



METADATA

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Abstract

This book discusses and proposes ways in which concepts, methods and theories from cultural and media studies enrich principles and practices in the design of content and user interfaces in multimedia desktop, virtual and mixed reality applications. At the core of this cultural-communicative approach are the practices by which meanings are produced in the course of a communication process.

These practices are discussed in terms of data creation, narrative development, information formatting and human-computer interaction. The centrality of meaning-making in the creation of multimedia content and user interfaces highlights not only the cognitive processes but mainly the whole active engagement with an event, which brings together perceptions, thoughts and actions.

