Chapter 1 : Difference Between Hypertext and Hyperlink | Difference Between

Hypermedia is a superset of hypertext used in a much broader sense and is not constrained to be text-based. The two are relative terms but used in different contexts when it comes to multimedia applications.

Something that follows a sequential path is called linear like a book which is usually read from the beginning to the end thus following a sequential order. Advances in technology and the evolution of internet, however, have allowed programmers to develop much sophisticated ways to read traditional text such as hypertext. It simply allows cross indexed content or information to be embedded within chinks of text as references which would enable the reader to move from one location to another within the same or another document. Hypermedia is a superset of hypertext used in a much broader sense and is not constrained to be text-based. The two are relative terms but used in different contexts when it comes to multimedia applications. Hypertext is a powerful cross-referencing tool meant for user-driven access to an ocean wealth of interconnected information either static or dynamic in an electronic format. Simply put, hypertext may refer to plain simple text that contains links to access other chunks of text within the same or different document. It provides a means to organize and present information in a way that is easily accessible to the end users. Links connect nodes to other documents and are usually activated when clicked upon by a mouse or other pointing device. Hypermedia is an extension of hypertext that employs multiple forms of media such as text, graphics, audio or video sequences, still or moving graphics, etc. It extends the capabilities of hypertext systems by creating clickable links within web pages to create a network of interconnected non-linear information which user can both access and interact with for a better multimedia experience. The most common hypermedia type is image links which are often linked to other web pages. It is used in a variety of applications from problem solving and qualitative research to electronic studying and sophisticated learning. Difference between Hypertext and Hypermedia Definition Hypertext simply refers to text that contains links to other chunks of text to which the user is transferred to usually by a mouse click or keypress. The documents are linked together via hyperlinks which allow users to jump from one document to another within the same or different web pages. In fact, hypermedia contains different media elements or morphologies such as audio, images, video, and still or moving graphics. Representation Hypertext is an interconnected network of documents and other media referenced through links between them. It can contain either static or dynamic content in an electronic format. The static content is the content that can be delivered directly to the end users without any modification whereas dynamic content may subject to change based on user inputs. Hypermedia is the next level of multimedia experience which extends the notion of hypertext links to include not only text but a wide range of other multimedia elements such as audio, video, and graphics. Technology Although the term hypertext is widely used in association with the World Wide Web, the technology has been around since ages. The hypertext technology is solely based on human-computer interaction by strong cross referencing tools called hyperlinks. It facilitates effective use of text and links and how to implement it on the World Wide Web. Hypermedia technology is based on non-linear forms of media which include not only plain text but also other multimedia elements to enhance your overall multimedia experience. Hypermedia technology is a major breakthrough in the field of education. The hypertext model can be implemented on a wide range of applications and the degree of dynamic linking in the hypertext is not just limited to the internet. In fact, it can be applied to electronic studying, literary exploration, and qualitative research. Hypermedia application can be defined as a network of interconnected documents that are linked together by extensive cross-referencing tools such as hypertext. The best example of hypermedia is the World Wide Web. Comparison Chart Summary of Hypertext and Hypermedia Both the terms hypertext and hypermedia follow a similar structure comprising of nodes that are interconnected by links except in hypermedia systems, the nodes can contain multiple forms of media such as text, images, audio, video, and graphics. The main difference lies in the way they are implemented. Hypertext is used to represent multimedia content in electronic text format whereas hypermedia combines both hypertext and multimedia to provide access to a wealth of information usually in a non-linear sequence. The idea of hypermedia is to extend the functionality of multimedia elements to make content more

interactive and better accessible than before. The whole idea of the World Wide Web is based on the concept of hypertext and hypermedia. If you like this article or our site. Please spread the word.

Chapter 2 : HyperText and HyperMedia

Hypertext vs Hypermedia The World Wide Web is a part of the internet, the interconnected network of computers which has brought the world closer and perhaps made its boundaries and limits diminish. The foundation of the world wide web is documents and other media in it which are interconnected through links.

