

WEEK 02

How can GCD be used to explore graphic languages for digital publishing that help slow down {and/or} focus online reading?

Prioritise interest:

We don't need to sacrifice layout in digital environments

Wireframes as exercises of control

Google

E PUBLISHING

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3D Issue

A Summary of E-Publishing For...




Jane Friedman

E-Publishing ...




SCAND

What is E-Publishing? Types, Advantages ...




Kitaboo

5 Best Practices in eBook Publishin...




Nxtbook Media

Digital Publishing Guide | Examples ...




Flatworld Solutions

e-Publishing ...




EduInterface

e-Publishing - EduInterface




DigitalDM

Epublishing - DigitalDM




Library & Information Science Education Network


Electronic Publishing (E-publishing ...



Copypress

What Is Digital Publishing?: Everythi...







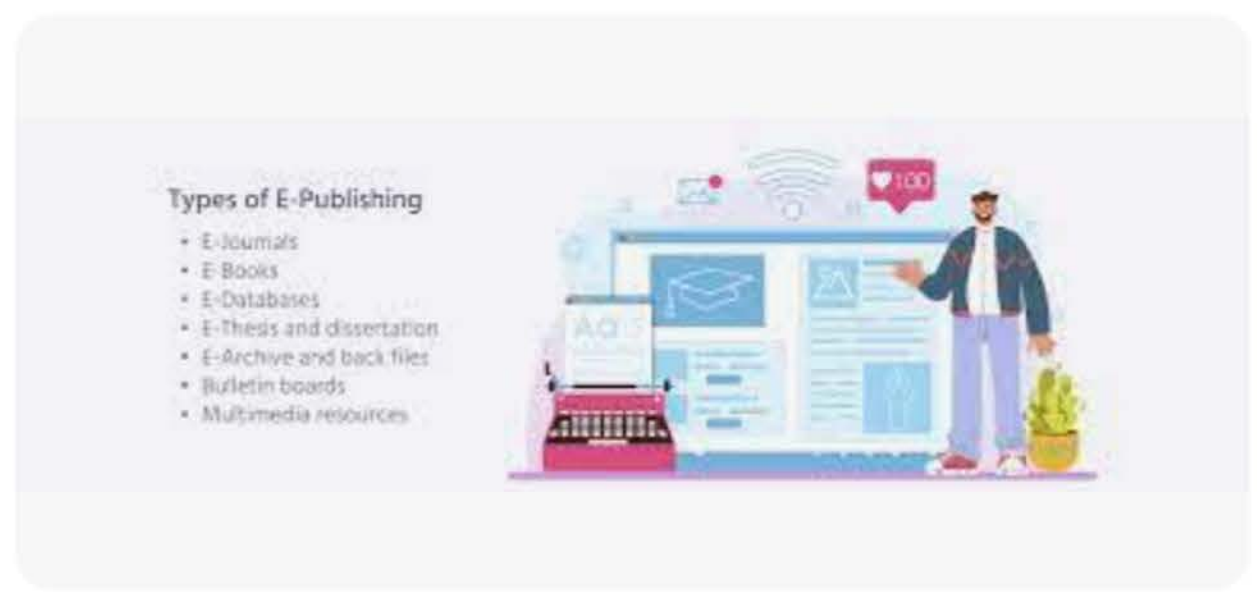
3D Issue

A Summary of E-Publishing Formats



Jane Friedman

E-Publishing ...



SCAND

What is E-Publishing? Types, Advantages ...



