

**BIBLIOGRAFIA RECOMENADA**  
**Direcció i Producció Multimedial**

- Aicher, Otl "Analógico y digital", Editorial Gustavo Gili, Barcelona, 1978
- Berenguer, Xavier "Una dècada d'interactius", Temes de Disseny, 2004
- Bolter, D.J. & Grusin, R. "Remediation. Understanding new Media", MIT Press, Cambridge, 1999
- Bush, Vannevar "As we may think", The Atlantic Monthly, 1945
- Crawford, Chris "The Art of Interactive Design", No Starch Press, San Francisco, 2003
- Darley, Andrew "Cultura visual digital", Paidós, Barcelona 2002
- Garrand, Timothy "Writing for Multimedia", Focal Press, 1997
- Grau, Oliver "Virtual Art. From Illusion to Inmersion", The MIT Press, Cambridge, 2003
- King, Lucien (ed.) "Game On. The History and Culture of Videogames", Universe, New York, 2002
- Laurel, Brenda "Computers as Theatre", Addison-Wesley, 1993
- Levinson, Paul "Digital McLuhan", Routledge, London, 2001
- Lister, M., Dovey, J., Giddings, S., Grant, I. & Kelly, K. "New Media: a Critical Introduction", Routledge, Londres, 2003
- Manovich, Lev "The Language of New Media", The MIT Press, 2001
- Mayer Paul A., ed. "Computer Media and Communication. A Reader", Oxford University Press, New York, 2003
- Meadows, Mark S. "Pause & Effect: The Art of Interactive Narrative", New Riders, Indianapolis, 2003
- Murray, Janet H. "Hamlet en la holocubierta: el futuro de la narrativa en el ciberespacio", Paidós, Barcelona, 1999
- Packer, Randall & Jordan, Ken, ed. "Multimedia: from Wagner to Virtual Reality", WW Norton, New York, 2002
- Picht, Rebecca & Stöckmann, Birgit, ed. "Media-Art-History", ZKM, Prestel, New York, 1997
- Tufte, Edward R. "Visual Explanations: Images and Quantities, Evidence and Narrative", Graphic Press, Cheshire, 1997

Wardrip-Fruin, Noah & Montfort, Nick, ed. "The New Media Reader", The MIT Press, Cambridge, 2003ç

## BIBLIOGRAFIA ESPECÍFICA

GRIFFIN, Scott. "Internet Pioneers". En *Ibiblio. The Public's library and digital archive.*

KEEP, Christopher; McLAUGHLIN, Tim; PARMAR, Robin. "Memex". *The Electronic Labyrinth.*

KEEP, Christopher; McLAUGHLIN, Tim; PARMAR, Robin. "Ted Nelson and Xanadu". *The Electronic Labyrinth.*

LIPPMAN, A: "Movie-Maps: an Application of the Optical Videodisc to Computer Graphics". *Computer Graphics*, Vol. 14, Nº 3

LANDOW, George P. *Websites created and managed by George Landow.*

NELSON, Theodor Holm. ""A File Structure for the complex, the changing and the indeterminate". En: *ACM 20th National Conference*, 1965.

NELSON, Theodor Holm. *Literary machines*. Swarthmore, Pa., 1981, publicación propia, introducción, p.2..

NELSON, Theodor Holm. *Ted Nelson Homepage.*

NIELSEN, J. *Hypertext and Hypermedia*. Oxford: Oxford Academic Press, 1990.

NIELSEN, Jakob. *Multimedia and Hypertext. The Internet and Beyond*. Boston, Academic Press, 1995.

NIELSEN, Jakob. *Hypertext'87 Trip Report.* [I](#)

NYCE, James M. and KAHN, Paul (ed.). *From Memex to Hypertext: Vannevar Bush and the Mind's Machine*. San Diego, Academic Press, 1991.

- W3C. World Wide Web Consortium. *Tim Berners-Lee*.  
<http://www.w3.org/People/Berners-Lee/>

- W3C. World Wide Web Consortium. *A little history of the World Wide Web*.  
<http://www.w3.org/History.html>

- Xanadu Archive Page. <http://www.xanadu.net/XUarchive>