1981.

user

graphical interface

Examples:
KDE Plasma, Aqua,
GNOME Shell

Examples:
X11, Wayland, Quartz

display server

window manager

Examples:
awesome, Compiz,
OpenBox

Examples:
X.Org Server, Weston, KWin, Mutter,
Quarz Compositor, SurfaceFlinger

kernel

Examples:
Linux kernel, FreeBSD kernel, XNU kernel

hardware

Why A GUI is useful. ?

GUI
Graphical User Interface
Start
NI User

Unlike a command line operating system or CUI, GUI operating systems are much easier to learn and use. The reasoning behind this is simple. because commands do not need to be memorized. sers do not need to know any programming languages. due of their ease of use,

Maps and leaflets

Again this is another example of a leaflet that I found. Unlike the example below this one is less creative and more systimatic. Instead of having a virbrant and fun illustration, this leaflet seems ot e sepereated in color-coded paragraps. Each piece of information is placed neatly and with a purpose alpwig people to not get overwhealmed with to much or messy inofmration.
I would say this Leaflet is aimed for parents of fami-

This is a map inside a leaflet giving people the specicfic information they require. As yoi can see the map is illustrated in a very vibrant and colourful manner. Due to this I would say this leaflet is aimed for kids. This leaflet contains all manner of information such as tolets. Places to eat and even a brief synopsis of the area, This leval of detail allow people to experince a stress free and enjoyable expereicne which would inturn entice them to come back.
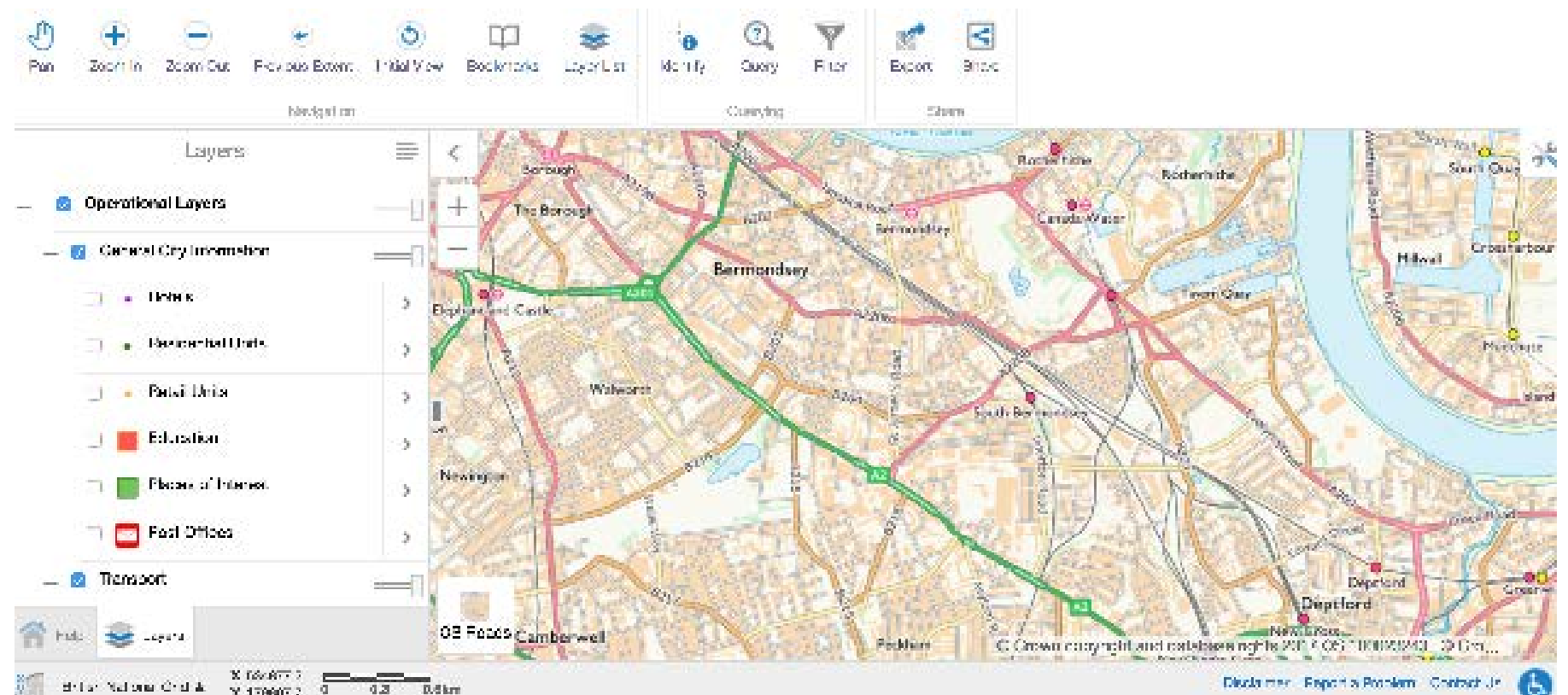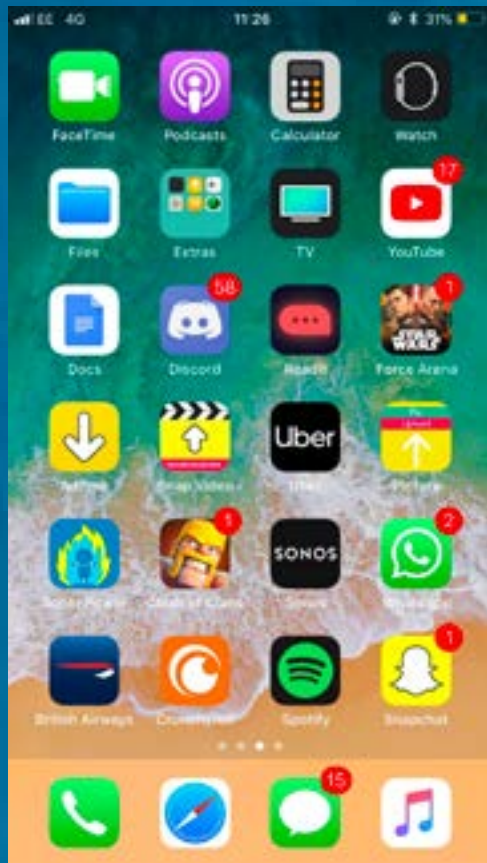
Reaserch of maps online