Kitaboo

5 Best Practices in eBook Publishing ...



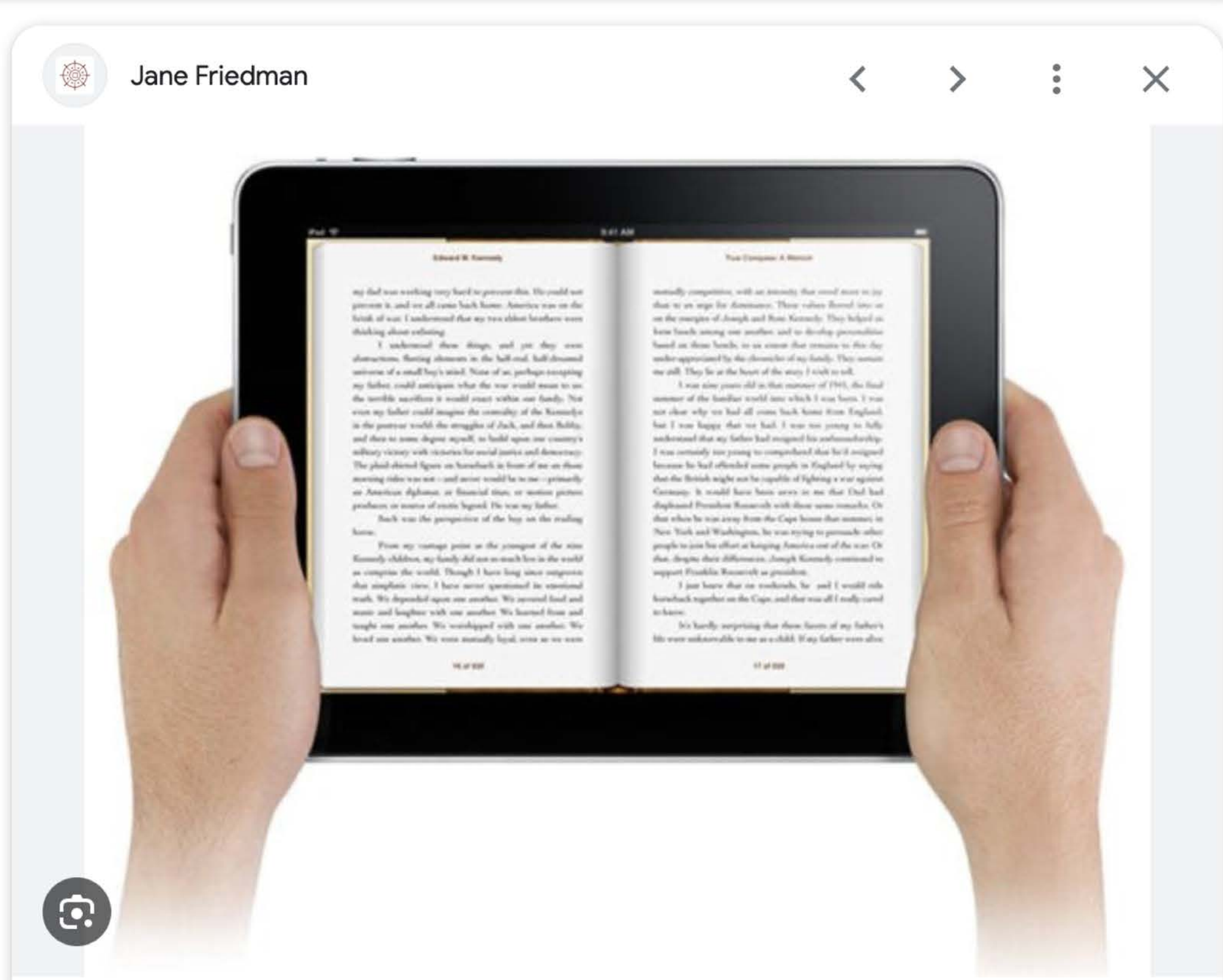
Nxtbook Media

Digital Publishing Guide | Examples ...



Flatworld Solutions

e-Publishing ...



