Introduction

Essential Concepts

Overview

Definitions: Hypertext terminology unraveled

Links: The glue that holds hypertext together

Nodes: Units of information

Hierarchies: Structuring the nodes and links

Databases: Getting organized

Windows: Multiple views

Browsing: Exploring a hypertext system

Direct Manipulation: See and point interfaces

Indexing: Making order of the chaos

Searching: Finding something

Filters: Narrowing the search

Tours: Down the yellow brick path

Bookmarks: Electronic placemarkers

Path History: Keeping track and going back

CD-ROM: Storage for the masses

Applications

Overview

Dictionaries: Lexicographical links

Encyclopedias: Linking up knowledge

Medical Textbooks: Diagnostic tools

Product Catalogs: Let your fingers do the walking

Creative Writing: Interactive fiction

Help Systems: Context-sensitive assistance

Technical Documentation: A little or a lot

Instruction: Learning by association

Software Engineering (CASE): Glass box programming

Religious Studies: Illuminated scriptures revisited

Museum Exhibits: Please touch!

System Design Issues

Overview

Usability/User Interface: Beyond user-friendly

Displays: What you see is what you get

Performance: Faster is better

Printing: Getting it on paper

Versions: Preserving the pattern of changes

Networks: Communications across computers

Annotation: Users leave their marks

Integration: Sharing the wealth
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