

Multimedia: Past, Present, and Potential

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Multimedia: Past, Present, and Potential

Upon being asked for an example of what "interactive multimedia" is, what would a common response be? Video games might come to mind. Though this is a valid response and a ready example of multimedia, it is important not to limit it to solely entertainment. I have come to believe that most people pigeonhole multimedia because it encompasses such a broad spectrum that it is hard to understand otherwise. The first step in understanding multimedia, and hence dispelling such misconceptions, is defining what exactly multimedia is. From there, one must learn of the past, present, and future of the medium in order to gain true [comprehension](#).

Meriam-Webster's Collegiate [Dictionary](#) defines interactive multimedia as follows, respectively:

"Main Entry: in-ter-ac-tive

Pronunciation: -'rak-tiv

Function: adjective

Date: 1832

1 : mutually or reciprocally active

2 : of, relating to, or being a two-way electronic communication system (as a telephone, cable television, or a computer) that involves a user's orders (as for information or merchandise) or responses (as to a poll)

- in·ter·ac·tive·ly adverb

"Main Entry: mul-ti-me-dia

Pronunciation: -'mE-dE-&

Function: adjective

Date: 1962

: using, involving, or encompassing several media <a multimedia approach to learning>

- multimedia noun"

So, from this we can gather, that interactive multimedia is anything that is an assemblage of various media that can respond to our actions to it, not necessarily only video games. Now, to further understand multimedia, a study of the subject's past, present, and future is in order.

The foundation of current multimedia is of course computer technology, and computers were not invented with ente...

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...ss, as broad-band or high-speed connections are becoming more wide spread every day, along with personal digital assistant and cellular usage becoming more common place, the lives of most people will be interconnected at the single touch of a button. As a result, families will be able to communicate with an ease previously unheard of and produce closer bonds, despite distance.

The general idea that interactive multimedia applies only to the world of entertainment is a belief that must be dispelled, and I believe I have offered significant evidence to the contrary. By drawing upon sources like [Meyer](#) and Kristula, who discuss the long and important history of computers and the internet, Glasner and Bicknell, who both discuss the impact of multimedia on news and the economy, to Russo, who exemplifies the application of future technology to bring together the family.

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