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Ben Forta

The Rise of Over-the-Top (OTT) Media and Implications for Media Consumption and Production Kalorth, Nithin,2024-01-24 The rapid increase in popularity of major streaming services is having a massive impact on more traditional media outlets. Over-the-Top (OTT) Media is the term given to these types of services, which bypass the traditional media sources through an internet connection. How will OTT media force traditional forms of media to adjust and adapt in order to remain relevant? The Rise of Over-the-Top (OTT) Media and Implications for Media Consumption and Production is a timely edited volume that delves into the transformative emergence of Over-the-Top (OTT) media, which is reshaping the landscape of media consumption and production. The book traces the historical roots of OTT media, establishing a contextual understanding of its rapid rise and impact on the industry. Analyzing the complex web of business models and revenue streams in the OTT industry, the publication sheds light on the competitive dynamics, the entry of new players, and the subsequent effects on traditional media companies. It offers a fresh perspective, recognizing OTT media as a distinct and transformative medium, different from conventional film and television studies. Navigating the myriad aspects of OTT media, the book examines market trends and dynamics, showcasing the intricate technological infrastructure of OTT services, encompassing platforms, devices, and delivery methods. Engaging with contemporary issues, the book investigates the intersections of OTT media with news, entertainment, advertising, marketing, and the global south, fostering a holistic understanding of its far-reaching impact. As an essential reference for scholars, researchers, and media professionals, this book not only helps unravel the complexities of this rapidly evolving medium but also equips its readers with valuable insights to navigate the dynamic digital media landscape.

Programming ColdFusion MX Rob Brooks-Bilson,2003-08-13 This exhaustive resource covers everything from ColdFusion basics to advancedtopics that are ideal for intermediate developers.

Indian Media Giants Surbhi Dahiya,2022-04-30 Indian Media Giants is an analytical chronicle of six Indian mega media conglomerates' individual odyssey from their beginnings in the pre-independence era to their transformation into powerful business empires in the digitised modern India. The book traces media metamorphoses, contours of growth and development, travails and trajectories, organizational structures, editorial policies and business dynamics of print majors in India, namely,

The Times Group, The Hindu Group, The Hindustan Times Limited, The Indian Express Group, Dainik Jagran Limited and DB Corp Limited.

⬜ **Web and Big Data** Leong Hou U,Marc Spaniol,Yasushi Sakurai,Junying Chen,2021-08-18 This two-volume set, LNCS 12858 and 12859, constitutes the thoroughly refereed proceedings of the 5th International Joint Conference, APWeb-WAIM 2021, held in Guangzhou, China, in August 2021. The 44 full papers presented together with 24 short papers, and 6 demonstration papers were carefully reviewed and selected from 184 submissions. The papers are organized around the following topics: Graph Mining; Data Mining; Data Management; Topic Model and Language Model Learning; Text Analysis; Text Classification; Machine Learning; Knowledge Graph; Emerging Data Processing Techniques; Information Extraction and Retrieval; Recommender System; Spatial and Spatio-Temporal Databases; and Demo.

⬜ *Machine Learning and Knowledge Discovery in Databases: Applied Data Science Track* Yuxiao Dong,Dunja Mladeni⬜ ,Craig Saunders,2021-02-24 The 5-volume proceedings, LNAI 12457 until 12461 constitutes the refereed proceedings of the European Conference on Machine Learning and Knowledge Discovery in Databases, ECML PKDD 2020, which was held during September 14-18, 2020. The conference was planned to take place in Ghent, Belgium, but had to change to an online format due to the COVID-19 pandemic. The 232 full papers and 10 demo papers presented in this volume were carefully reviewed and selected for inclusion in the proceedings. The volumes are organized in topical sections as follows: Part I: Pattern Mining; clustering; privacy and fairness; (social) network analysis and computational social science; dimensionality reduction and autoencoders; domain adaptation; sketching, sampling, and binary projections; graphical models and causality; (spatio-) temporal data and recurrent neural networks; collaborative filtering and matrix completion. Part II: deep learning optimization and theory; active learning; adversarial learning; federated learning; Kernel methods and online learning; partial label learning; reinforcement learning; transfer and multi-task learning; Bayesian optimization and few-shot learning. Part III: Combinatorial optimization; large-scale optimization and differential privacy; boosting and ensemble methods; Bayesian methods; architecture of neural networks; graph neural networks; Gaussian processes; computer vision and image processing; natural language processing; bioinformatics. Part IV: applied data science: recommendation; applied data science: anomaly detection; applied data science: Web mining; applied data science: transportation; applied data science: activity recognition;

applied data science: hardware and manufacturing; applied data science: spatiotemporal data. Part V: applied data science: social good; applied data science: healthcare; applied data science: e-commerce and finance; applied data science: computational social science; applied data science: sports; demo track.