10 Questions to Ask Before Committing to Any E-Publishing Service | Jane Friedman

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Allied Infoline



153



154



155



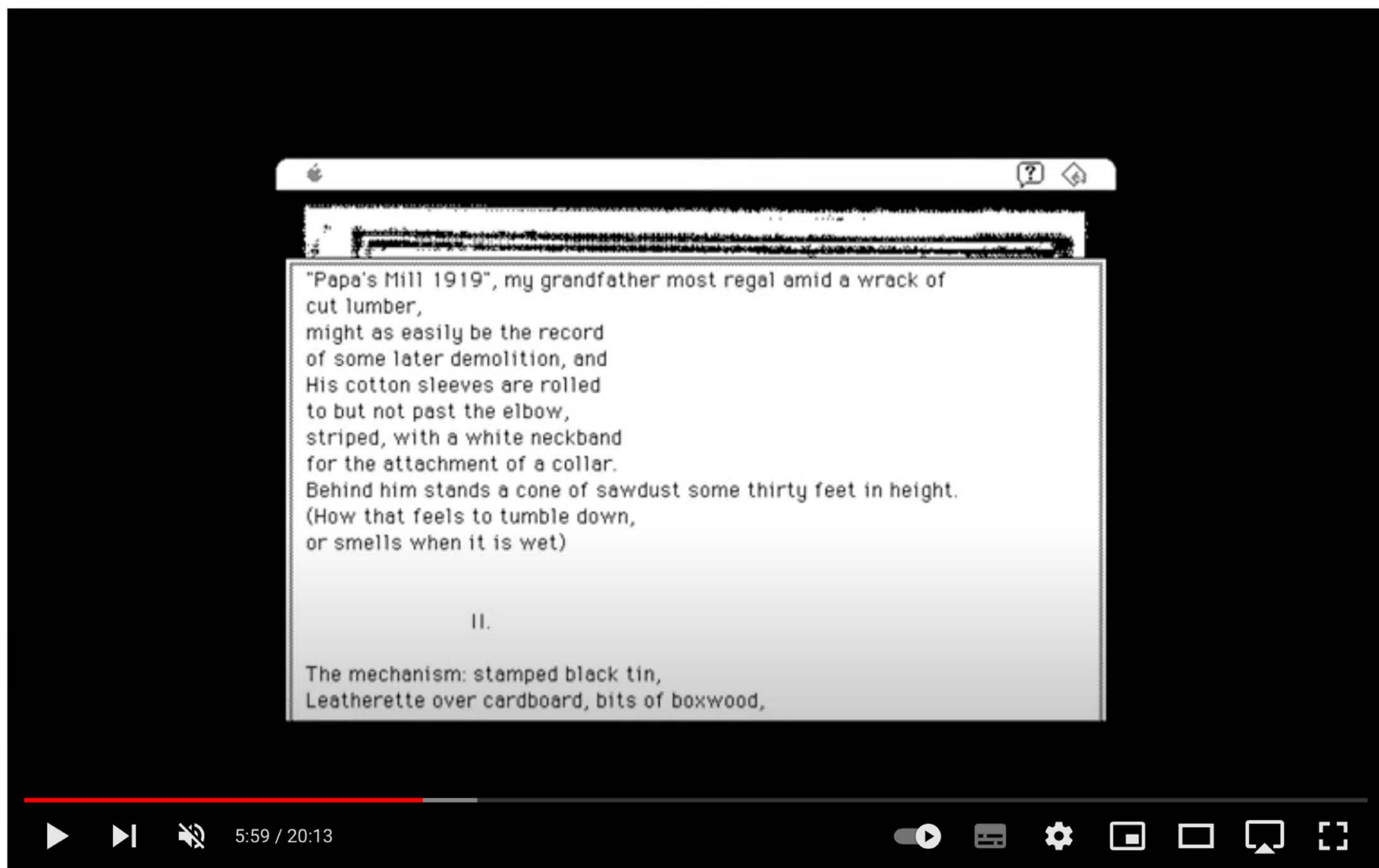
CONCLUSION

Post-digital print: a future scenario

There is no one-way street from analogue to digital; rather, there are transitions between the two, in both directions. Digital is the paradigm for content and quantity of information; analogue is the paradigm for usability and interfacing. The recent history of video and music provides a good example, since the use of digital technology for these types of content is much more advanced than it is for publishing. In the case of video, the medium (whether VHS or DVD) is merely a carrier, since the content is always ultimately displayed on screens. The same is true for music, where cassettes, vinyl records and CDs are only intermediate carriers; the actual listening always happened through speakers (and increasingly through headphones). In both cases, the format changed without dramatically affecting the watching or listening experience. Sometimes the experience was improved by changes in the media technology (with HD video); sometimes it was almost imperceptibly worsened (with the loss of frequencies in MP3s).

Print, however, is a very different case, since the medium – the printed page – is more than just a carrier for things to be shown on some display; it is also the display itself. Changing it consequently changes people's experience, with all the (physical) habits, rituals and cultural conventions involved. E-publishing therefore still has a long way to go before it reaches the level of sophistication which printed pages have achieved over the course of a few centuries.

