# New Media

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With the rapid growth of the Internet, multimedia applications touch every aspect of daily life.

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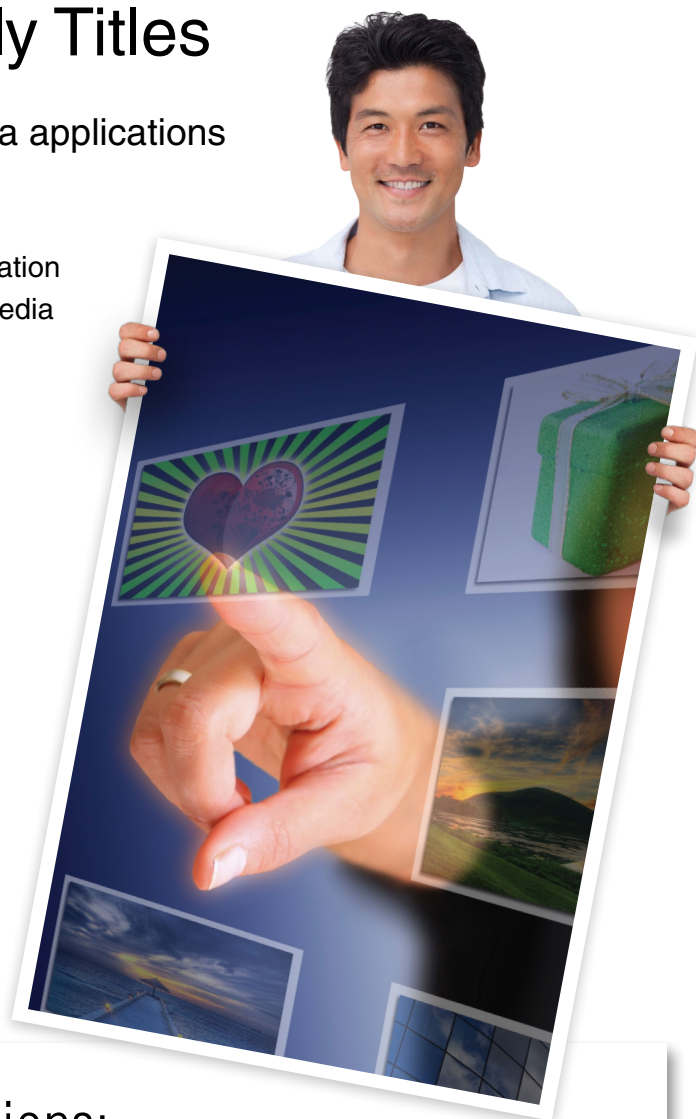
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## Understanding the Interactive Digital Media Marketplace: Frameworks, Platforms, Communities and Issues

Ravi S. Sharma (Nanyang Technological University, Singapore), et al.
ISBN: 978-1-61350-147-4; © 2012; 386 pp.

The research seeks to discover usable business models, technology platforms, market strategies, and policy frameworks for the emerging global digital economy.

## Media in the Ubiquitous Era: Ambient, Social and Gaming Media

Artur Lugmayr (Tampere University of Technology, Finland), et al.
ISBN: 978-1-60960-774-6; © 2012; 346 pp.

Focuses on the definition of ambient and ubiquitous media from a cross-disciplinary viewpoint. It is unique in the sense that it does not only cover the field of commerce, but also science, research, and citizens.

## Multiple Sensorial Media Advances and Applications: New Developments in MulSeMedia

George Ghinea (Brunel University, UK), et al.
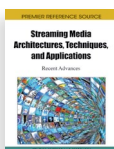ISBN: 978-1-60960-821-7; © 2012; 344 pp.

Provides a comprehensive compilation of knowledge covering state-of-the-art developments and research, as well as current innovative activities in MulSeMedia.

## Streaming Media Delivery in Higher Education: Methods and Outcomes

Charles Wankel (St. Johns University, USA), et al.
ISBN: 978-1-60960-800-2; © 2011; 359 pp.

This book is both a snapshot of streaming media in higher education as it is today and a window into the many developments already underway. In some cases, it is a forecast of areas yet to be developed.

## Interactive Media Use and Youth: Learning, Knowledge Exchange and Behavior

Elza Dunkels (Umea University, Sweden), et al.
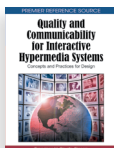ISBN: 978-1-60960-206-2; © 2011; 318 pp.

Provides perspectives on quantitative and descriptive studies, what goes on in the contemporary media landscape, and pedagogical research on formal and non-formal learning strategies.

## Youth Culture and Net Culture: Online Social Practices

Elza Dunkels (Umea University, Sweden), et al.
ISBN: 978-1-60960-209-3; © 2011; 472 pp.

Aims to engage the complex relationship between technology and youth culture, while outlining the details of various online social activities. It focuses on generational aspects of online social practices, as well as other facets, such as gender and social class.

