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Multi-Platform Advertising Strategies in the Global Marketplace Yang, Kenneth C. C., 2017-12-01 In today’s multi-platform ecosystem, marketers rely on advertisements that can be accessed across multiple digital platforms to enhance audience engagement and outreach. Advertisers are exploring the global impacts of social and mobile media as part of this integrated approach. Multi-Platform Advertising Strategies in the Global Marketplace examines the international diffusion of multi-platform advertising communication practices in an increasingly globalized economy. Featuring coverage on relevant areas including cross-media, digital marketing, and consumer behavior, this extensive publication is suitable for researchers, marketers, advertisers, and business professionals interested in the global impacts of multi-platform media on the advertising industry.

Implications and Impacts of eSports on Business and Society: Emerging Research and Opportunities Finch, David J., O'Reilly, Norm, Abeza, Gashaw, Clark, Brad, Legg, David, 2019-10-25 The global gaming market, due to numerous technological advancements in social media networking and live-streaming video, has exploded in recent years. However, this newly acquired popularity has left many industry professionals pondering a difficult enigma: How does this affect the professional world? Implications and Impacts of eSports on Business and Society: Emerging Research and Opportunities provides innovative research exploring the immersion of competitive electronic sports and applications within global marketing, business, and society. Featuring coverage on a broad range of topics such as social networking, sponsorship branding, and risk management, this book is ideally designed for sports and entertainment practitioners, communications professionals, marketers, business consultants, researchers, professionals, and students seeking current research on potential business opportunities in the eSports industry.

Culture and Tourism in a Smart, Globalized, and Sustainable World Vicky Katsoni, Ciná van Zyl, 2021-06-21 This book gathers the proceedings of the 7th International Conference, with the theme “Culture and Tourism in a Smart, Globalized and Sustainable World,” held on Hydra Island, Greece, on June 17-19, 2020, published with the support of the International Association of Cultural and Digital Tourism. Highlighting the contributions made by numerous writers to the advancement of tourism research, this book presents a critical academic discourse on sustainable practices in the smart tourism context, improving readers’ understanding of, and stimulating future debates in, this critical area. In addition to the
knowledge economy and the concept of smart destinations, the book addresses new modes of tourism management and development, as well as emerging technologies, including location-based services, the Internet of things, smart cities, mobile services, gamification, digital collections and the virtual visitor, social media, social networking, and augmented reality.

*Rethinking Virtual Places* Erik M. Champion, 2021-11-30 How would the humanities change if we grappled with the ways in which digital and virtual places are designed, experienced, and critiqued? In *Rethinking Virtual Places*, Erik Malcolm Champion draws from the fields of computational sciences and other place-related disciplines to argue for a more central role for virtual space in the humanities. For instance, recent developments in neuroscience could improve our understanding of how people experience, store, and recollect place-related encounters. Similarly, game mechanics using virtual place design might make digital environments more engaging and learning content more powerful and salient. In addition, Champion provides a brief introduction to new and emerging software and devices and explains how they help, hinder, or replace our traditional means of designing and exploring places. Perfect for humanities scholars fascinated by the potential of virtual space, *Rethinking Virtual Places* challenges both traditional and recent evaluation methods to address the complicated problem of understanding how people evaluate and engage with the notion of place.

*Challenges and Opportunities in Global Approaches to Education* Neimann, Theresa D., Stelson, Uta M., 2019-09-27 In order to develop student competencies in K-12 and Higher Education environments, evidence-based tools and concepts are essential in ensuring the development of student skills and proficiencies. Evidence-based pedagogical practices leading to student learning preferences culturally and internationally are essential to educational success. *Challenges and Opportunities in Global Approaches to Education* is an essential research publication that provides evidence-based tools and concepts to develop student competencies in the K-20 environment. Chapters in the monograph cover topics in a theoretical context such as how technology, online learning, and culture inform evidence-based development of student competencies. This book is essential for curriculum teachers, designers, instructional designers, administrators, professionals, researchers, academicians, and students concerned with the management of expertise, knowledge, information, and organizational development in different types of educational communities and environments.

*Ethics and Sustainability in Digital Cultures* Thomas Taro Lennerfors, Kiyoshi Murata, 2023-10-09 Digital technologies, now ubiquitous around the world, can promote positive values, as well as support those that are less socially acceptable. To better understand such technologies’ impact on ethics and sustainability, this book situates digital technologies within a cultural context, arguing that the technology is received differently in different cultural contexts. The book contains chapters on state-of-the-art digital technologies such as artificial intelligence from various countries including Japan and Sweden to highlight the multifarious ways in which ethical and sustainability issues are being manifested in certain cultural contexts. The book contributes to furthering understandings on the similarities and differences between digital technology
implementations in different cultures, promoting a cross-cultural dialogue on desired values and how they are promoted or downplayed by such technologies. The book is divided into two parts: the former focuses on how individuals relate to new digital technologies, and the latter focuses on those who develop digital technologies. The book targets scholars, businesspeople and policymakers interested in the interconnection between digital technologies, ethics and sustainability from various cultural viewpoints. It provides new case studies on a range of digital technologies and discussions about digital technology implementations in cultural contexts.