The World Wide Web Consortium provides crisp definitions of both hypertext and the more general term hypermedia: Hypertext is text which is not constrained to be linear. Hypertext is text which contains links to other texts. The term was coined by Ted Nelson around see History. HyperMedia is a term used for hypertext which is not constrained to be text: Apparently Ted Nelson was the first to use this term too. Hypertext and HyperMedia are concepts, not products. It is a system of interlinked hypertext documents that are located on various computers that are connected to each other. The network that is formed by the computers is called the Internet. So you see, technically, the Web and the Internet are two different things. However, in common usage, most people use the two terms interchangeably. Learn more about the Web by doing Activity 2. There are twenty sections in all in this tutorial. If you feel like a section covers knowledge you already have, feel free to skip it! The Web is the largest hypermedia system, but you can make your own hypermedia system that is not part of the Web. For example, you can host the hypertext documents and hypermedia files in a local network that is not connected to the Internet. However, because tools, products, and standards for hypertext and hypermedia support in Web browsers are so advanced, it often makes sense to develop material with the Web and typical Web browsers in mind. There are a few issues that you should keep in mind when designing hypermedia material. Directionality In general, hypermedia tends to be unidirectional. Consider the link highlighted in purple in the previous text. That link was from the original definition on the W3C site; however, the page to which this link points to no longer exists. Unfortunately, there is no way to alert all the other websites that reference that page; there is no way to tell them that the link is dead. This points to a significant defect in the way that links are implemented on the Web: If the original content changes, then any other documents that link to that content automatically get updated. Structure You have to be careful with how you link together documents and media to create a hypermedia structure. Some hypermedia systems are structured like a tree hierarchical ; others are like a starfish radial ; still others are structured in a way that shows little hierarchy and that is very highly connected Figure 2. This involves carefully planning the structure of your hypermedia system is. A book that deals with planning and implementing structure in hypermedia systems is Barfield From upper left, clockwise: That is, because of the concept of hypermedia, people were allowed to traverse through documents and media in a nonlinear fashion, which was remarkable at the time. Today, however, a much wider array of interactions are possible with digital objects, which includes not only text, audio, 2D graphics, 2D animations, but also 3D graphics and 3D animations.

Chapter 3 : New Review of Hypermedia and Multimedia Â« Guide 2 Research

In computing, hypertext is a non-linear presentation of text in electronic form with links to other texts, whereas hyperlink refers to the URL to which the hypertext links to. Hypertext is text with hyperlinks, whereas hyperlink is a link that points to a whole new document or a specific portion within the same document.

Friday, July 29, Difference Between Hypertext and Hypermedia Hypertext is text visible on the computer screen or any sort of electronic device while hypermedia evolved as an extension of the hypertext and multimedia Hypertext is the first thing that users usually see and can immediately access. Hypertext gathers together information in the form of nodes, which are then associated together by means of links. Hypertext pages are commonly interconnected via hyperlinks that are easily activated by means of a mouse click or by just touching the screen. Hypermedia evolved as an extension of the hypertext and multimedia. It is based on the concept of hypertext that involves nodes and links in the structuring of information in the whole application. As a non-linear multimedia content, hypermedia allows end-users to go through the entire multimedia application by facilitating access in an associative manner. In other words, the end-users are allowed to think and are empowered to interrelate with the texts, images and sounds contained in the entire multimedia application. At the present, the most modern hypermedia implementation is a new form of electronic encyclopedia. With this instrument, end-users may browse through and follow one after another interrelated links via articles, videotapes, illustrations, films, texts and more. At the present, the most modern hypermedia implementation is a new form of electronic encyclopedia With this instrument, end-users may browse through and follow one after another interrelated links via articles, videotapes, illustrations, films, texts and more. Structural Elements of Hypermedia Programs: Nodes - are the most basic unit of information in hypermedia programs. These may involve text fields, visual images, sound bites and others. Links - are used to connect nodes of information within the hypermedia application. Links maybe structured by the software designer as linear or open-ended. For example, by using links, two end-users may go through the knowledge base program in entirely different manners, but at the same time, reaching the same end point. Buttons - are mainly the instruments which activate links. Buttons can be graphically seen by end-users as buttons, icons or knobs, which are activated by clicking a mouse on them. However, anything that can be seen on the screen maybe used as buttons. Even simple text fields maybe outlined by the software designer to serve as buttons. Definition of Interactivity in Hypermedia Applications Interactivity can be defined as the communication process between end-users and computer software in any type of multimedia material. An interactive application means end users are empowered to interrelate with text fields, graphics, video sounds, to react and think as they wish as they go through the entire hypermedia content. The level of interactivity should always be defined before developing any interactive material. Four Levels of Interactivity. Level 0 - is none other than a straightforward presentation of information. It is just limited to "electronic page turning" and no interactivity takes place between end-users and the content. It is commonly utilized for short introductions, explanations or instructions. Level 1 - is the first level of interactivity. Information in displayed on the hypermedia application and usually the end-user or learner is prompted to answer to a question related to the content being viewed. Feedback is restricted to showing the correct answer to the question. This type of interactivity is utilized for vocabulary drills and practice exercises. Level 2 - involves two subcategories: An approach which may impede end-users to gain knowledge as to the reason why they made the incorrect reply. In this context, instruction, motivation, practice-feedback, over-all evaluation may all be involved. Most CBT courses fall into this level. Level 3 - in this level, the answer of end-users to a question or a series of stimulus points out what the next level of instruction will be. For instance, wrong answers may each link to a diverse remediation frame, in response to the type of mistake end-users committed, which may involve other texts, video segments or sound narration. On the other hand, correct answers may permit end-users to go through the material quickly. This final level of interactivity permits various kinds of simulation and gaming exercises. Nowadays, the most modern hypermedia applications support this type of interactivity. Information should always be up to date, retrievable, can be easily accessed, and should always respect the language currently utilized and the