Heres a great example of an online interactive map. WIth google maps you visit parts of the worlds, pinpoint locations, zoom in and out as shown and do so much more. this allows the user to interact with there locations and discover more.

Here is a screenshot I took of the city of the city london interactive map. This website not only allows users to find and locate where they are/want to go but it also suggests places to stay, Hotels, Educational centres, restauraunts and about anything you need information about. i would say this website is aimed more for tourists or people on family vacations as it suggests all the hotspots of london as well as places to stay

Exmples/Primary source pho-tographs

Homescreen

Easy and assesible way for users to interact or organize there contenet/media.

Ticket Machine

Interactive device that allow users to easily purchase or top up there travel cards. As well this this device accepts different forms of payment making it very accesible.

Ps4 interface

target audinece ranges from teen to young adults.

The user inteface allows the user to be extrem-ly flexible, This is acheived by the user being able ot do a multitude of tasks such as open and close games. Browse the web/youtube, listen to music and much more

Harry Beck

Henry Charles Beck, 4 June 1902, Leyton, London, 18 September 1974, Southampton known as Harry Beck, was an English technical draughtsman best known for creating the present London Underground Tube which was developed in 1931.
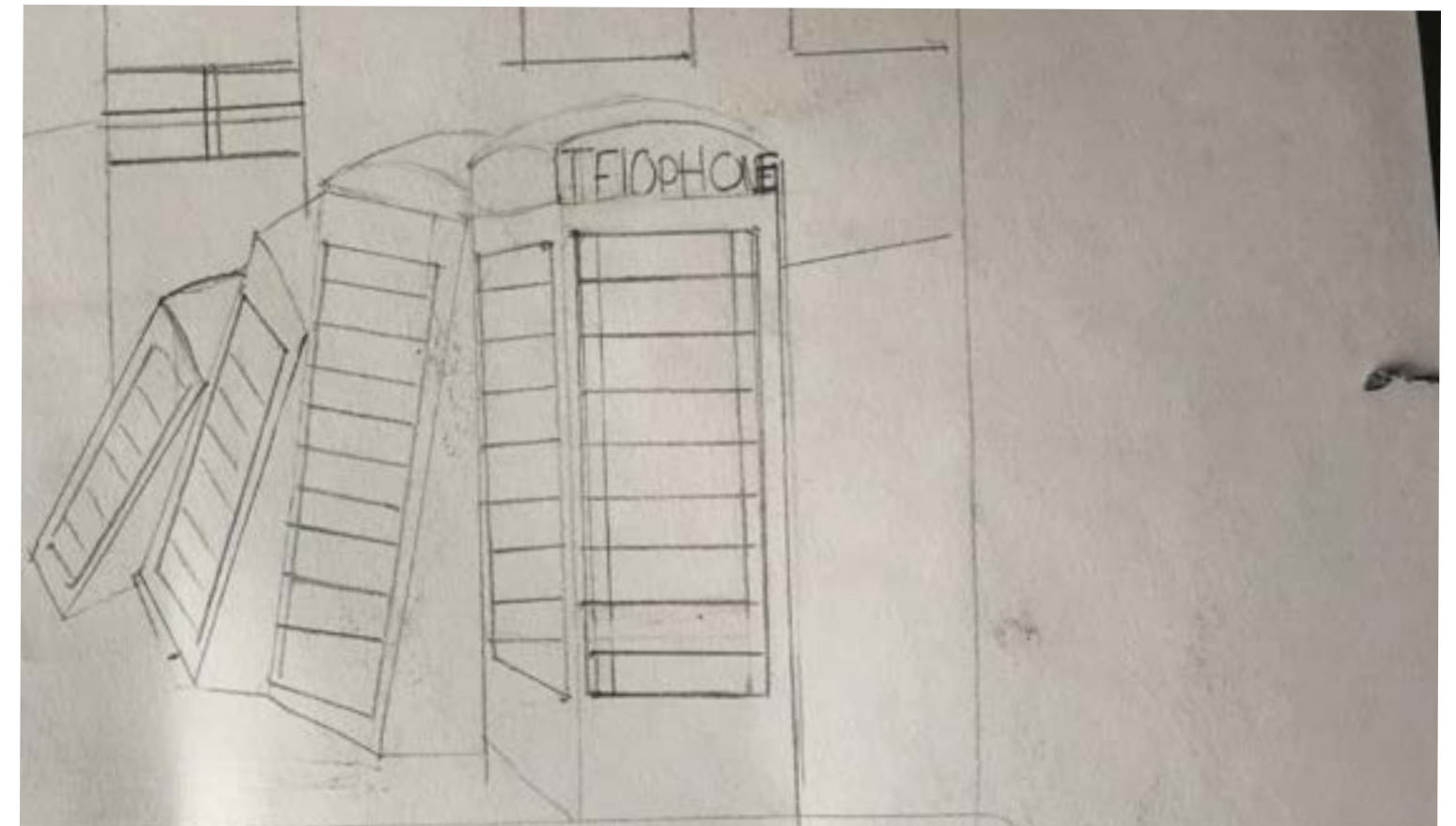
Beck drew up the diagram in his spare time while working as an engineering draftsman at the London Underground Signals Office. other than emphasising distance and geographical accuracy, like other maps, Beck based his on the circuit diagrams he drew for his day job; Beck was able to simplify the complicated and intricate tube network down to a mere simplified coloured diagram of lines crossing. Beck's map was initially rejected by the publicity department because it was considered too radical but a successful trial print-run showed that it was just what the public wanted. The result was a clear chart that would become a staple guide to London - and a template for transport maps all around the world

drawings of Kingston focusing on my area of interest

Here we have a staple of kingston. The leaning Telaphone. This is a great example of tourist advertisment. by rewaserching the web looking for stple locations and spectacles to visit, you find examples such as this. Because of this Tourists come form all over and visit amazing pieces such as this one.

Susan Kare

Susan Kare is an artist and graphic designer. She was born 5 February 1954 (age 64 years)

Kare Created many of the interface elements and typefaces for the Apple Macintosh in the 1980s. As well as this she also played a big part in the development of the NEXT. She was creative developer for the company aiding the legendary steve jobs. She has worked for Microsoft and IBM, and, more recently, Pinterest and Facebook. Kare was the creative mind behind one of apple's most famous logos "happy mac" The Happy mac gained alot of coverage