*Entertainment Computing – ICEC 2017* Nagisa Munekata, Itsuki Kunita, Junichi Hoshino, 2017-08-23 This book constitutes the refereed proceedings of the 16th International Conference on Entertainment Computing, ICEC 2017, held in Tsukuba City, Japan, in September 2017. The 16 full papers, 13 short papers, and 2 posters presented were carefully reviewed and selected from 46 submissions.

*Human-Computer Interaction. Interaction Contexts* Masaaki Kurosu, 2017-06-28 The two-volume set LNCS 10271 and 10272 constitutes the refereed proceedings of the 19th International Conference on Human-Computer Interaction, HCII 2017, held in Vancouver, BC, Canada, in July 2017. The total of 1228 papers presented at the 15 colocated HCII 2017 conferences was carefully reviewed and selected from 4340 submissions. The papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. They cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The papers included in this volume cover the following topics: games in HCI; mobile and wearable interaction; HCI, children and learning; and HCI in complex human environments.

*Computer-Assisted Language Learning: Concepts, Methodologies, Tools, and Applications* Management Association, Information Resources, 2019-01-04 In a diverse society, the ability to cross communication barriers is critical to the success of any individual personally, professionally, and academically. With the constant acceleration of course programs and technology, educators are continually being challenged to develop and implement creative methods for engaging English-speaking and non-English-speaking learners. Computer-Assisted Language Learning: Concepts, Methodologies, Tools, and Applications is a vital reference source that examines the relationship between language education and technology and the potential for curriculum enhancements through the use of mobile technologies, flipped instruction, and language-learning software. This multi-volume book is geared toward educators, researchers, academics, linguists, and upper-level students seeking relevant research on the improvement of language education through the use of technology.

*The Video Games Textbook* Brian J. Wardyga, 2023-06-13 The Video Games Textbook takes the history of video games to the next level. Coverage includes every major video game console, handheld system, and game-changing personal computer, as well as a look at the business, technology, and people behind the games. Chapters feature objectives and key
terms, illustrative timelines, color images, and graphs in addition to the technical specifications and key titles for each platform. Every chapter is a journey into a different segment of gaming, where readers emerge with a clear picture of how video games evolved, why the platforms succeeded or failed, and the impact they had on the industry and culture. Written to capture the attention and interest of students from around the world, this newly revised Second Edition also serves as a go-to handbook for any video game enthusiast. This edition features new content in every chapter, including color timelines, sections on color theory and lighting, the NEC PC-98 series, MSX series, Amstrad CPC, Sinclair ZX Spectrum, Milton Bradley Microvision, Nintendo Game & Watch, gender issues, PEGI and CERO rating systems, and new Pro Files and quiz questions, plus expanded coverage on PC and mobile gaming, virtual reality, Valve Steam Deck, Nintendo Switch, Xbox Series X|S, and PlayStation 5. Key Features Explores the history, business, and technology of video games, including social, political, and economic motivations Facilitates learning with clear objectives, key terms, illustrative timelines, color images, tables, and graphs Highlights the technical specifications and key titles of all major game consoles, handhelds, personal computers, and mobile platforms Reinforces material with market summaries and reviews of breakthroughs and trends, as well as end-of-chapter activities and quizzes

Advances in The Human Side of Service Engineering  
Louis E. Freund, Wojciech Cellary, 2017-06-16  
This book explores the different ways in which human-factors engineering influences organizations’ and enterprises’ well-being and competitiveness. It covers a wealth of interrelated topics such as service engineering, service science, human–computer interaction, service usability, attitude and opinion assessment, servicescape design and evaluation, and training for service delivery. Further topics include service systems modeling, anthropology in service science, and customer experience, as well as ethical issues and the impact of an aging society. Based on the AHFE 2017 International Conference on The Human Side of Service Engineering, held on July 17–21, 2017, in Los Angeles, California, USA, the book provides readers with a comprehensive, general view of current research and challenges in the important field of service engineering. It also provides practical insights into the development of services for different kinds of organizations, including health care organizations, aviation providers, manpower allocation, hospitality and entertainment, as well as banking and financial institutions.

De Gruyter Handbook of Media Economics  
Ulrike Rohn, M. Bjørn Rimscha, Tim Raats, 2024-05-20  
The handbook presents key contributions from scholars worldwide, providing a comprehensive exploration of current trends in media industries from diverse perspectives. Within the framework of understanding contemporary and future trajectories in media markets and industries, the volume delves into their influence on media organization and delivery, along with broader societal and market implications. Encompassing research at the crossroads of economics, management, political economy, and production studies, the handbook emphasizes the necessity for a robust interdisciplinary dialogue. Beyond scrutinizing
present and forthcoming industry developments, the handbook addresses pivotal issues pertaining to media economics research methods and pedagogy. It serves as a valuable resource for scholars, students, and media professionals, providing insights into media economics as an academic field and delving into the multifaceted dynamics that shape the media landscape. Doing this, it contributes to the ongoing discourse on the evolving nature of media markets and their profound impact on society.

