



New media, informed by traditional media, demands consideration of what is native to digital – more so than an interactive variation of an analog counterpart.

If we think of the hyperlink as a primary media technology, we can arrive at the understanding that other primary media technologies may not yet exist.

With this premise in mind I focused on developing new kinds of media and human-computer interface solutions that improve user experiences across social, education, personal and enterprise spaces.

The graph shows a quadrant of media technology territory that is natively underdeveloped – with areas that may suggest a new architecture that takes us beyond the World Wide Web.

