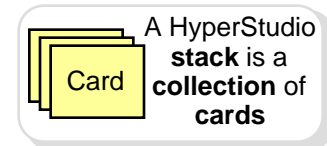


Hyper Environments

The following important concepts relate to your understanding of what makes a program like **Netscape Navigator** “hyper.” The key attribute of **hyper** environments is their **non-linear** approach to storing and retrieving data. Unlike books, for example, which are read in a linear fashion (page 1, page 2, chapter 1, chapter 2, etc.), information contained in **hyper** environments can be accessed and retrieved in a **non-linear** manner. Information contained in hyper environments are called **nodes** which are connected by **links** (see Figure 1).

- 🍏 A **node** is simply a group of data stored in one place (in stand-alone **HyperStudio stacks**, **nodes** are synonymous with **cards**). A **node** can include text, graphics, sound, and/or video. These various data can be stored separately or together in a node.



- 🍏 A **link** is the path that connects **nodes**. This allows the learner to explore **nodes** in any fashion (s)he sees fit.

Some other notable **examples** of **hyper environments** include **HyperStudio**, **HyperCard**, and **Digital Chisel**.

Thought Question

What are some potential instructional advantages and disadvantages of using hyper environments?

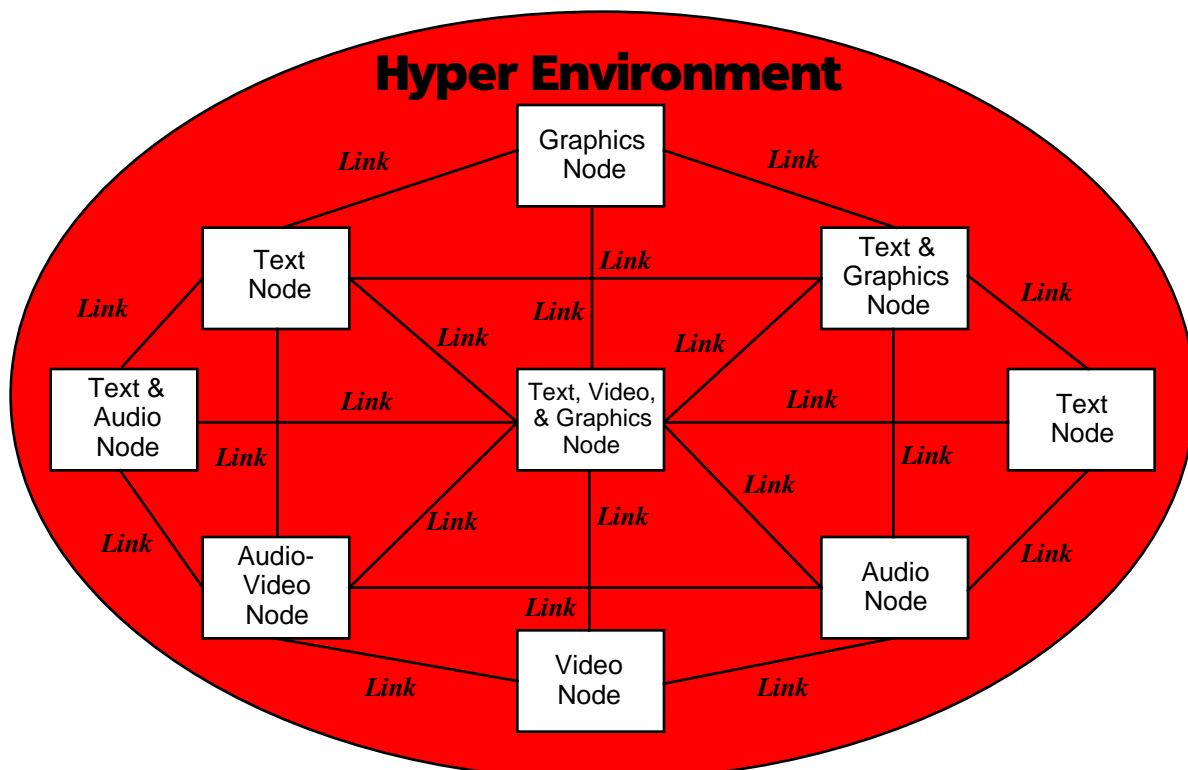


Figure 1