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	Soggetti	Digital humanities User interfaces (Computer systems) Human-computer interaction Interactive multimedia Multimedia systems Digital Humanities User Interfaces and Human Computer Interaction Media Design
	Lingua di pubblicazione	Inglese
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	Nota di bibliografia	Includes bibliographical references at the end of each chapters.
	Nota di contenuto	Introduction and Background -- Key Historical Visions for the Future of Computing and Digital Media -- Collaboration on Digital Media -- Digital Imaging,- Digital Libraries -- Applications of Digital Media -- Social Media and Cultural Implications -- The Future. .
	Sommario/riassunto	This book presents the user-facing aspects of digital media, from the web and computer games, to mobile technologies and social media, and demonstrates how these are continuously growing and developing. The convergence of IT, telecommunications, and media is bringing about a revolution in the way information is collected, stored, accessed and distributed. Rae Earnshaw's book explores the principal factors driving this and the ways in which social and cultural contexts are affected by media content. This is Professor Earnshaw's fourth book in a series that focuses on digital media and creativity, and through the use of Case Studies; the theoretical, practical and technical aspects of digital media are examined. Readers are informed about how the user as content creator, publisher and broadcaster is changing the

traditional roles of news media, publishers and entertainment corporations. Topics such as the evolution of digital imaging and the phenomenon of socialmedia are discussed in relation to this. Professor Earnshaw also demonstrates how changes in technology produce shifts in the ways that consumers utilize it, in an increasing variety of application domains such as e-books, digital cameras, Facebook and Twitter. State of the Art in Digital Media and Applications will be invaluable for readers that want a comprehensive look at how emerging digital media technologies are being used, and how they are transforming how we create, consume, exchange and manipulate media content. .