**Cognitive and Personality Variables in the Development of Behavioral Addictions in Adolescence and Emerging Adulthood** Alessia Passanisi, Luca Milani, Ugo Pace, Adriano Schimmenti, 2022-05-03

**Online Engineering & Internet of Things** Michael E. Auer, Danilo G. Zutin, 2017-09-14 This book discusses online engineering and virtual instrumentation, typical working areas for today’s engineers and inseparably connected with areas such as Internet of Things, cyber-physical systems, collaborative networks and grids, cyber cloud technologies, and service architectures, to name just a few. It presents the outcomes of the 14th International Conference on Remote Engineering and Virtual Instrumentation (REV2017), held at Columbia University in New York from 15 to 17 March 2017. The conference addressed fundamentals, applications and experiences in the field of online engineering and virtual instrumentation in the light of growing interest in and need for teleworking, remote services and collaborative working environments as a result of the globalization of education. The book also discusses guidelines for education in university-level courses for these topics.

**Understanding Collaborative Consumption** Pia A. Albinsson, B. Y. Perera, Stephanie J. Lawson, 2024-04-12 This dynamic book explores the importance of collaborative consumption, which is particularly relevant at a time when the sharing economy has established itself as part of the mainstream market. Nearly 40 expert scholars across the globe go beyond the existing literature to investigate understudied community efforts and spaces, including innovative topics such as hand-me-downs and coworking.

**Research Ethics in the Digital Age** Farina Madita Dobrick, Jana Fischer, Lutz M. Hagen, 2017-12-08 The book discusses the multiple issues of a digital research ethic in its interdisciplinary diversity. Digitization and mediatization alter social behavior and cultural traditions, thereby generating new objects of study and new research questions for the social sciences and humanities. Furthermore, mediatization and digitization increase the data volume and accessibility of (quantitative) research and proliferate methodological opportunities for scientific analyses. Hence, they profoundly affect research practices in multiple ways. While consequences concerning the subjects, objects, and addressees of research in the social sciences and humanities have rarely been reflected upon, this reflection lies at the center of the book.

**Cool High-Tech Jobs** Richard Spilsbury, 2017-08-25 Behind every high-flying drone, brainy robot and thrilling video game is somebody who made it work! Learn about the exciting careers of people in high-tech jobs, including roboticists, video game designers, virtual reality engineers, and mobile phone designers. Discover the requirements needed for these jobs, the
jobs' daily aspects and what motivates workers to keep pushing these technology fields to their limits.


**Vocational Teacher Education in Central Asia** Jens Drummer, Gafurjon Hakimov, Mamatair Joldoshov, Thomas Köhler, Svetlana Udartseva, 2018-03-06 This book is open access under a CC-BY license. The volume presents papers on vocational education, project-based learning and science didactic approaches, illustrating with sample cases, and with a special focus on Central Asian states. Thematically embedded in the area of Technical Vocational Education and Training (TVET), the book examines the following main topics: project-based learning (PBL), specific didactics with a linkage to food technologies and laboratory didactics, media and new technologies in TVET, evaluation of competencies including aspects of measurement, examination issues, and labour market and private sector issues in TVET, and research methods with a focus on empirical research and the role of scientific networks. It presents outcomes from TVET programmes at various universities, colleges, and teacher training institutes in Central Asia.

**Research Anthology on Agile Software, Software Development, and Testing** Management Association, Information Resources, 2021-11-26 Software development continues to be an ever-evolving field as organizations require new and innovative programs that can be implemented to make processes more efficient, productive, and cost-effective. Agile practices particularly have shown great benefits for improving the effectiveness of software development and its maintenance due to their ability to adapt to change. It is integral to remain up to date with the most emerging tactics and techniques involved in the development of new and innovative software. The Research Anthology on Agile Software, Software Development, and Testing is a comprehensive resource on the emerging trends of software development and testing. This text discusses the newest developments in agile software and its usage spanning multiple industries. Featuring a collection of insights from diverse authors, this research anthology offers international perspectives on agile software. Covering topics such as global software engineering, knowledge management, and product development, this comprehensive resource is valuable to software developers, software engineers, computer engineers, IT directors, students, managers, faculty, researchers, and academicians.

**Whispering the Techniques of Language: An Mental Quest through 2016 Global Games Market Report**

In a digitally-driven world where monitors reign great and quick transmission drowns out the subtleties of language, the profound secrets and mental nuances concealed within words frequently get unheard. However, located within the pages of
2016 Global Games Market Report a fascinating fictional treasure sporting with natural feelings, lies a fantastic journey waiting to be undertaken. Composed by an experienced wordsmith, that enchanting opus attracts viewers on an introspective journey, gently unraveling the veiled truths and profound affect resonating within the very material of each word. Within the mental depths with this emotional review, we shall embark upon a genuine exploration of the book is key styles, dissect its charming publishing fashion, and succumb to the powerful resonance it evokes strong within the recesses of readers hearts.


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