culture in which target users belong.

Chapter 4 : Communication and Media Issues: Difference Between Hypertext and Hypermedia

Hypertext / Hypermedia Cliff McKnight, Andrew Dillon and John Richardson This item is not the definitive copy. Please use the following citation when referencing this material: McKnight, C., Dillon, A. and Richardson, J. () Hypermedia.

The idea is that hypermedia artifacts, such as links or forms, can be used to describe how clients can interact with a set of HTTP services. This has quickly become an interesting concept for developing evolvable API design. This is not any different from how we usually interact with the Web. We typically remember a single entry point or URL for the homepage of a Web site, and later move through the different sections of the site using links. We also use forms, which come with a predefined action or URL to submit data that the site might need to perform some action. The main problem with this is that a static API description couples clients heavily to the server. In a nutshell, it inhibits evolvability, as any change in the API description can break all existing clients. This was no problem for a while in the enterprise, where the number of client applications could be controlled and known in advance. If there is some knowledge on the client for computing URLs, for example, the problem still exists, even without any explicit contract such as WSDL. Hypermedia is what provides the ability to shield clients from any server changes. The application state workflow, which determines what the client can do next, should also be located on the server side. Suppose an action in a resource is available only for a given state; should that logic reside in any possible API client? The server should always mandate what can be done with a resource. The idea is that you can use hypermedia artifacts in these scenarios as well. It returns data and hypermedia artifacts. The hypermedia artifacts give the client a way to determine the available set of actions that can be performed at a given point based on the state of the server application workflow. By enabling hypermedia, you can create self-discoverable APIs. This is no excuse for not providing documentation, but the APIs are more flexible in terms of updatability. Which hypermedia artifacts are available is mainly determined by the chosen media types. You can leverage those media types by defining a way to express hypermedia, but this requires that clients understand how the hypermedia semantics are defined on top of those. In the case of HTML, a link is made up of three components: Also, as part of the payload, an anchor a element has been included, representing a link for adding the item to the current user cart. This also offers new opportunities to modify the workflow during runtime without affecting the existing clients at all. If any of the products offered in the catalog are out of stock, the server can simply omit the link for adding that product to the cart. Thanks to hypermedia and links, the client has been decoupled from the business workflow on the server side. Moreover, the evolvability of an API design can be improved with hypermedia and links. As the business workflow on the server evolves, it can offer additional links for new functionality. In our product catalog example, the server might include a new link for marking a product as a favorite, like this: In the previous example with the product catalog, a link in HTML offers only the rel, href and type attributes, which implies some out-of-band knowledge about what to do with that URL expressed in the href attribute. If it uses a POST, what data should the client include in the request body? For all these questions, using HTML forms is the answer that makes a lot of sense. Forms in Action When you interact with the Web using a browser, actions are typically represented with forms. You can do the same for a machine-to-machine scenario. Rather than having a human being interacting with a form, you might have an application running JavaScript or C. This model allows any Web API to freely evolve by offering new forms based on different factors such as user permissions or the version the client wants to use. The draft, which simply defines a standard way to express hyperlinks and embedded resources data using XML and JSON, is available at stateless. The HAL media type defines a resource that contains a set of properties, a set of links and a set of embedded resources, as shown in Figure 2. Figure 4 is the JSON representation for the sample resource.

