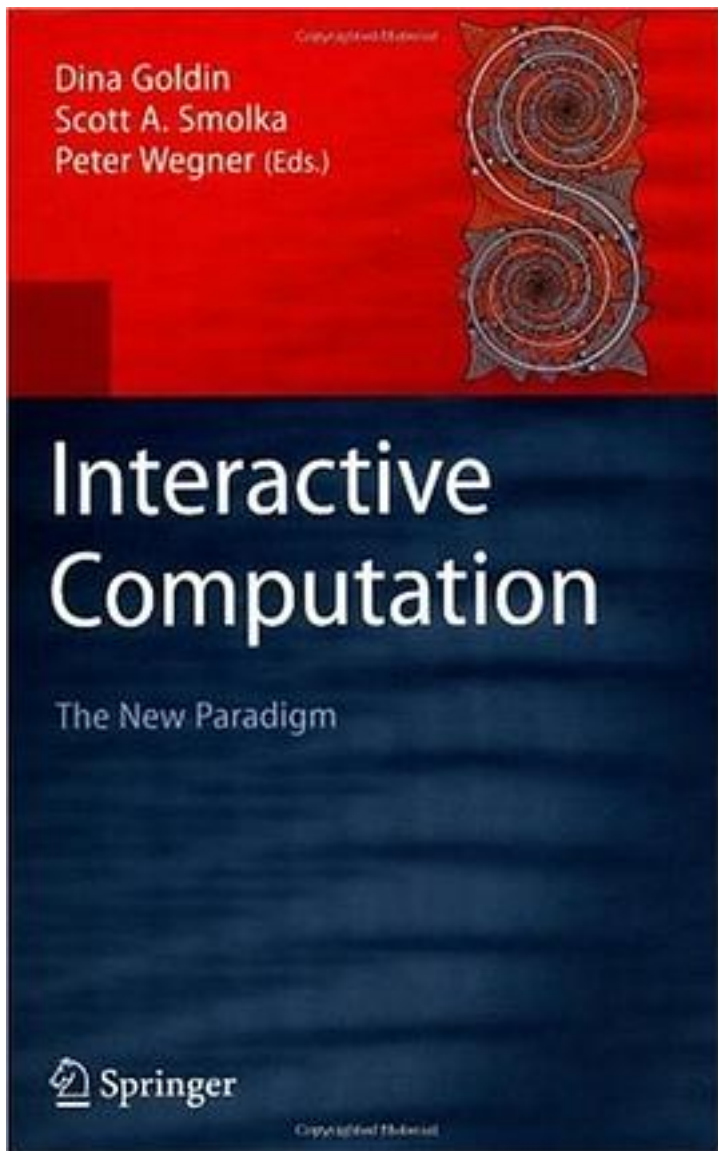# Interactive Computation

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The interaction paradigm is a new conceptualization of computational phenomena that emphasizes interaction over algorithms, reflecting the shift in technology from main-frame number-crunching to distributed intelligent networks with graphical user interfaces. The book is arranged in four sections: "Introduction," comprising three chapters that explore and summarize the fundamentals of interactive computation; "Theory" with six chapters, each discussing a specific aspect of interaction; "Applications," five chapters showing how this principle is applied in subdisciplines of computer science; and "New Directions," presenting four multidisciplinary applications. The book challenges traditional Turing machine-based answers to fundamental questions of problem solving and the scope of computation.

作者介绍:

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