

What the Mudoc Software Will Do for Readers

What will the mudoc software do -- and how will it do it?

The Mudoc Corporation's interactive movable type software will employ two new algorithms. The first, the *annotation algorithm*, is a special kind of text compression algorithm. This algorithm combines, in a single encoded character string, text that has been set in six different typographical formats (the linear typography and five mu typographies) and stores that text in a special digital format, *the mudoc digital format*. Text stored in the mudoc digital format will require little or no more storage space than text stored as conventional text strings.

The second algorithm, the *formation algorithm*, will enable the computer to read the text stored in the mudoc digital format and to display that text in any of its six typographical formats – or in any of five additional formats, the five *movie* formats. The computer's ability to read the encoded text will enable the computer-user to continually interact with the text and to have it presented in many ways that can't be done with conventionally stored text. The wide range of options in how the text is to be presented will enable each reader to optimize his or her own particular visual, aural, and cognitive capabilities when consuming any body of text.

Writers and/or the publishers will be the primary users of the annotation algorithm. Readers will be the primary users of the formation algorithm. But, because readers will be able to make many decisions normally made only by publishers, and because writers and publishers will often be either reading or assuming the role of readers, all users will be able to access and employ all facets of the software.

What kind of choices will the mudoc software offer readers when they are reading publications set in interactive movable type?

The publisher will provide both static and movie presentation specification defaults with each mudoc publication. Readers will have the option, however, of changing any of those specifications before starting to read – or while reading. Each reader will be able, if he or she chooses, to specify the typography; the type size; the typeface; the points of leading; the method of

text advance; the method of highlighting; whether visual cues and/or grids are to be employed with the text; the color and/or shades of the text images, visual cues, and grids; whether text is to be presented as visual text, aural text, or *synchrotext*; the visual or aural text presentation rate; whether the text is to be presented in static or movie displays; the length of pauses, if any, between paragraphs, sentences, and meaning units; the size of meaning units to be displayed; the manner and extent to which meaning units are to be expanded, if at all; and the other display modes demonstrated in [*The Coming Revolution in Writing and Reading*](#), an interactive movie coming soon to this website.

How will interactive movable type's flexibility and adaptability change the reading experience?

The reader will be able to change most mudoc specifications on the fly. While reading is in progress, the reader will be able (by touching a key, pointing a mouse, giving a simple voice command, etc.) to change the way the text is being presented. Each reader's ability to modify the publication while in the act of reading, to change the publication's design and presentation specifications to satisfy his or her particular and immediate needs and capabilities, however extensive or however limited those needs and capabilities may be, will make reading a very different kind of experience than that of reading passive print. The adaptation of each mudoc publication to the reader's immediate needs and desires, along with the greatly increased speed and efficiency with which the information will be assimilated, will make reading a more fulfilling, more enriching, and far more pleasurable experience for most individuals.