Chapter 5 : Difference between Multimedia and Hypermedia â€" Difference Between

Hypermedia evolved as an extension of the hypertext and multimedia. It is based on the concept of hypertext that involves nodes and links in the structuring of information in the whole application. It is based on the concept of hypertext that involves nodes and links in the structuring of information in the whole application.

Like totally different comparable alike phrases, people sometimes confuse the time interval multimedia and hypermedia for the same operate. So, what makes them utterly totally different from each other, will get revealed after understanding the core concept of every phrases one after the opposite. Multimedia When we talk about multimedia, first points comes into ideas are graphics, drawings, music and motion pictures and that is correct. So, the definition of multimedia, is any form of laptop computer or totally different technological data and supplies which may very well be supplied by way of pictures, graphics, drawings, motion pictures, music or animations. The multimedia or digital devices which can be used to make this data useful are monitor or present show for graphics, pictures and motion pictures. While speaker or mp3 avid gamers are used for music or audio. It may very well be in kind of utterly totally different contents consists upon textual content material, audio, animation, video, and so on. There are two types of multimedia, significantly linear and non linear multimedia. When you watch a movie in a cinema, it is form of linear multimedia. While movie run with none further navigation administration. On the other hand, on-line sport is the form of non linear multimedia, which is managed by way of exterior navigation. Game works according to your instructions. Hypermedia Hypermedia is a fancy time interval than multimedia. A little bit bit effort will in all probability be required to totally understand its core concept. Hypermedia means altering graphics, audios, motion pictures, textual content material, animation, hyperlinks, drawings, and so on. There is a specific language for hypermedia, which is used to make multimedia recordsdata to have the ability to in working sate. Unlike multimedia, it has only one non linear medium prime quality. If you are learning a doc or e guide in your laptop computer, it means which you can navigate on any part of the doc. It may be the basic and structural part of the World Wide Web. Key Differences Multimedia may very well be in two format, linear multimedia non linear multimedia. While hypermedia has only one non linear medium prime quality. The time interval multimedia is expounded to the presentation of media harking back to pictures, graphics, video or music with help of a computer or mobile. Hypermedia is a system which is used to make any media recordsdata in a presentable state. Hypermedia is wider time interval than multimedia inside the sense that other than dealing with audio, video and graphics, it moreover presents in World Wide Web. Hypermedia is the availability of linking diverse media recordsdata whereas multimedia operate diverse media types. Multimedia requires peripheral devices to reveals the tip consequence or output and results in some worth. While hypermedia is the title of some software program program and programming devices.

Chapter 6 : Multimedia vs. Hypermedia: What's the Difference? – Difference Wiki

Hypermedia converts all the options into hypertext and then display then when the program is played while multimedia is the connection of existing options on the computer. Hypermedia links different options while multimedia displays different options.

The name hypertext, or hypermedia, has been applied to networks of nodes also called articles, documents, files, cards, pages, frames, screens containing information in text, graphics, video, sound, and so on that are connected by links also called pointers, cross-references, citations. Hypertext is more commonly applied to text-only applications whereas hypermedia is used to convey the inclusion of other media, especially sound and video [3], p. The intrigue of hypertext is that it extends traditional linear text with the opportunity for jumping to multiple related articles. The largest hypermedia experiment of all time is happening right in front of our eyes. Since the advent of the World Wide Web, many people have been able to experience the relatedness of the internet, with its accompanying problems of disorientation. Research on Learning with Hypermedia In a review of hypermedia-based learning, Ayersman [1] discussed four strands of research into learning and hypermedia: After reviewing various studies on learning and hypermedia, they conclude: Guidelines for Hypertext Creation Shneiderman [3] provides the following guidelines for creating hypertexts: Know the user and their tasks. Ensure that meaningful structure comes first. Apply diverse skills by including information specialists, content specialists and technologists on the project team. Organize information into chunks that deal with one topic, theme or idea. Show interrelationships by using links to related articles. Ensure simplicity in traversal. Design the link structure so that navigation is simple and consistent throughout the system Design each screen carefully. You can do this by providing on-screen prompts such as icons or menus rather than requiring the user to memorize terms or codes. The goal is to enable users to concentrate on the contents while the computer vanishes p. Some new research into issues surrounding hypermedia can be found at the Hypermedia Development Workshop Series [1] Ayersman, D. Reviewing the research on hypermedia-based learning. Journal of Research on Computing in Education, 28 4. Simon and Schuster Macmillan. Designing the user interface: Strategies for effective human-computer interaction 3rd ed.

