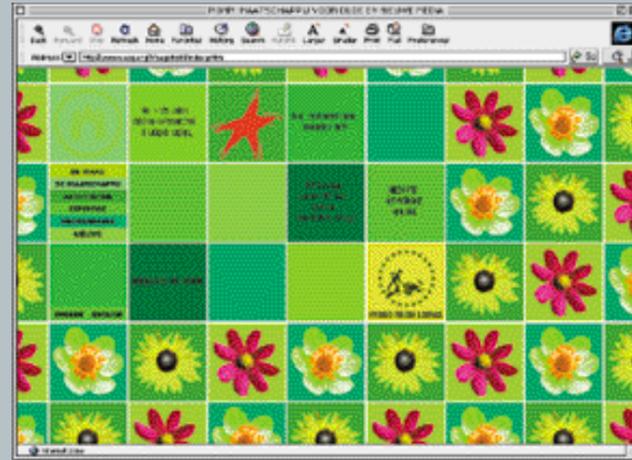
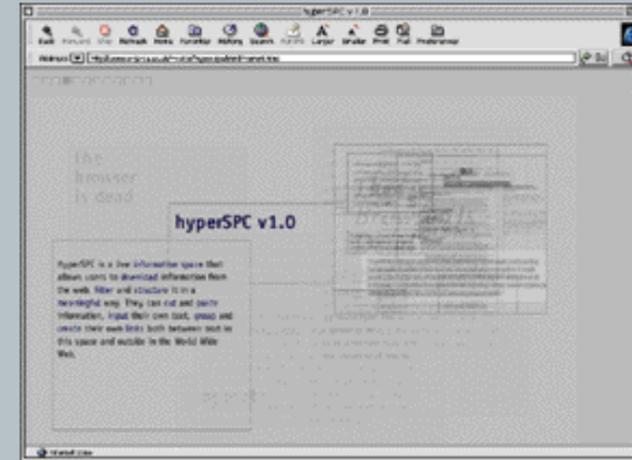




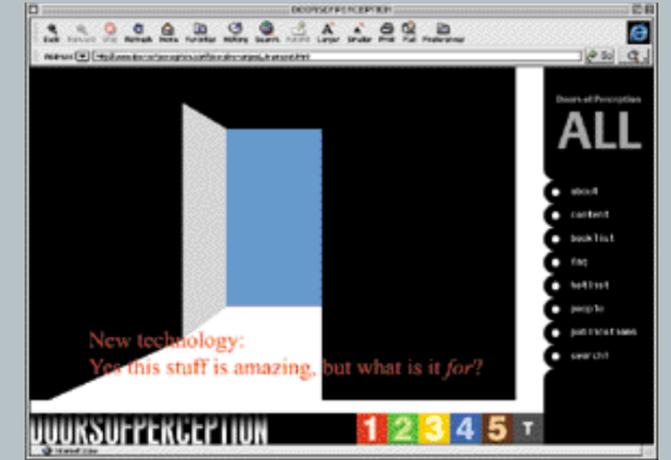
<http://www.browserday.com>



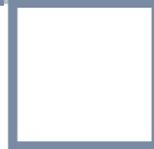
<http://www.waag.org>  
Society for Old and New Media



<http://www.crd.rca.ac.uk/~victor/hyperspc/html/frame4.html>  
3 HyperSPC



[http://www.doorsofperception.com/doors/revamped\\_frameset.html](http://www.doorsofperception.com/doors/revamped_frameset.html)  
Award) (The Webby Awards) (People's Voice



가

!

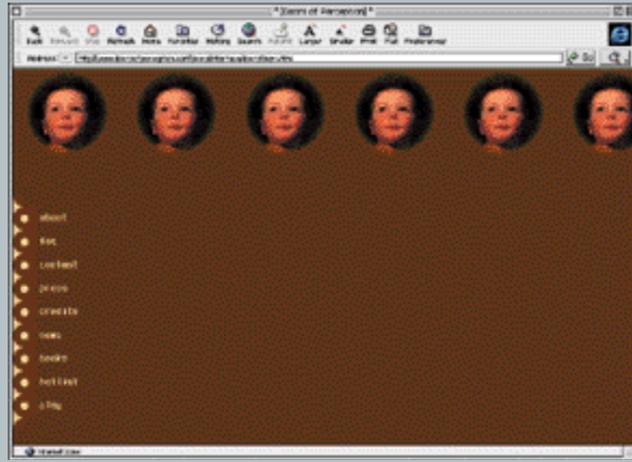
Visualize the Heaviness and Lightness of Digital Design!

(fun) 가 가  
가 ( )  
가 fun 가  
www.hell.com  
www.fun.com  
www.fun.com 'fun'  
www.totally - fun.com  
(The Totally Fun Company) ' 1998 , 36%

(e - factor) (fun)  
< 가 (The  
Entertainment Economy: How Mega - Media Forces Are Transforming Our  
Lives) > ( : Times Books, 1999)  
(Michael J. Wolf)

가 가  
가 가  
2 가  
가 가

(Browser Day) Society for Old and New Media가  
3  
가 5 19 (Royal College of Art) (Victor  
Vina가 HyperSPC (New  
York University) 13  
가 HyperSPC  
(Medialab)  
가  
. 5 19 35 가9  
(Tim Berners Lee)  
(Robert Cailliau)가



http://www.doorsofperception.com/doors/interface/doors5navi.html

5 (Play) <ID>



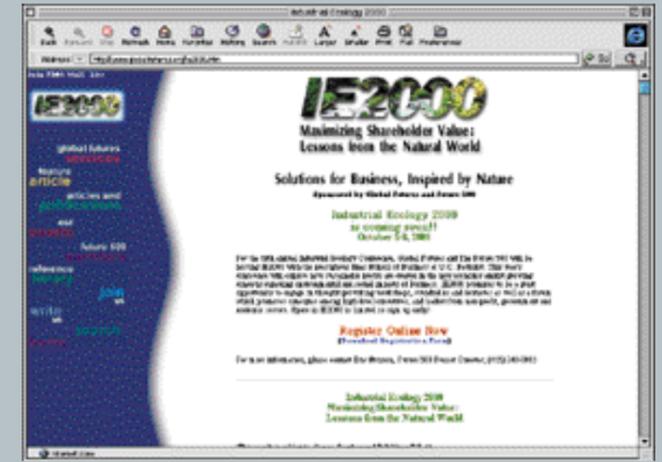
http://www.bfi.org/domes/index.htm

18 가 가 가 (Geodesic Dome) 1976 , 1994



http://www.worldgame.org/networkgame/index.html

(The World Game Institute) 1972 (NGO) 가 (BuckminsterFuller)



http://www.globalfutures.org/ie2000.htm

Industrial Ecology 2000 (Mitsubishi Electric America) Berkeley) 500' 10 5 8 (The Haas School of Business at UC

가 , 가 (Design Science) 가 (Norwegian School of Management) 가 (Ken Friedman) 가 (National Institute of DesignAhmedabad) 가 (DoorsEast) 10 가 (Doors of Perception, ) 가 가 (Doors of Perception Foundation) 10 가 (Marshall McLuhan) (R.U.Sirius) 가 “ (R.Buckminster Fuller) 가 (Interaction DesignBazaar) 가 가 (The Webby Awards) (People's Voice Award) 가 가 , 가