

Getglue

Gabe Zichermann,Christopher Cunningham

Social TV Mike Proulx, Stacey Shepatin, 2012-01-26 The Internet didn't kill TV! It has become its best friend. Americans are watching more television than ever before, and we're engaging online at the same time we're tuning in. Social media has created a new and powerful "backchannel", fueling the renaissance of live broadcasts. Mobile and tablet devices allow us to watch and experience television whenever and wherever we want. And "connected TVs" blend web and television content into a unified big screen experience bringing us back into our living rooms. Social TV examines the changing (and complex) television landscape and helps brands navigate its many emerging and exciting marketing and advertising opportunities. Social TV topics include: Leveraging the "second screen" to drive synched and deeper brand engagement Using social ratings analytics tools to find and target lean-forward audiences Aligning brand messaging to content as it travels time-shifted across devices Determining the best strategy to approach marketing via connected TVs Employing addressable TV advertising to maximize content relevancy Testing and learning from the most cutting-edge emerging TV innovations The rise of one technology doesn't always mean the end of another. Discover how this convergence has created new marketing opportunities for your brand.

Social TV Cory Barker, 2022-06-27 Winner of the 2023 SCMS Media Industries Scholarly Interest Group Outstanding Book Award sponsored by the Center for Entertainment & Media Industries On March 15, 2011, Donald Trump changed television forever. The Comedy Central Roast of Trump was the first major live broadcast to place a hashtag in the corner of the screen to encourage real-time reactions on Twitter, generating more than 25,000 tweets and making the broadcast the most-watched Roast in Comedy Central history. The #trumproast initiative personified the media and tech industries' utopian vision for a multi-screen and communal live TV experience. In *Social TV: Multi-Screen Content and Ephemeral Culture*, author Cory Barker reveals how the US television industry promised—but failed to deliver—a social media revolution in the 2010s to combat the imminent threat of on-demand streaming video. Barker examines the rise and fall of Social TV across press coverage, corporate documents, and an array of digital ephemera. He demonstrates that, despite the talk of disruption, the movement merely aimed to exploit social media to reinforce the value of live TV in the modern attention economy. Case studies from broadcast networks to tech start-ups uncover a persistent focus on community that aimed to monetize consumer behavior in a transitional industry period. To trace these unfulfilled promises and flopped ideas, Barker draws upon a unique mix of personal Social TV experiences and curated archives of material that were intentionally marginalized amid pivots to the next big thing. Yet in placing this now-forgotten material in recent historical context, *Social TV* shows how the era altered how the industry pursues audiences. Multi-screen campaigns have shifted away from a focus on live TV and toward all-day "content" streams. The legacy of Social TV, then, is the further embedding of media and promotional material onto every screen and into every moment of life.

Television and the Second Screen James Blake, 2016-11-10 Television is changing almost beyond recognition. In the battle for consumers, social media sites, smart phones and tablets have become rivals to traditional linear TV. However, audiences and producers are also embracing mobile platforms to enhance TV viewing itself. This book examines the emerging phenomenon of the second screen: where users are increasingly engaging with content on two screens concurrently. The practice is transforming television into an interactive, participatory and social experience. James Blake examines interactive television from three crucial angles: audience motivation and agency, advances in TV production and the monetisation of second screen content. He also tracks its evolution by bringing together interviews with more than 25 television industry professionals - across the major UK channels - including commissioning editors, digital directors, producers and advertising executives. These reveal the successes and failures of recent experiments and the innovations in second screen projects. As the second screen becomes second nature for viewers and producers, the risks and opportunities for the future of television are slowly beginning to emerge. *Television and the Second Screen* will offer students and scholars of television theory, industry professionals and anyone with an abiding interest in television and technology, an accessible and illuminating guide to this important cultural shift.

Billboard, 2011-01-08 In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends.

Professional Mobile Application Development Jeff McWherter, Scott Gowell, 2012-08-16 Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development

Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap Zeroes in on topics such as developing applications for Android, IOS, Windows Phone 7, and Blackberry

Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle.

Doing Data Science Cathy O'Neil,Rachel Schutt,2013-10-09 A guide to the usefulness of data science covers such topics as algorithms, logistic regression, financial modeling, data visualization, and data engineering.

Data Scientist Diploma (master's level) - City of London College of Economics - 6 months - 100% online / self-paced City of London College of Economics, Overview This diploma course covers all aspects you need to know to become a successful Data Scientist. Content - Getting Started with Data Science - Data Analytic Thinking - Business Problems and Data Science Solutions - Introduction to Predictive Modeling: From Correlation to Supervised Segmentation - Fitting a Model to Data - Overfitting and Its Avoidance - Similarity, Neighbors, and Clusters Decision Analytic Thinking I: What Is a Good Model? - Visualizing Model Performance - Evidence and Probabilities - Representing and Mining Text - Decision Analytic Thinking II: Toward Analytical Engineering - Other Data Science Tasks and Techniques - Data Science and Business Strategy - Machine Learning: Learning from Data with Your Machine. - And much more Duration 6 months Assessment The assessment will take place on the basis of one assignment at the end of the course. Tell us when you feel ready to take the exam and we'll send you the assignment questions. Study material The study material will be provided in separate files by email / download link.