Chapter 7 : Hypertext and Hypermedia: Jakob Nielsen: calendrierdelascience.com: Books

Hypermedia, an extension of the term hypertext, is a nonlinear medium of information that includes graphics, audio, video, plain text and calendrierdelascience.com designation contrasts with the broader term multimedia, which may include non-interactive linear presentations as well as hypermedia.

This can include forms such as text, audio, video, animation, pictures, and other types. This differs from other media as it has a variety of options present in it which are linked to each other from the computer and can be easily displayed when the user wants. This helps in using it as a universal option since anyone who has basic has a basic understanding of computers can use this option and can make full use of all the features. It can be displayed easily and can even be recorded. People can play it with the help of video players and open the files of the system in the text software which is already present in the device. It can also be used for live activities such as a music concert or presentation in the office environment and gives people the option to make life easier by using these options in a better way. Advertisement Definition of Hypermedia This is a specific term which is used for all the media which is present until here it is similar to multimedia but the difference starts when the display time comes. The options which are present in the computer are easily converted into hypertext which is then converted in the form of a computer program and then run whenever there is a need to display all these options. This is a rather complex system which can only be understood by the people who have relative qualifications in the field therefore gets difficult for people who want to use it for simpler terms. The main benefit is that the options can be placed in one place without being dependent on the computer systems though in the end it performs the same task as multimedia but just in a different way. It has linear and non-linear formats, the non-linear one is absent in the multimedia. Advertisement Differences in a Nutshell Multimedia is a broader term which can be used for many options while hypermedia is a specific term. Multimedia includes options such as still graphics, pictures, videos, sounds and other animation. Hypermedia, on the other hand, is the software representation of all these options. Multimedia is in two different formats which are known as linear and non-linear multimedia while hypermedia is only in linear format. Multimedia is the physical set of options while hypermedia is the electronic version of the options. Hypermedia converts all the options into hypertext and then display then when the program is played while multimedia is the connection of existing options on the computer. Hypermedia links different options while multimedia displays different options. Multimedia requires different types of devices to show the result while hypermedia requires a computer screen to display the results. Hypermedia is a more complex system and used by particular people who have the qualification while multimedia is a simple one which can be used by anyone who has a basic understanding of computers. Comparison Video Conclusion This article has explained the main terms and issues related to these two terms hypermedia and multimedia and therefore, give a detailed analysis of the differences between them. It also helps in making sure people are able to learn more about the and end up getting to know how they differ from each other even though they may seem similar.

Chapter 8 : Project MUSE - Ulysses on Web Towards a Hypermedia Parallax Engine

By now the word "hypertext" has become generally accepted for branching and responding text, but the corresponding word "hypermedia", meaning complexes of branching and responding graphics, movies and sound - as well as text - is much less used.

