Typographie

für die Medieninformatik

Typeface Schriftart

& Font-Family Schriftfamilie

Serif

Sans-Serif

Monospace

Serif

Sans-Serif

Monospace

Typography Definition & Terms

Typographer, Nick Sherman, once used a great analogy to explain the differences between the terms "typeface" and "font." He suggested comparing these typography terms to the musical terms "song" and "mp3." When you're explaining how much you enjoy a particular tune, you say, "I love this song!" You wouldn't say, "I love this mp3!" The song is the work of art, whereas an mp3 file is just the delivery mechanism.

The same rules apply in typography. You should use the word "typeface" when describing the creative work (i.e., what you see). This is a more abstract design term used when referring to the way a specific collection looks or feels. For example, Helvetica is a typeface.

If you're describing the physical embodiment of the collection of letters and characters, you should use the term "font." It refers to what you use -- whether that's a file on your computer or a case full of metal letters. This is the tangible representation of that collection of letters and characters. For example, Helvetica Bold and Helvetica Light Oblique are fonts.

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Emotionen

& Ergonomie

konsistent

kreativ

strukturiert

modern

lebendig

konsequent

dynamisch

– Medieninformatik —

konsistent

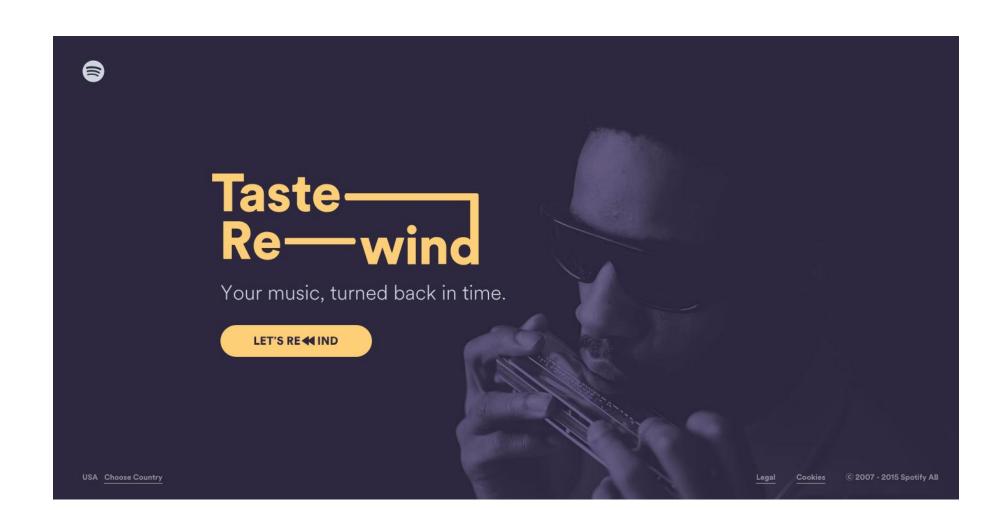
kreativ

modern

strukturiert konsequent

Lebendia

dynamisch



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Quellen

awwwards.com

hubspot.com

howdesign.com

"Systematisches Design" – Cyrus Dominik Khazaeli