Cross-Cultural Design. Methods, Practice, and Case Studies P.L.Patrick Rau,2013-07-01 This is the first part of the two-volume set (LNCS 8023-8024) that constitutes the refereed proceedings of the 5th International Conference on Cross-Cultural Design, held as part of the 15th International Conference on Human-Computer Interaction, HCII 2013, held in Las Vegas, USA in July 2013, jointly with 12 other thematically similar conferences. The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. This two-volume set contains 113 papers. The papers in this volume focus on the following topics: cross-cultural product design, cross-cultural design methods and techniques, international usability evaluation, and case studies in cross-cultural design.

Into the Looking Glass Sarah Clarke Stuart,2011 Into the Looking Glass, an analytical guide for Fringe viewers and science fiction fans in general, explores the influence of these traditions on Fringe. It also reveals how the show reflects - and sometimes critiques - the society from which it emerges. Along with many other post-9/11 television shows, Fringe has demonstrated the West's collective paranoia about foreign invaders and domestic corruption. It also lays bare the spread of radical advances in technology and urges its viewers to ponder the ethical limitations of science.

Digital Media and Wireless Communications in Developing Nations Megh R. Goyal,Emmanuel Eilu,2019-09-16 Digital Media and Wireless Communication in Developing Nations: Agriculture, Education, and the Economic Sector explores how digital media and wireless communication, especially mobile phones and social media platforms, offer concrete opportunities for developing countries to transform different sectors of their economies. The volume focuses on the agricultural, economic, and education sectors. The chapter authors, mostly from Africa and India, provide a wealth of information on recent innovations, the opportunities they provide, challenges faced, and the direction of future research in digital media and wireless communication to leverage transformation in developing countries. The volume provides important research on digital media and wireless communication within the context of developing countries that will be very useful for professionals from academia, government agencies, NGOs, technologists, entrepreneurs and investors, and others.

Location Based Marketing For Dummies Aaron Strout,Mike Schneider,2011-09-06 Explains location-based services, what your campaign should contain, how to launch it, and how to measure results. Reward your customers, build their loyalty, and let them help market your business.

Gamification by Design Gabe Zichermann,Christopher Cunningham,2011-08 Provides information on creating Web and mobile applications based on the principles of game mechanics.

The Rough Guide to Social Media for Beginners Sean Mahoney,2012-07-05 If you haven't joined the social media revolution yet don't fret, there's still time! But with so much out there where do you even start? Something more than a text message, something less than a phone call, not engaging in these new types of online social messaging could mean you are missing out on the action without either friends or followers. Business, leisure and everything in-between is covered and this guide walks the uninitiated through setup to maintenance and gives you the skills to make your pages lively and relevant to the people you know or work with, and the folk you're about to meet or reach out to. The term social media covers an ever-expanding suite of apps, blogs and wikis, but this book focuses on the most popular, and personal, forms of social media: Facebook and Twitter. Significant attention is also paid to Google+, the latest direct challenge to Facebook's overwhelming dominance of social networking. Start connecting now with The Rough Guide to Social Media for Beginners.

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Social Media For Real Salih Seckin Sevinc,2014-02-03 Has Conventional Media Been Outdated? As technology develops, marketing areas and strategies change too. We evolved to sales professionals with worldwide reach from barkers trying to sell their products on pushcarts, or did we not? Everyday, we come across with unique works which create an effect that millions worth TV commercials can not. All the companies started to face this grim fact: “If you are not in social media, you don’t exist!”. The ones who say “we make the best of it, buy our product” have already been discredited. The whole world is changing its shell. And of course, there are some who stand up to this. We are living in an age that marketing is trying to wriggle itself out of the monopoly of conventional media. On the other hand, traditional values which has shaped us regain importance. Notions such as creativeness, entrepreneurship, courage are more valuable. Social media creates the opportunity of taking the fire from gods and offering it to mankind. It’s alright, but how do we do this without burning our hands? Marketing communications is a delicate matter. Especially, marketing in social media is more delicate... Brands which don’t resist shell changing and have right self-expression skills, reach people more easily. A more conscious, selective and demanding customer profile takes the place of crowds that listen to whatever you say gapingly and obey. For the very reason, while brands using social media right, honest and consciously survive, others going on with heirloom sales techniques won’t be able to go beyond being a funny video on Youtube.

On-Demand Culture Chuck Tryon,2013-07-18 The movie industry is changing rapidly, due in part to the adoption of digital technologies. Distributors now send films to theaters electronically. Consumers can purchase or rent movies instantly online and then watch them on their high-definition televisions, their laptops, or even their cell phones. Meanwhile, social media technologies allow independent filmmakers to raise money and sell their movies directly to the public. All of these changes contribute to an “on-demand culture,” a shift that is radically altering film culture and contributing to a much more personalized viewing experience. Chuck Tryon offers a compelling introduction to a world in which movies have become digital files. He navigates the complexities of digital delivery to show how new modes of access—online streaming services like YouTube or Netflix, digital downloads at iTunes, the popular Redbox DVD kiosks in grocery stores, and movie theaters offering digital projection of such 3-D movies as Avatar—are redefining how audiences obtain and consume motion picture entertainment. Tryon also tracks the reinvention of independent movies and film festivals by enterprising artists who have built their own fundraising and distribution models online. Unique in its focus on the effects of digital technologies on movie distribution, On-Demand Culture offers a corrective to address the rapid changes in the film industry now that movies are available at the click of a button.