But as more and more content moves from print to digital, we seem to be approaching an inevitable turning point, where publishers soon will be releasing more electronic publications than printed materials. A key factor in this development is that e-publishing is gradually becoming just as simple and accessible as traditional publishing – not only for producers, but also, thanks to new interfaces, habits and conventions,



AGRIPPA (A Book of the Dead): The Poem Running in Emulation



Matthew Kirschenbaum

50 suscriptores

Suscribirse

380



Compartir

Clip



46 K visualizaciones hace 11 años



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Figma

<https://www.figma.com>

Figma Wireframing Tool - Online Wireframing Tool

Validate ideas and speed up design workflows with Figma's component based **wireframe** kits. The only platform that brings together powerful design features and efficient workflow. Easy UI & UX Design. Free **Wireframing** Tools. Design & Prototype. Cross-Team Collaboration.

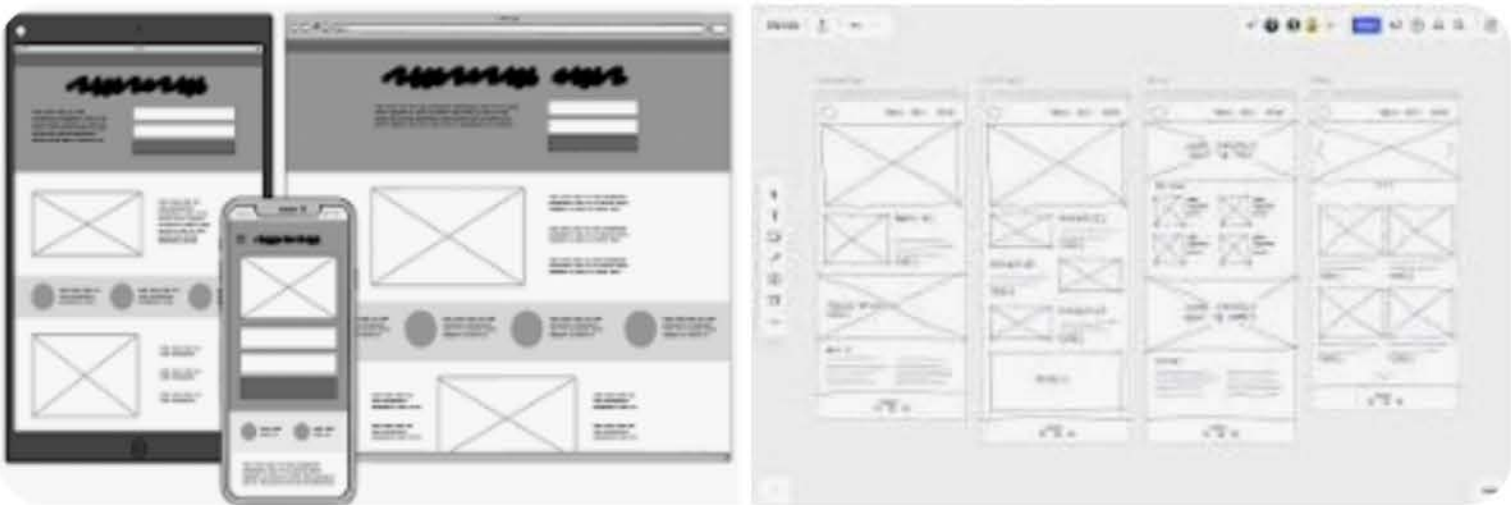
A wireframe is a two-dimensional illustration of a page's interface that specifically focuses on space allocation and prioritization of content, functionalities available, and intended behaviors. For these reasons, wireframes typically do not include any styling, color, or graphics.



Usability.gov

<https://www.usability.gov> › [how-to-and-tools](#) › [methods](#)

Wireframing - Usability.gov



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by Beegel, Justin [author.]

Series: --For dummies

Publisher: Hoboken, New Jersey : John Wiley & Sons, [2014]

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Communicating Design

Developing Web Site Documentation for Design and Planning

Learn how to prepare and present wireframes, site maps, flow charts, and more

Don't Know It?

