**Designing multimedia: Seven discourses**

Discourses in design:

1. Designing from the concept of 'interaction'
2. Designing from the point of view of learning task
3. Designing from the point of view of tools
4. Designing with reusability and efficiency: the case of learning objects
5. Designing from the point of view of high quality leaning outcomes
6. Designing strategies that scaffold learning and help
7. Designing to establish a continuity between learning task, interaction and visual representation