▣ HCI International 2015 - Posters' Extended Abstracts Constantine Stephanidis,2015-07-20 This is the second volume of the two-volume set (CCIS 528 and CCIS 529) that contains extended abstracts of the posters presented during the 17th International Conference on Human-Computer Interaction, HCII 2015, held in Heraklion, Crete, Greece in August 2015. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences was carefully reviewed and selected from 4843 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers 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 papers included in this volume are organized in the following topical sections: mobile interaction and smart devices; social media; HCI in business and innovation; learning technologies; HCI in health; assistive technologies and environments; fitness and well-being applications; location and context awareness; urban interaction; automotive and aviation; design and user studies.

▣ Equipping the Nexus 7 Rob Nagle,Alex Ponting,Nicholas Nizibian,2012-07-17 With over 600,000 apps available for Android devices, hunting down and evaluating every app that might be worthwhile can be a real challenge. Fortunately, this book saves you the trouble. We've compiled a list of the best made, best looking, and most useful Nexus 7 apps across twelve categories: - Productivity - Reading - Social - Graphics - Audio - Video - Local - Sports - Utilities - Health - Games - and a final category for apps we wanted to include, but which didn't fit into any of the other categories. In this book, our focus is on recommending nothing but the best; we think it will be a valuable addition to any Nexus 7 ebook library.

▣ Documentary Film Making on Tribal in India Dr. Harendra Pratap Singh Chouhan,2022-10-26

▣ Educating a Billion Arjun Mohan,2023-09-25 Educating a Billion is an insider's take on how edtech companies in India are trying to solve the issues plaguing our education system and trying to deliver quality at scale. It covers the formative days of India's well-known edtech start-

ups-BYJU'S, Unacademy, upGrad and Whitehat Jr, among others, and how these companies created products with a promise that made a difference. The growth of these start-ups is synonymous with the growth of venture capitalist led capital deployment in privately held Indian companies (private markets). The book covers Covid-19-induced changes in our educational system which led to the hypergrowth of the edtech ecosystem, a watershed event for digital start-ups globally. With a unique ringside perspective, Arjun Mohan weighs in on the future of edtech and how technologies like artificial intelligence (AI) and virtual reality (VR) are going to play an important role in the next phase. Above everything else, this book is the story of India's new generation of entrepreneurs and founders-their hopes, their unwavering faith in the face of ambiguity and their rejection of fear. The book is about vision, audacity and optimism that's changing the education system after 200-plus years of slumber.

⍰ **PC Mag** ,2002-04-09 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

⍰ ⍰ **The Technology, Business, and Economics of Streaming Video** Eli Noam,2021-01-29 Along with its interrelated companion volume, The Content, Impact, and Regulation of Streaming Video, this book covers the next generation of TV—streaming online video, with details about its present and a broad perspective on the future. It reviews the new technical elements that are emerging, both in hardware and software, their long-term trend, and the implications. It discusses the emerging 'media cloud' of video and infrastructure platforms, and the organizational form of such TV.