In , Jorge Luis Borges published " The Garden of Forking Paths ", a short story that is often considered an inspiration for the concept of hypertext. A Memex would hypothetically store - and record - content on reels of microfilm, using electric photocells to read coded symbols recorded next to individual microfilm frames while the reels spun at high speed, stopping on command. The coded symbols would enable the Memex to index, search, and link content to create and follow associative trails. Because the Memex was never implemented and could only link content in a relatively crude fashion â€" by creating chains of entire microfilm frames â€" the Memex is now regarded only as a proto-hypertext device, but it is fundamental to the history of hypertext because it directly inspired the invention of hypertext by Ted Nelson and Douglas Engelbart. Ted Nelson gives a presentation on Project Xanadu , a theoretical hypertext model conceived in the s whose first and incomplete implementation was first published in The first hypermedia application is generally considered to be the Aspen Movie Map , implemented in The Movie Map allowed users to arbitrarily choose which way they wished to drive in a virtual cityscape, in two seasons from actual photographs as well as 3-D polygons. The early s also saw a number of experimental "hyperediting" functions in word processors and hypermedia programs, many of whose features and terminology were later analogous to the World Wide Web. Guide , the first significant hypertext system for personal computers , was developed by Peter J. Brown at UKC in Watson , [11] the project lasted about 30 years , and eventually produced the 56 printed volumes of the Index Thomisticus the first important hypertext[verification needed] work about Saint Thomas Aquinas books and of a few related authors. Hyperties was used to create the July issue of the Communications of the ACM as a hypertext document and then the first commercial electronic book Hypertext Hands-On! Its impact, combined with interest in Peter J. The first ACM Hypertext hyperediting and databases academic conference took place in November , in Chapel Hill NC, where many other applications, including the branched literature writing software Storyspace , were also demonstrated. The project continued at Autodesk for four years, but no product was released. In , Tim Berners-Lee, then a scientist at CERN , proposed and later prototyped a new hypertext project in response to a request for a simple, immediate, information-sharing facility, to be used among physicists working at CERN and other academic institutions. He called the project "WorldWideWeb". Potentially, HyperText provides a single user-interface to many large classes of stored information, such as reports, notes, data-bases, computer documentation and on-line systems help. We propose the implementation of a simple scheme to incorporate several different servers of machine-stored information already available at CERN, including an analysis of the requirements for information access needs by experiments A program which provides access to the hypertext world we call a browser. Its ability to provide hypertext links within documents that could reach into documents anywhere on the Internet began the creation of the Web on the Internet. As new web browsers were released, traffic on the World Wide Web quickly exploded from only known web servers in to over 10, in Electronic Document System â€" an early s text and graphic editor for interactive hypertexts such as equipment repair manuals and computer-aided instruction. Intermedia â€" a mids program for group web-authoring and information sharing. Texinfo â€" the GNU help system. Storyspace â€" a mids program for hypertext narrative. Amigaguide â€" released on the Commodore Amiga Workbench Windows Help â€" released with Windows 3. Wikis â€" aim to compensate for the lack of integrated editors in most Web browsers. Various wiki software have slightly different conventions for formatting, usually simpler than HTML. PaperKiller â€" a document editor specifically designed for hypertext. Academic conferences[edit] Among the top academic conferences for new research in hypertext is the annual ACM Conference on Hypertext and Hypermedia. There is a list on the Web with links to all conferences in the series. Hypertext fiction Hypertext writing has developed its own style of fiction, coinciding with the growth and proliferation of hypertext development software and the emergence of

electronic networks. Two software programs specifically designed for literary hypertext, Storyspace and Intermedia became available in the s. On the other hand, concerning the Italian production, the hypertext std by Filippo Rosso , was intended to lead the reader with the help of a three-dimensional map in a web page interface, and was written in HTML and PHP. An advantage of writing a narrative using hypertext technology is that the meaning of the story can be conveyed through a sense of spatiality and perspective that is arguably unique to digitally networked environments. One of the most successful computer games, Myst , was first written in Hypercard. The game was constructed as a series of Ages, each Age consisting of a separate Hypercard stack. The full stack of the game consists of over cards. In some ways Myst redefined interactive fiction, using puzzles and exploration as a replacement for hypertextual narrative. In some cases, hypertext may be detrimental to the development of appealing stories in the case of hypertext Gamebooks , where ease of linking fragments may lead to non-cohesive or incomprehensible narratives. New media can become so dominant in public culture that they effectively create a "paradigm shift" [21] as people have shifted their perceptions, understanding of the world, and ways of interacting with the world and each other in relation to new technologies and media. So hypertext signifies a change from linear, structured and hierarchical forms of representing and understanding the world into fractured, decentralized and changeable media based on the technological concept of hypertext links. Importantly, this development puts the reader, rather than the author, at the center of the paradigm made available by hypertexts. Yet "the figure of the reader in much editorial theory often remains abstract and even mystified" in modern scholarship. The story is written as a reflection diary of the interconnected memories of childhood, adolescence, and adulthood. It consists of an associated multi-modal collection of nodes includes linked text, still and moving images, manipulable images, animations, and sound clips. Forms of hypertext[edit] There are various forms of hypertext, each of which are structured differently. Below are four of the existing forms of hypertext: Axial hypertexts are the most simple in structure. They are situated along an axis in a linear style. These hypertexts have a straight path from beginning to end and are fairly easy for the reader to follow. An example of an axial hypertext is The Virtual Disappearance of Miriam. Arborescent hypertexts are more complex than the axial form. They have a branching structure which resembles a tree. These hypertexts have one beginning but many possible endings. The ending that the reader finishes on depends on their decisions whilst reading the text. This is much like gamebook novels that allow readers to choose their own ending. Networked hypertexts are more complex still than the two previous forms of hypertext. They consist of an interconnected system of nodes with no dominant axis of orientation. Unlike the arborescent form, networked hypertexts do not have any designated beginning or any designated endings. Layered hypertext consist of two layers of linked pages. Each layer is doubly linked sequentially and a page in the top layer is doubly linked with a corresponding page in the bottom layer. The top layer contains plain text, the bottom multimedia layer provides photos, sounds and video.

