

e-Learning Lingo Podcast Defines “Interactive Multimedia”

Waltham, Massachusetts –June 3, 2010

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Announcer: The e-Learning Lingo Podcast.

Mary Kay Lofurno: Hello, Mary-Kay Lofurno, Marketing Director here at [SyberWorks](#). Welcome to the 139th episode of the [e-Learning Lingo Podcast Series](#). Last week, Dave Powell talked about Concept Mapping. This week, Dave defines Interactive Multimedia.

So, I ask you, do you know your e-learning lingo?

[theme music]

Mary Kay: All right, Dave. Tell us about interactive multimedia.

David Powell: Interactive multimedia refers to two way interactions between computers, users and course materials in a variety of formats. It involves direct responses to users as opposed to the one way communications that characterize television, video and other media.

Interactive multimedia sessions generally involve data text entry, mouse input, touch screens, voice commands, video capture and other real time interactions.

Mary Kay: Great information, Dave, thanks. Have a good afternoon!

Dave: You too, talk to you soon.

Mary Kay: This is Mary-Kay Lofurno, Marketing Director at SyberWorks. Thanks for listening to Episode 139 of the e-Learning Lingo Podcast. This week Dave Powell talked about interactive multimedia. The [Episode 139 Podcast audio](#) and transcript will be posted on the [e-Learning Lingo Podcast Blog](#).

Next time on the e-Learning Lingo Podcast we’ll talk about another term used in problem solving. Until that time, have a great week!

Announcer: SyberWorks Podcast. Learn any time, any place.

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