Infographics FOR DUMMIES

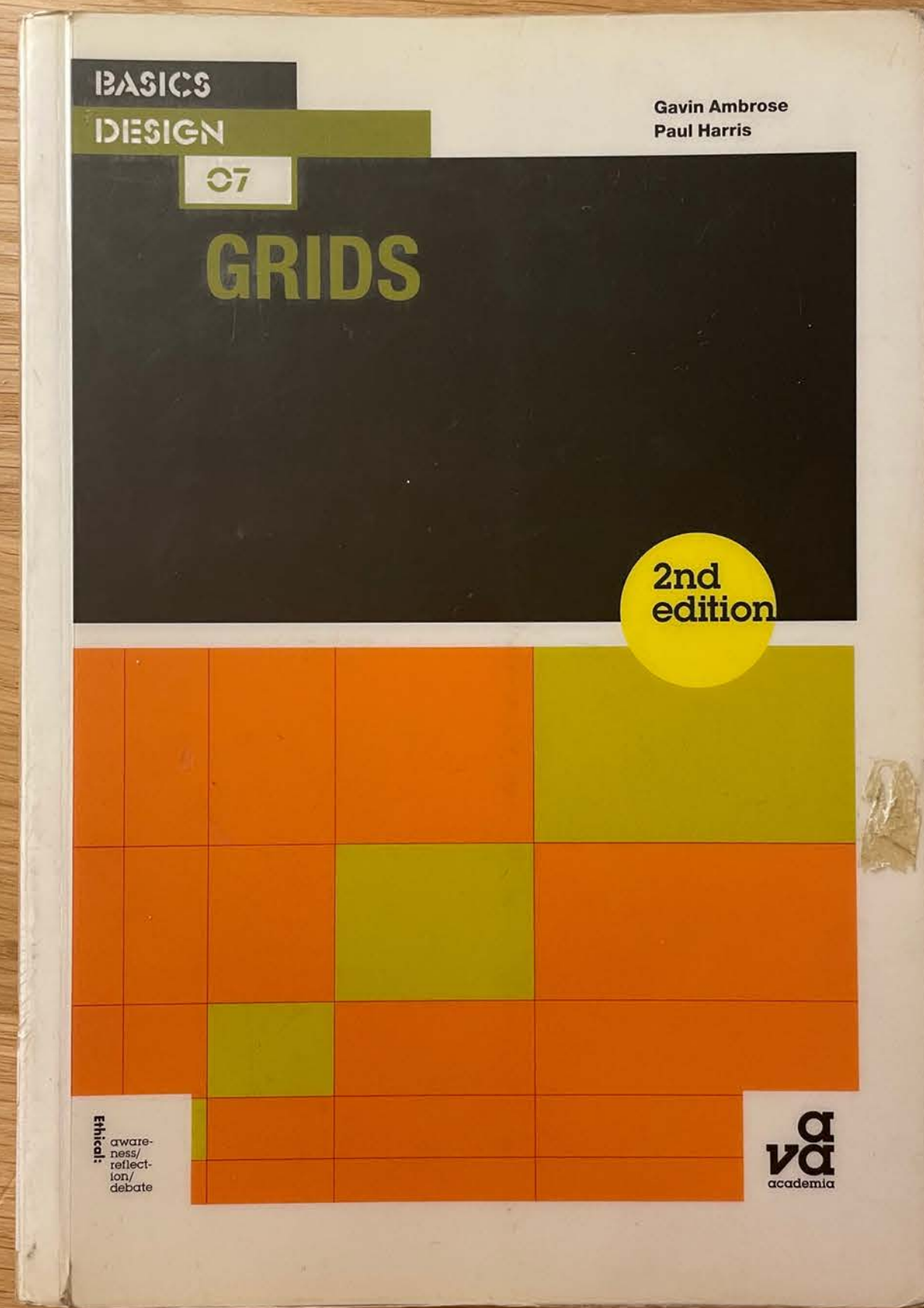
A Wiley Brand

Learn to: Choose the best infographic to communicate data Build your design using wireframes, mindmaps, and graphs design tools Identify trends and patterns in the data

IN FULL COLOR!