Chapter 9 : HYPERTEXT / HYPERMEDIA

Hypermedia means altering graphics, audios, motion pictures, textual content material, animation, hyperlinks, drawings, and so on. in hypertext kind with the help of a programming instrument or software program program.

Both are integral parts of the World Wide Web. In fact, they are at the center of everything that constitutes the internet. They are powerful tools to send readers from one place to another. Hypertext is simply a text or a phrase that links to another text. These links are references that redirect you to other web pages and these references are called hyperlinks. Almost every webpage we visit contains words or phrases that are linked to some other web pages via hyperlinks. I n simple terms, hypertexts are connected by hyperlinks which are activated upon clicking or tapping of a mouse. When you hover over a hypertext it activates the hyperlink that redirects you to access additional information on other web pages. Both are fundamental to navigating the World Wide Web. This article explains the difference between the two. Hypertext is an indexed presentation of text or chunks of text in electronic form with links to other texts. Hypertext documents connect various websites or web pages through the use of hyperlinks, which are activated when clicked or hover upon using a pointing device such as a mouse. When you click on a text that contains hyperlinks it redirects you to some other web page allowing you to access additional information regarding the subject. Hypertext is a non-linear presentation of text where the user has to go from one place to another in order to access the information in a linear fashion. The term hypertext was first coined by the renowned American philosopher and sociologist Ted Nelson in At its most basic level, hypertext lets you access an abundance of information through connected links or references. Another term hypermedia is often used in conjunction with hypertext except hypermedia is used to refer to graphics, sounds, and animations, instead of text. Web pages written in hypertext are linked throughout the World Wide Web via references. These references are called hyperlinks. Although both the terms are intertwined, hyperlinks are a fundamental part of the World Wide Web that allows users to navigate between web pages or sections of web pages. Each hyperlink is activated when clicked or hover upon with a pointing device and when it does, you are redirected to some other web page or to a particular section of the same web page. Hyperlinks simply make it easy for you to navigate between web pages. Hyperlinks are often used to access different web-based targets either directly or via a web page or the landing page. Today, almost every web page contains hyperlinks that take you somewhere else on the web. A hyperlink can take many forms such as bold texts, italic texts, drop-down menus, pictures, animations, etc. Difference between Hypertext and Hyperlink Definition of Hypertext and Hyperlink Hypertext is a non-linear presentation of text in electronic form that contains links in web pages that redirects you to other web pages. These links or references are called hyperlinks. They are links used to navigate between web pages. Hyperlink is the URL to which the hypertext directs you to. Format of Hypertext and Hyperlink Hypertext presents the non-linear text in electronic format where the content is interconnected via hyperlinks, which can refer to anything such as text, audio, graphics, pictures, etc. Unlike hypertexts, hyperlinks can take many forms. Program of Hypertext and Hyperlink Hypertext is a program that allows users to create, store, and view electronic text in a non-linear fashion. A text or a phrase can be used to link to another part of either the same document or to a different document altogether. Hyperlinks are similar to hypertexts except they use different source of media other than text. Comparison Chart Summary of Hypertext Verses Hyperlink Both hypertext and hyperlink are relatively intertwined terms that serve the most of the World Wide Web and anticipate the navigation between web pages, but they are different. While hyperlink is a link that allows users to navigate between web pages, hypertext is a simple text with link that directs users to somewhere else on the web. In computing, hypertext is a non-linear presentation of text in electronic form with links to other texts, whereas hyperlink refers to the URL to which the hypertext links to. Hypertext is text with hyperlinks, whereas hyperlink is a link that points to a whole new document or a specific portion within the same document. If you like this article or our site. Please spread the word.