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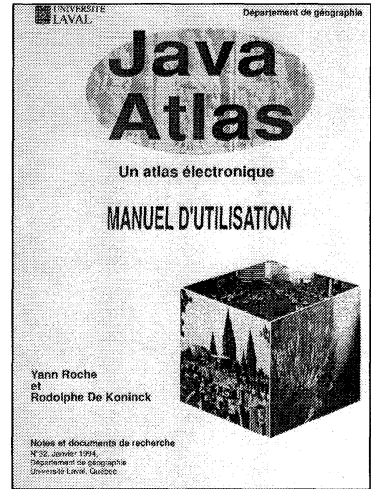
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This electronic atlas is a by-product of the research project «Getting to Know Java» and is intended to make the knowledge acquired during this project accessible to others who might be interested. The atlas uses the hypermedia concept with the HyperCard metaphor, and is developed with ALDUS SuperCard. The user has to click on buttons to navigate between topics presented on different cards. It is a run-time software for the Apple Macintosh on 3 floppy disks; it costs Can \$ 30.— as a special price.

After starting the program and passing the title card, the user comes to the introduction card where he has to choose between the two major parts of the atlas: the «Sites» with a regional approach, and the «Themes» which represents a thematic atlas structure. At the bottom of each card are navigation buttons for browsing forward and backward, for opening the lexicon and the help menu, for choosing between English and French, and for stopping the program.

The «Sites» part lets the user obtain a brief overview of the most important cities and sites of Java. By clicking in a sites' name on the map of Java, the equivalent card appears with information presented as text and excellent photographs.

The «Themes» part offers more detailed information and presentations about the nine themes : agriculture, culture, history, planning and development, population and migrations, religions, natural resources, transportation, and urban issues. Each theme contains a series of cards, and each card presents text, photographs and sometimes analytical maps of Java and Indonesia. Two themes contain interactive maps : clicking on a province causes a marker to slide to the selected location, and provides numerical data, the name of the province, and sometimes a corresponding chart juxtaposed to the map.

It is a pleasure to browse through Java. The atlas can be used intuitively without special computer skills. The user is unlikely to get lost in the hyperspace —

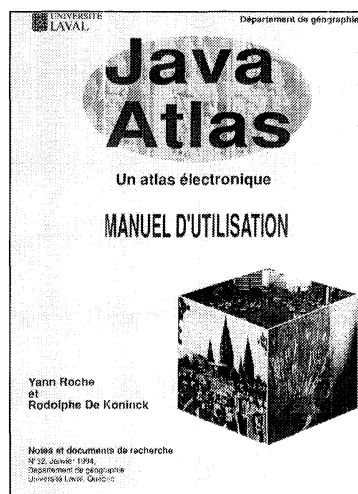
the semantic network of multimedia information — which is always a problem in complex hypermedia applications. Interactive maps with linked charts, texts and values show what an interactive thematic atlas can look like today. As the producers mention in the user's guide, the Java Atlas could easily be improved and expanded, for example with more pictures, maps, even music and videos. That would increase the amount of information content, of fun and communication success. Spoken text presented as sound or video could also reduce the amount of written text which is generally tiring to read on screens. All these options require a CD-ROM. However, the atlas could be improved simply by more programming work : the text information in both parts contains Indonesian keywords coloured pink. They are explained in the lexicon where one has to scroll to the keyword. The keywords should be linked directly to their explanations, so that by clicking the user obtains the explanation immediately. Information on cards in the regional and the thematic atlas parts could be connected directly, for example by linking a site with the transportation map.

Overall, a pleasant and modern information source for people who want to get to know Java the interactive way.

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Dans le cadre de ses *Notes et documents de recherche*, le département de géographie de l'Université Laval publie dans son numéro 32 de janvier 1994 un atlas électronique de Java, dont la réalisation a été financée conjointement par le Canada ASEAN Centre, la Fondation Asie-Pacifique du Canada, le département de géographie et la Faculté des Lettres de l'Université Laval de Québec.