⍰ **Exploring the Impact of OTT Media on Global Societies** Kalorth, Nithin,2024-02-27 In the rapidly evolving landscape of media and communication studies, scholars face a pressing challenge – understanding the profound and transformative impact of Over-the-Top (OTT) media on global societies. As video content flows directly to viewers over the internet, upending traditional cable and broadcast TV, the complexities of this digital shift pose intricate problems. Enter Exploring the Impact of OTT Media on Global Societies, a comprehensive handbook meticulously crafted to address these challenges and provide solutions. This groundbreaking publication seeks to unravel the intricate layers of OTT media, offering a holistic exploration of business models,

technological infrastructure, regulatory issues, and the social and cultural implications that define the dynamic OTT industry. Dive into the evolution of OTT media, exploring the seamless delivery of video content and its disruptive influence on traditional media consumption. Uncover the strategies behind the production and distribution of OTT content, emphasizing the role of personalization and recommendation algorithms in shaping audience engagement. Navigate the complex terrain of regulatory and policy issues surrounding OTT media, addressing critical topics such as net neutrality, data privacy, and intellectual property rights. Witness the competitive dynamics of the OTT market, marked by the emergence of new players and their profound impact on traditional media companies. Beyond the technicalities, our book delves into the social and cultural implications of OTT media, revealing shifts in media consumption patterns, the phenomenon of binge-watching, and the transformative effects on advertising and marketing strategies.

 Macromedia(R) Flash MX Hands-on-Training Kymberlee Weil,2003 There's no better way for you to get your feet wet using Macromedia Flash MX than with a H.O.T. tutorial, Lynda Weinman's well-loved and unique style of instruction. With Macromedia Flash MX Hands-On Training, you'll learn core Macromedia Flash MX principles and techniques in a real-world Web design environment. The step-by-step projects build successively, teaching you not only the various features of Macromedia Flash MX, but also how to actually work with the program to achieve results. Each lesson is chock-full of background information, tips, and insight aimed at helping you understand the process as much as the exercise itself. And the accompanying CD-ROM includes both starter files and finished files for each lesson, as well as QuickTime instructional movies, so that you can learn by watching and doing. Macromedia Flash MX H.O.T. covers all of the most important new features of Macromedia Flash MX, beginning with projects that focus on the MX interface, drawing and color tools, animation basics, tweening, symbols and instances, bitmaps, and more. As the projects progress, you'll tackle more complex techniques, such as working with movie clips, text, sound, and video. The latter part of the book addresses publishing and managing Macromedia Flash MX content, as well as how to create content by integrating other software into Macromedia Flash MX. If you're looking for an intelligent, approachable guide for learning Macromedia's latest version of Flash, you'll find lynda.com's Hands-On Training your e-ticket to Macromedia Flash MX expertise!

 Flex 3 Component Solutions Jack Herrington,2008-12-01 Flex has

revolutionized the development of rich Internet applications, giving developers the framework necessary to easily create ever more powerful applications. Components form an essential part of this framework, and once you understand how to fully use them, your productivity and creativity will be taken to a whole new level. Flex 3 Component Solutions will show just what you can achieve with components and exactly how to achieve it. You'll see just how simple it is to use components to create amazing interfaces for your applications be they media players, data visualizations, 3D graphics—the list is long. Finally, there'll be times when you'll want to or have no alternative but to create your own components. This book will show you how to do this for your own ends, or so you can contribute to the Flex component community by distributing them. Flex 3 Component Solutions is a tour de force of components, and all of these components are demonstrated using real-world Flex code that you can use as starting points for your own applications. Take what you learn for this book, and then go out and create your own amazing interfaces quickly and easily: reuse, re-purpose, redesign, and do it all faster and with greater quality control than you ever thought possible.

⍰ Web Information Systems Engineering – WISE 2021 Wenjie Zhang,Lei Zou,Zakaria Maamar,Lu Chen,2021-12-02 This two-volume set constitutes the proceedings of the 22nd International Conference on Web Information Systems Engineering, WISE 2021, held in Melbourne, VIC, Australia, in October 2021. The 55 full, 29 short and 5 demo papers, plus 2 tutorials were carefully reviewed and selected from 229 submissions. The papers are organized in the following topical sections: Part I: BlockChain and Crowdsourcing; Database System and Workflow; Data Mining and Applications; Knowledge Graph and Entity Linking; Graph Neural Network; Graph Query; Social Network; Spatial and Temporal Data Analysis. Part II: Deep Learning (1), Deep Learning (2), Recommender Systems (1), Recommender Systems (2), Text Mining (1), Text Mining (2), Service Computing and Cloud Computing (1), Service Computing and Cloud Computing (2), Tutorial and Demo.

