Contents

Acknowledgments xi

Introduction: A Cultural Approach to Interaction Design 1

I CHANGING TECHNOLOGIES, LASTING INNOVATIONS 23

1 Design in an Evolving Medium 25
2 Affordances of the Digital Medium 51
3 Maximizing the Four Affordances 87

II DESIGNING EXPRESSIVE PROCEDURES 105

4 Computational Strategies of Representation 107
5 Building Procedural Complexity 137

III SPATIAL DESIGN STRATEGIES 159

6 Defining and Navigating Spaces and Places 161
7 The Library Model for Collocating Information 191

IV DESIGNING ENCYCLOPEDIC RESOURCES 221

8 The Database Model: Strategies for Segmentation and Juxtaposition of Information 223
9 The Structured Document Model: Using Standardized Metadata to Share Knowledge 253
V  SCRIPTING INTERACTION   289

10  The Tool Model: Augmenting the Expressive Power of the Hand   291
11  The Machine Model: Visibility and Control as Design Goals   321
12  The Companion Model: Helpful Accompaniment as a Design Goal   345
13  The Game Model: Scripting Interaction as Structured Play   379

Glossary   409
Bibliography   445
Image Credits   455
Index   467