T. M. SAVAGE

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AN INTRODUCTION TO

DIGITAL
MULTIMEDIA

Digital multimedia is a new form of literacy and a powerful tool for creative expression available to nearly everyone. *An Introduction to Digital Multimedia* presents the concepts needed to understand, as well as create, multimedia. Throughout the text, the authors encourage readers to think critically about the nature of the tools and media they use in order to be more effective, efficient, and creative in their own project development. The text also provides a clear introduction to all of the basic concepts and tools of digital multimedia, including the fundamentals of digital data and computer hardware and software, making it appropriate for a first course in computing as well as courses in specific multimedia topics. A multimedia timeline and a historical overview of the evolution of multimedia thought and technologies provide background on early visions and possible future innovations. *An Introduction to Digital Multimedia* is the perfect text for those interested in delving into the vast world of multimedia computing.
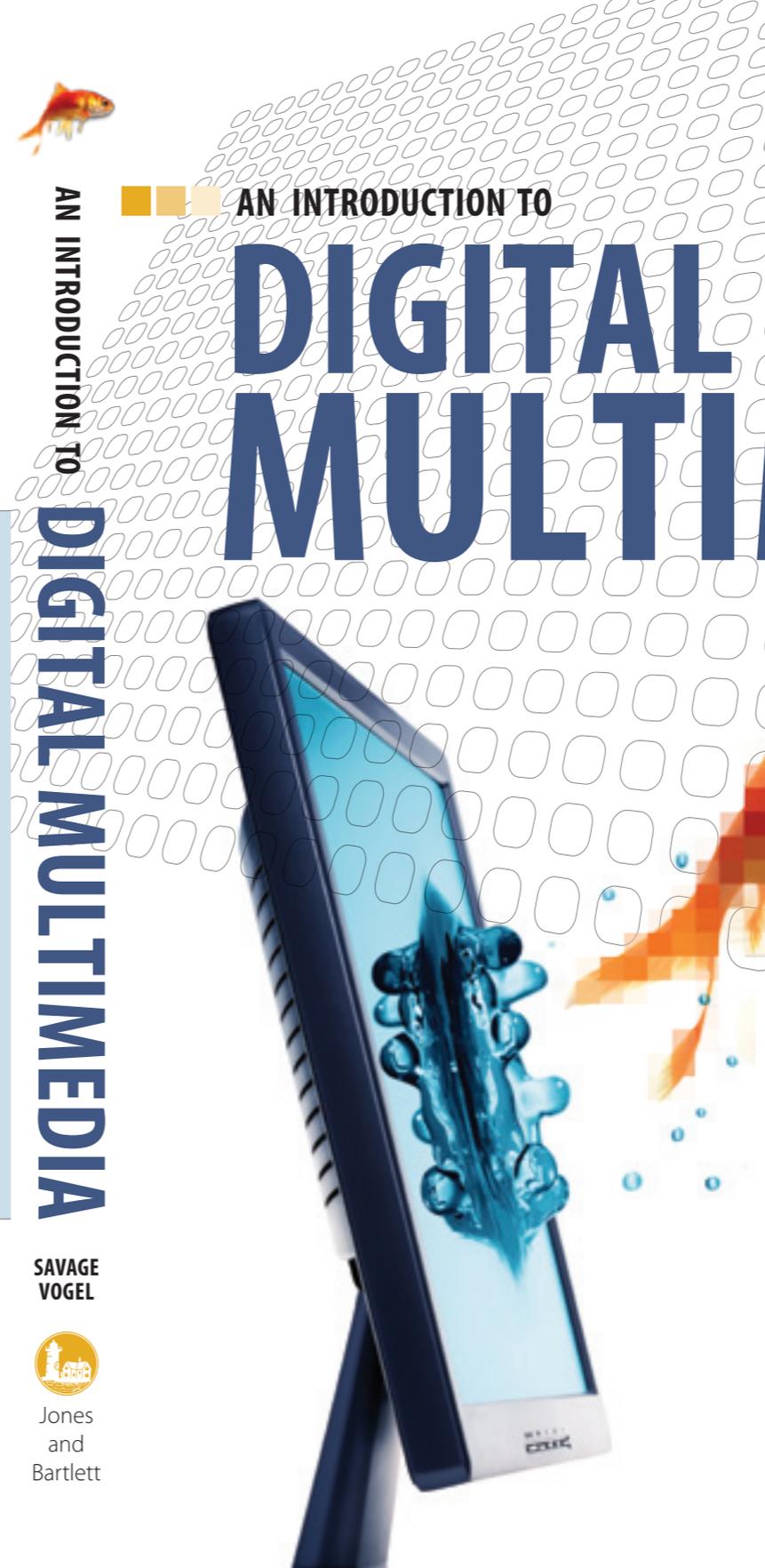
Key Features of *An Introduction to Digital Multimedia:*

- Each chapter opens with reading objectives and concludes with a summary of key concepts.
- Key terms are clearly identified within the chapter and listed at the end of the chapter. A comprehensive glossary provides quick reference to all key terms.
- Review and discussion questions at the end of each chapter are designed to assess students' comprehension and application of the content presented in the chapter.
- Graphics and screen captures provide visual reinforcement to key concepts.
- A multimedia timeline summarizes significant events in the evolution of technology.
- A discussion of the multimedia development process and an overview of positions and responsibilities of multimedia development teams are presented.
- The text closes with a consideration of professional issues in multimedia development.

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Jones
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