Justin Beegel, MBA

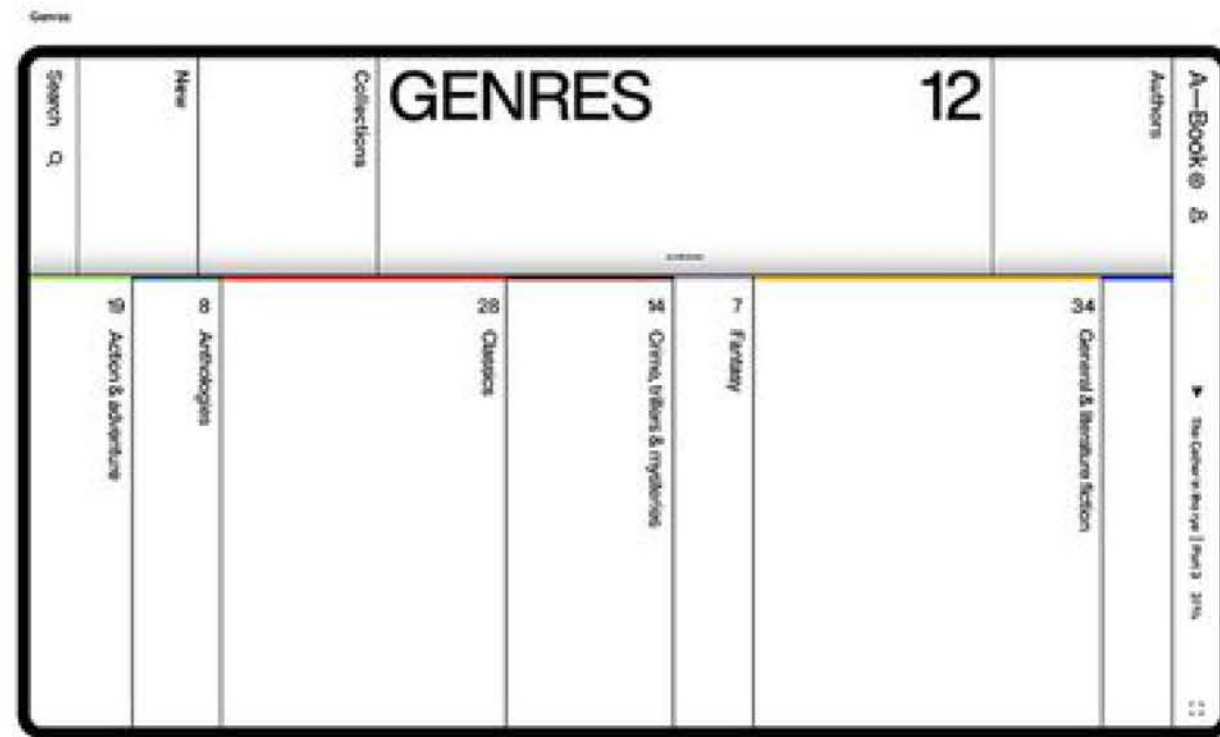
And 100s of other topics



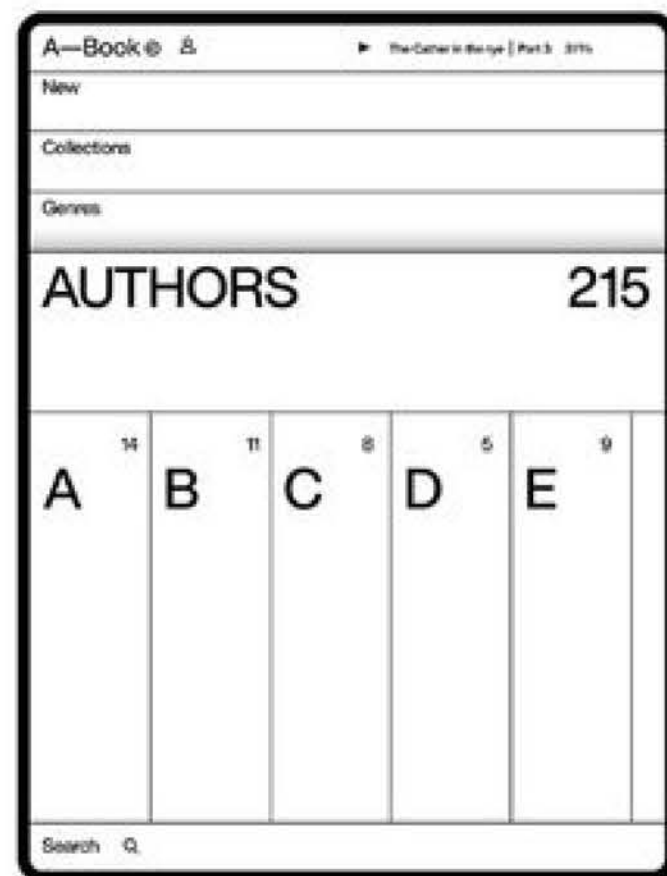
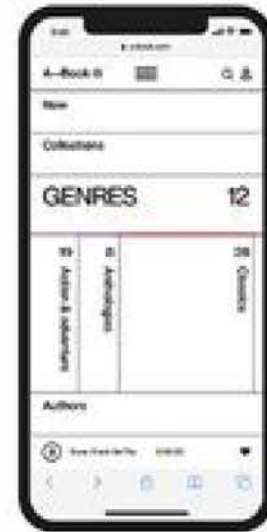
Online grid