Social Computing and Social Media Gabriele Meiselwitz,2014-05-15 This book constitutes the refereed proceedings of the 6th International Conference on Social Computing and Social Media, SCSM 2014, held as part of the 16th International Conference on Human-Computer Interaction, HCII 2014, in Heraklion, Crete, Greece in June 2014, jointly with 13 other thematically conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly 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 56 papers included in this volume are organized in topical sections on designing and evaluating social computing and social media; designing, analyzing and visualizing social networks; online communities and engagement; presence and self in social media; social media, games, gamification and entertainment.

Business Gamification For Dummies Kris Duggan,Kate Shoup,2013-02-04 The easy way to grasp and use gamification concepts in business Gamification is a modern business strategy that leverages principles from games to influence favorable customer behavior on the web in order to improve customer loyalty, engagement, and retention. Gamification can be used by any department in a company (HR, Sales, Marketing, Engineering, Support, etc.), for any web-based experience (mobile, website, retail, community, etc.). Business Gamification For Dummies explains how you can apply the principles of this strategic concept to your own business model. How gamification evolved from Farmville/Zynga and Facebook and is now something that can be applied to the work environment How to build a successful gamification program How to entice and retain customers using gamification How to drive employee behavior inside your organization Real-world illustrations of gamification at work If you're interested in learning more about this exciting and innovative business strategy, this friendly, down-to-earth guide has you covered.

The Sports Strategist Irving Rein,Ben Shields,Adam Grossman,2014 In The Sports Strategist: Developing Leaders for a High-Performance Industry, authors Irving Rein, Ben Shields, and Adam Grossman demonstrate that relying too much on winning is a losing long-term strategy for dealing with these challenges. Instead, they argue that sports organizations must focus on identifying and maximizing key factors that, unlike winning, can be controlled and shaped. By building a more well-rounded business, sports strategists will position themselves and their organizations for sustainable success in the industry. -- Inside Cover

Broadway in the Box Kelly Kessler,2020-04-01 It was as if American television audiences discovered the musical in the early 21st century. In 2009 Glee took the Fox Network and American television by storm with the unexpected unification of primetime programming, awkward teens, and powerful voices spontaneously bursting into song. After raking in the highest rating for a new show in the 2009-2010 season, Glee would continue to cultivate rabid fans, tie-in soundtracks and merchandising, and a spinoff reality competition show until its conclusion in 2015. Alongside Glee, NBC and Fox would crank up musical visibility with the nighttime drama Smash and a string of live musical productions. Then came ABC's comedic fantasy musical series Galavant and the CW's surprise Golden Globe darling Crazy Ex-Girlfriend. Television and the musical appeared to be a perfect match. But, as author Kelly Kessler illustrates, television had at that point been carrying on a sixty-year, symbiotic love affair with the musical. From Rodgers and Hammerstein's appearance on the first Toast of the Town telecast and Mary Martin's iconic Peter Pan airings to Barbra Streisand's 1960s CBS specials, The Carol Burnett Show, Cop Rock, Great Performances, and a string of one-off musical episodes of sitcoms, nighttime soaps, fantasy shows, and soap operas, television has always embraced the musical. Kessler shows how the form is written across the history of American television and how its various incarnations tell the stories of shifting American culture and changing television, film, and theatrical landscapes. She recounts and explores this rich, decades-long history by traversing musicals, stars, and sounds from film, Broadway, and Las Vegas to the small screen.

Connected Viewing Jennifer Holt,Kevin Sanson,2013-12-04 As patterns of media use become more integrated with mobile technologies and multiple screens, a new mode of viewer engagement has emerged in the form of connected viewing, which allows for an array of new relationships between audiences and media texts in the digital space. This exciting new collection brings together twelve original essays that critically engage with the socially-networked, multi-platform, and cloud-based world of today, examining the connected viewing phenomenon across television, film, video games, and social media. The result is a wide-ranging analysis of shifting business models, policy matters, technological infrastructure, new forms of user engagement, and other key trends affecting screen media in the digital era. Connected Viewing contextualizes the dramatic transformations taking place across both media industries and national contexts, and offers students and scholars alike a diverse set of methods and perspectives for studying this critical moment in media culture.

Getglue Book Review: Unveiling the Magic of Language

In an electronic era where connections and knowledge reign supreme, the enchanting power of language has are more apparent than ever. Its power to stir emotions, provoke thought, and instigate transformation is truly remarkable. This extraordinary book, aptly titled "Getglue," written by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound effect on our existence. Throughout this critique, we will delve in to the book is central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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