⍰ Neural Information Processing Teddy Mantoro,Minho Lee,Media Anugerah Ayu,Kok Wai Wong,Achmad Nizar Hidayanto,2021-12-06 The two-volume set CCIS 1516 and 1517 constitutes thoroughly refereed short papers presented at the 28th International Conference on Neural Information Processing, ICONIP 2021, held in Sanur, Bali, Indonesia, in December 2021.* The volume also presents papers from the workshop on Artificial Intelligence and Cyber Security, held during the ICONIP 2021.

The 176 short and workshop papers presented in this volume were carefully reviewed and selected for publication out of 1093 submissions. The papers are organized in topical sections as follows: theory and algorithms; AI and cybersecurity; cognitive neurosciences; human centred computing; advances in deep and shallow machine learning algorithms for biomedical data and imaging; reliable, robust, and secure machine learning algorithms; theory and applications of natural computing paradigms; applications. * The conference was held virtually due to the COVID-19 pandemic.

▣ ▣The Mobile Photographer Robert Fisher,2014-11-17 It's been said that, with smartphones, everyone is a photographer. There is a snide implication with that statement—that camera phones aren't "real" cameras and that the people who use them aren't "real" photographers. In this book, Robert Fisher proves that today's Android devices offer cameras that are remarkably powerful and more than capable of producing images that rival those made with more "serious" equipment. In this book, Fisher guides readers through the menus of the Android operating system, helping them to understand how to choose and use out-of-the-box controls for better images. Next, he covers add-on accessories and applications designed to enhance the devices' capabilities. While the photographic capabilities of the "base" camera are pretty terrific and will meet with rave reviews from many users, the camera really produces images that sing when suited up with DSLR functions, filters, and postproduction effects—all of which Fisher covers with prowess and technical skill.

▣ ▣Flash Video Creativity Murat Bodur,Hoss Gifford,Diana Johnson,Leonhard Lass,Anthony Onumonu,Kristian Besley,Neal Boyd,Jerome Turner,Ken Jokol,Tim Hawkins,2013-11-21 by Bruce Herbert and Diana Johnson ofSorenson Media Creative boundaries are being blown apart as Macromedia Flash MX ushers in a new era of moving images on the Internet. At its launch, analysts predicted that the Flash Player would transform itself from being a lightweight animation tool to the de facto technology for simple web interactivity5* (Randy Souza, Forrester). Since then though, Flash developers combining vector animation and video have proven that it's capable of much, much more than simple web interactivity. We're still just beginning to scratch the surface of the possibilities it opens up to us, but already it looks like Flash MX is becoming the key technology for pushing video creativity on the Web to a new whole level. Understandably, many people look at Flash as just another way to deliver video on the Web, one more

program for showing movies on your desktop. Well, it can certainly do that - but there's a whole lot more it can do besides! You can use ActionScript to add custom controls, determine a video playback sequence, or mask your video with a custom shape. You can use layering to create special effects, design custom templates for e-learning applications, and use lightweight video streams along with Flash animation in rich media e-mail campaigns.

⬚ *Reality Macromedia ColdFusion MX* Ben Forta,2002 In Reality ColdFusion, readers will participate in the process of designing a Web application, discussing development problems, brainstorming to find solutions, and final implementation. The end result is a real, usable product.

⬚ Flash Professional CS5 Bible Todd Perkins,2010-06-15 Master the latest version of Flash with this revised edition of a perennial bestseller Flash enables you to create animations and can also be used to build an interactive, multimedia Web site. Completely enhanced and revised, this must-have reference covers everything you need to know to learn and master the latest version of Flash. Top Flash trainer and author Todd Perkins provides you with unparalleled comprehensive coverage of tips, tricks, and techniques that you won't find in any other resource. The reader-friendly format will appeal to both the novice as well as the accomplished professional and everyone in between. Serves as a comprehensive reference on all the latest updates and enhancements to the newest version of Flash Professional Appeals to both novice and experienced Flash developers and functions as their guide to the capabilities and possibilities of the new Flash Written by an experienced Adobe Flash instructor who is adept at making difficult topics easy to understand Includes a CD-ROM that features trial software, add-ons, plug-ins, shareware, templates, and examples Flash CS5 Professional Bible is an ideal resource to go from learning to mastering the latest version of Flash in a flash!

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