“Takes the element of chance out of a design, creating, a sense of order out of intentional decision-making”

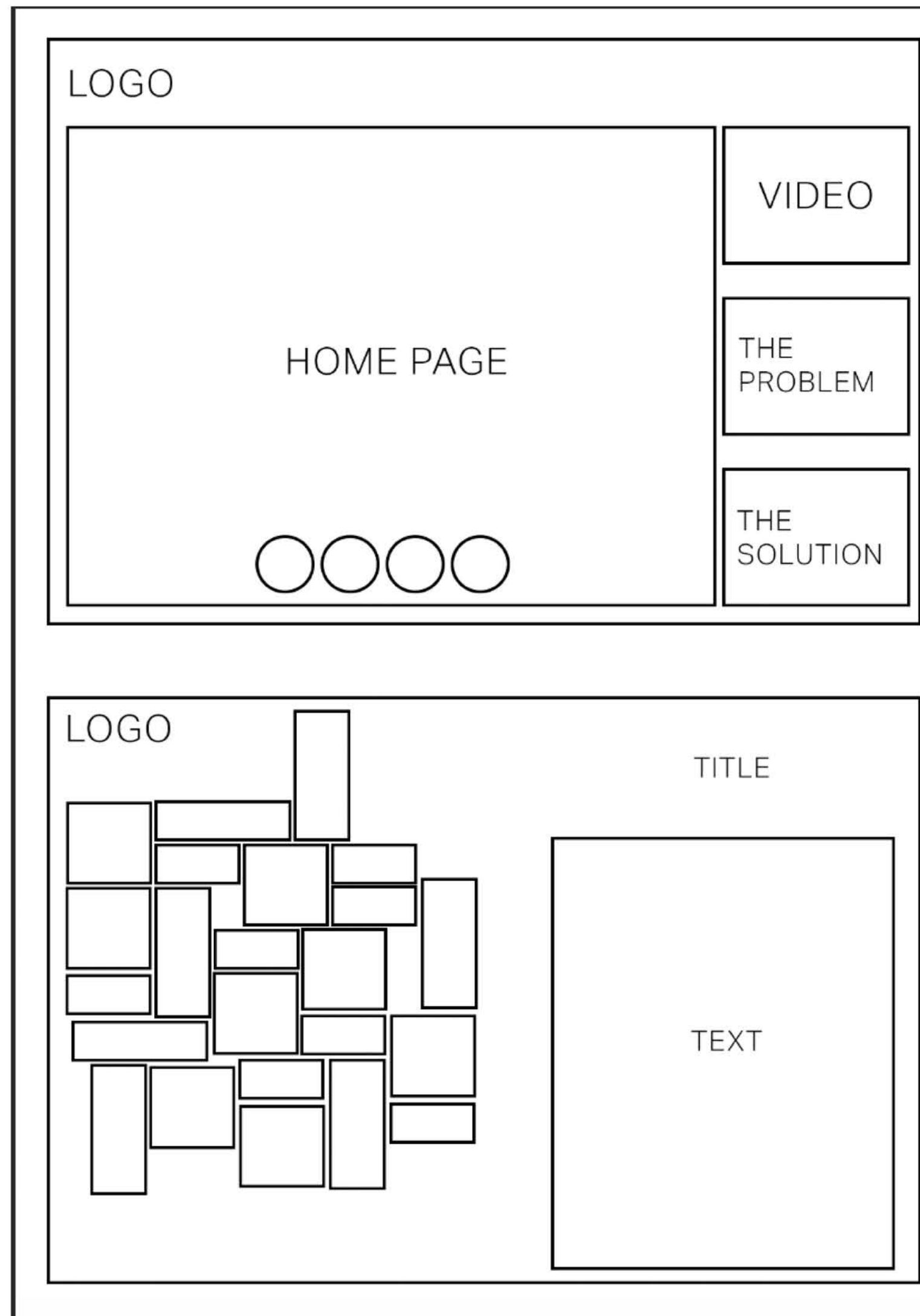
- * Flexible layout but to what extend? and vise-versa
- * Conversation between print & digital publishing but neither should mirror the other.



94



95



*feeling of restrain and monotony - not engaging to design with either