

Media Taxonomy

Cross Media
Fall 2020
Proff Jampol

Team 2:
Shaneen
Maria
Matt
Matthew
Jeremy

Media

(listed horizontally)

Language:

sign, physical, spoken

Body:

tattoo, piercing, makeup

Print:

magazines, newspaper,
brochure, books, billboard,
posters, paper

Design:

architecture, graphic
design, ux/ui/ packaging,
landscape, industrial

Sound:

audio, voice, music

Food:

culinary

Fashion:

fiber, textures,
accessories

Religion:

worship

Fine Art:

painting, dance, film, drawing,
photography, pottery, sculpture
jewelry, exhibitions, earthworks

Light:

Technology:

internet, software, television, virtual
reality, artificial intel, video games,
social media, website (interactive),
ux/ui,

Performance:













dance, theater,

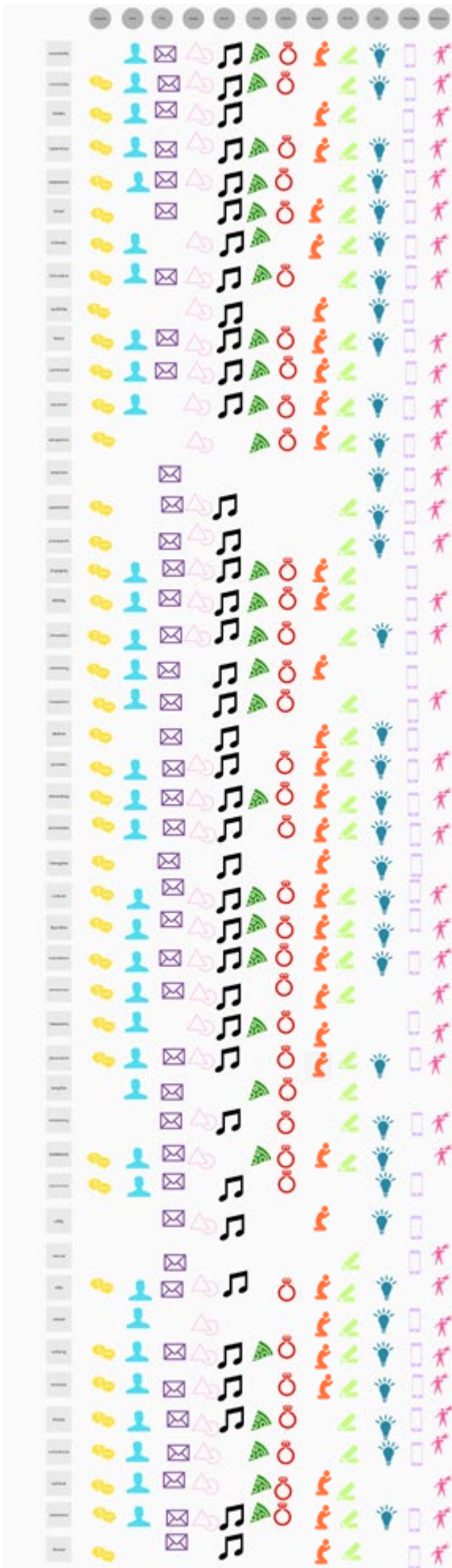
Affordances:

(listed vertically)

accessibility
connectivity
kinetic
exploratory
expressive
broad
intimate
informative
audibility
literal
communal
personal
atmospheric
irrelevant
awareness
propaganda
engaging
identifying
innovation
networking
occupational
divisive
activistic
stimulating
provocative
intangible
cultural
figurative
inspirational
permanence
interactive
persuasive
tangible
entertaining
traditional
Impermanent
utilitarian
narrow
vibe
sexual
unifying
emotive
trendy
untraditional
spiritual
relevance
illusive

Key:

-  Language
-  Body
-  Print
-  Design
-  Sound
-  Food
-  Fashion
-  Religion
-  Fine Art
-  Light
-  Technology
-  Performance



LETS WATCH A GIFFY!

THANK YOU!
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