

The Internet : some issues

This sheet is to guide discussion and assumes you already know how to browse the web

Definition

The Hyperactive text states "The Net is no more than a collection of computer networks inter-linked by cables.....the name is short for Internetworking."

History

<http://www.isoc.org/internet/history>

This can now include economic history as well as telephones and/or computing.

Time and Space

The web exists outside time and space. It is available 24/7. Some information is out of date.

Structure and Search

Once you know how to use Yahoo, Altavista, Google and others there is an endless task in assessing the best means of navigation. Recently internet keywords offer different possibilities.

Bandwidth

No sign yet of cable modems in Exeter. ADSL will probably be somewhere else first.

Satellite could be an answer?

<http://www.easysat.net>

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Given that bandwidth is limited in the UK how do you cope with design from California?

The Reader Controls the Process

The links give the reader the chance to construct their own structure.

Authors have a different situation to when writing a book.

Defining the page, or not

HTML allows the reader to define point sizes, text flow etc. PDF is somewhere in between this and Flash files which are animated. Some people still defend the designer's right to control the page.

Should Acrobat Reader be standard? Flash is now installed for most web browsing.

Free Gifts and Future Publishing Income

The quality of web information might improve if it could be charged for.

Encyclopaedia Britannica was free online but you can now subscribe to better versions.

The Phone Is The Book

The Apple iBook looks bookish for a portable and assumes web connection. What about the rest of us?

Portable computers / phones with screens will be used instead of books for some purposes. The eBook standard can work on any screen.

Games as story-telling

One reality is that the web is driven by games and this experience is influencing design. Also animation is based on a very similar technology. Future web design will assume animation. Games will assume some form of narrative.