## Streaming Media Architectures, Techniques, and Applications: Recent Advances

Ce Zhu (Nanyang Technological University, Singapore), et al.
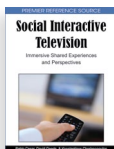ISBN: 978-1-61692-831-5; © 2011; 502 pp.

Spans a number of interdependent and emerging topics in streaming media, as it is a cross-disciplinary subject that involves information theory, signal processing, communication, and networking.

## Advanced Techniques in Multimedia Watermarking: Image, Video and Audio Applications

Ali Mohammad Al-Haj (Princess Sumaya University of Technology, USA)
ISBN: 978-1-61520-903-3; © 2010; 566 pp.

Introduces readers to state-of-the-art research in multimedia watermarking. Covering new advancements in digital image watermarking and techniques for implementation and optimization across different media.

## Quality and Communicability for Interactive Hypermedia Systems: Concepts and Practices for Design

Francisco V. Cipolla-Ficarra (Alaipo, Italy)
ISBN: 978-1-61520-763-3; © 2010; 324 pp.

Fills an important gap in presenting research by illustrating the importance of communicability in modern technological advancements.

## Interactive Whiteboards for Education: Theory, Research and Practice

Michael Thomas (Nagoya University of Commerce and Business, Japan), et al.
ISBN: 978-1-61520-715-2; © 2010; 404 pp.

Emphasizes the importance of professional development, credible educational research, and dialogue between teachers, administrators, policymakers, and learners.

## Social Interactive Television: Immersive Shared Experiences and Perspectives

Pablo Cesar (CWI, The Netherlands), et al.
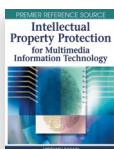ISBN: 978-1-60566-656-3; © 2009; 362 pp.

Combines academic and industry research to provide the first publication of its kind to discuss the future emergence of experiences and services through interactive television. the topic.

## Handbook of Research on Mobile Multimedia, Second Edition (2 Vols.)

Ismail Khalil Ibrahim (Johannes Kepler University Linz, Austria)
ISBN: 978-1-60566-046-2; © 2009; 1154 pp.

Provides researchers, academicians, and learners worldwide with timely, cutting-edge research in the field of mobile multimedia.

## Interactive Web-Based Virtual Reality with Java 3D

Chi Chung Ko (National University of Singapore, Singapore)
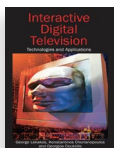ISBN: 978-1-59904-789-8; © 2009; 492 pp.

Provides both advanced and novice programmers with comprehensive, detailed coverage of all of the important issues in Java 3D. It delivers illustrations of essential keywords, syntax, and methods to provide an easy-to-read learning experience for the reader.

## Handbook of Research on Digital Information Technologies: Innovations, Methods, and Ethical Issues

Thomas Hansson (University of Southern Denmark)
ISBN: 978-1-59904-970-0; © 2008; 513 pp.

Compiles information on the current state of best techniques and practices with a full spectrum of successful designs, defined as communicative relation-building solutions.

## Intellectual Property Protection for Multimedia Information Technology

Hideyasu Sasaki (Ritsumeikan University, Japan)
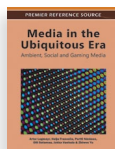ISBN: 978-1-59904-762-1; © 2008; 482 pp.

Provides thorough coverage of the full range of issues surrounding multimedia intellectual property protection and its proper solutions from institutional, technical, and legal perspectives.

## Mobile Multimedia Communications: Concepts, Applications, and Challenges

Gour Karmakar (Monash University, Australia)
ISBN: 978-1-59140-766-9; © 2008; 420 pp.

Captures defining research on all aspects and implications of the accelerated progress of mobile multimedia technologies.

## Interactive Digital Television: Technologies and Applications

George Lekakos (Athens University of Economics and Business, Greece), et al.
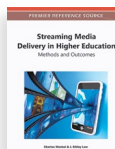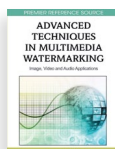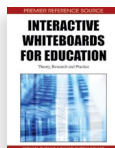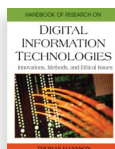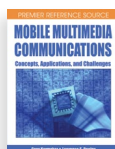ISBN: 978-1-59904-361-6; © 2007; 300 pp.

This book focuses on analyzing concepts, research issues, and methodological approaches, presenting existing solutions such as systems and prototypes for researchers, academicians, scholars, professionals, and practitioners.

## Digital Multimedia Perception and Design

Gheorghita Ghinea (Brunel University, UK), et al.
ISBN: 978-1-59140-860-4; © 2006; 318 pp.

Provides a well-rounded synopsis of the state-of-the-art technologies in perceptual-based multimedia design.