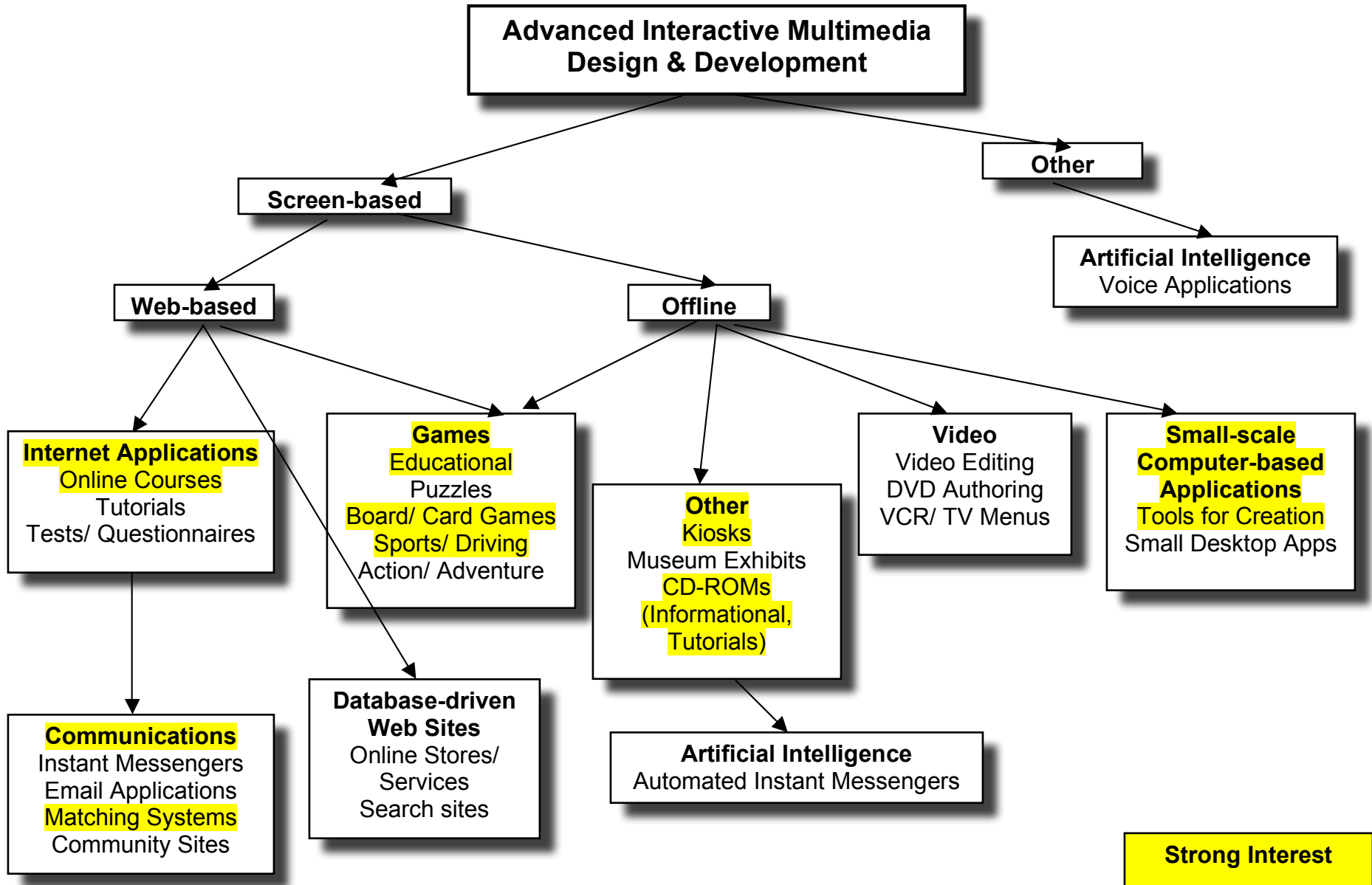


DOMAIN MAP: MY INTERESTS



Goals:

1. Design primarily for education, entertainment or information purposes
2. Let the screen transport the user out of his environment or milieu
3. Emphasize functionality and representational/ illustrative elements over pure graphic design
4. Experiment with integrating video more seamlessly with web graphics and animation instead of compartmentalizing and boxing it off
5. Experiment with greater use of sound, voice-over, and music in interactive projects