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### **Broadcast Content Regulation and Cultural Limits, 1920-1962** Simon and Schuster

Canadian Content looks at Canada as an ongoing postcolonial process of not one but a series of radically different nationhoods, each with its own valued but tentative set of cultural criteria for orchestrating and implementing a Canadian national experience.

*The Anatomy of Melancholy* University of Toronto Press

This book constitutes the refereed proceedings of the 8th International Workshop on Visual Content Processing and Representation, VLBV 2003, held in Madrid, Spain in September 2003. The 38 revised full papers presented together with 4 panel summaries were carefully reviewed and selected from 89 submissions. The papers address all current issues in video and image analysis, representation and coding, communications and delivery, consumption, synthesis, protection, adaptation, classification, and personalization.

### **Music Documentaries for Radio** ABC-CLIO

The Internet Encyclopedia in a 3-volume reference work on the internet as a business tool, IT platform, and communications and commerce medium.

### **The Entrepreneur's Guide to Second Life** Lulu.com

The First Amendment

### Mass Media Research: An Introduction Routledge

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.

### **Visual Content Processing and Representation** BearManor Media

"Spreadable Media" maps fundamental changes taking place in the contemporary media environment, a space where corporations no longer tightly control media distribution. This book challenges some of the prevailing frameworks used to describe contemporary media.

### **New Dimensions in Privacy Law** Cambridge University Press

The book combines articles from Road & Track, Sports Illustrated and other publications along with never-before seen transcripts from his work in television. There are profiles of drivers, as well as a

photo section that serves as a kind of autobiography, a companion to his book, The Mudge Pond Express.

### 6th Iberoamerican Conference, jAUTI 2017, Aveiro, Portugal, October 12-13, 2017, Revised Selected Papers UCL Press

This book constitutes the refereed proceedings of the 6th Iberoamerican Conference on Applications and Usability of Interactive Television, jAUTI 2017, in Aveiro, Portugal, in October 2017. The 11 full papers presented together with one invited talk paper were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on Design and Evaluation of IDTV Services and Content; IDTV Content Recommendation; Omnidirectional Video and Video Repositories; IDTV Interaction Techniques and Accessibility.

### *Brill's Content* Springer Science & Business Media

The Cambridge Academic Content Dictionary defines the vocabulary students need to succeed in high school and beyond. Entries cover more than 2,000 content-area vocabulary items, as well as general academic vocabulary and full coverage of everyday words and phrases. The CD-ROM lets students search for vocabulary by subject area, includes audio of all entry words, offers word family and frequency information, and has a thesaurus and instant lookup feature. The CD-ROM is compatible with Windows XP/Vista and with Mac OSX 10.4 (32-bit only).

### *Creating Value and Meaning in a Networked Culture* CRC Press

A comprehensive descriptive bibliography of the works of Allen Ginsberg, identifying all first editions and every published work by the author.

### Premium Production Models and Transnational Circulation Cambridge University Press

The Multiplayer Classroom: Game Plans is a companion to The Multiplayer Classroom: Designing Coursework as a Game, now in its second edition from CRC Press. This book covers four multiplayer classroom projects played in the real world in real time to teach and entertain. They were funded by grants or institutions, collaborations between Lee Sheldon, as writer/designer, and subject matter experts in various fields. They are written to be accessible to anyone--designer, educator, or layperson--interested in game-based learning. The subjects are increasingly relevant in this day and age: physical fitness, Mandarin, cybersecurity, and especially an online class exploring culture and identity on the internet that is unlike any online class you have ever seen. Read the annotated, often-suspenseful stories of how each game, with its unique challenges, thrills, and spills, was built. Lee Sheldon began his writing career in television as a writer-producer, eventually writing more than 200 shows ranging from Charlie's Angels (writer) to Edge of Night (head writer) to Star Trek: The Next Generation (writer-producer). Having written and designed more than forty commercial and applied video games, Lee spearheaded the first full writing for games concentration in North America at Rensselaer Polytechnic Institute and the second writing concentration at Worcester Polytechnic Institute. He is a regular lecturer and consultant on game design and writing in the United States and abroad. His most recent commercial game, the award-winning The Lion's Song, is currently on Steam. For the past two years he consulted on an "escape room in a box," funded by

NASA, that gives visitors to hundreds of science museums and planetariums the opportunity to play colonizers on the moon. He is currently writing his second mystery novel.

*Nutritional Content and Advertising for Dry Breakfast Cereals* Music Documentaries for Radio  
When Dashiell Hammett's *The Adventures of Sam Spade* made its debut over CBS in August 1946, the series became an instant success. Howard Duff, a virtual unknown among Hollywood circles, found himself bombarded with movie offers. The early broadcasts of the series revealed a dark side of Spade: stealing money out of a dead man's wallet to sleeping with a married woman. Over time, the script writers cut down on the dark side and added an emphasis of humor. Spade's romantic relationship with his secretary, Effie, was more obvious. While many recordings exist from the radio broadcasts of the 1940s and 1950s, a large percentage of the programs are considered lost. Today, fans of the program seek out those, especially the earliest broadcasts that shed light on just what kind of character Sam Spade is and the explanation for the popularity during the late 1940s. 13 scripts, most from a lost episode that fans cannot otherwise listen to via recording, are reprinted along with some of the earliest episodes. A holiday offering from the Steve Dunne season is included, as well as an episode revealing Sam's affections for another woman so strong he was willing to lose his secretary for her.

*A Guide to Spirituality Without Religion* Puffin Books

*Very Special Episodes* examines how the quintessential "very special episode" format became a primary way in which the television industry responded to and shaped social change, cultural traumas, and industrial transformations. With essays covering shows ranging from the birth of Desi Arnaz, Jr. on *I Love Lucy* to contemporary examples such as a delayed episode of *Black-ish* and the streaming-era phenomenon of the "Very Special Seasons" of *UnReal* and *13 Reasons Why*, this collection seriously and critically uses the "very special episode" to chart the history of American television and its self-identified status as an arbiter of culture.

*Where the Writer Meets the Road* ABC-CLIO

Music Documentaries for Radio Routledge

*37th Conference on Current Trends in Theory and Practice of Computer Science, Nový Smokovec, Slovakia, January 22-28, 2011. Proceedings* Routledge

*Marijuana in America* is an accessible and comprehensive exploration of the many changes in medical, legal, and cultural issues surrounding cannabis in the United States. This multidisciplinary volume features contributions from several different fields to explain all facets of marijuana, including its chemical composition, evolving depictions in popular culture, and historical, legal, and social settings in which marijuana use occurs. A mix of coverage provides readers with a full and accurate understanding of the spectrum of issues and controversies swirling around marijuana today, including: the changing legal landscape pertaining to the sale, possession, and use of marijuana, both at the state and federal levels; the factual basis for arguments for and against so-called "medical marijuana"; claims that marijuana is a gateway drug to harder drugs; changing cultural attitudes about marijuana and "potheads"; economic arguments for and against marijuana legalization; and the impact of marijuana on families, communities, the economy, and the criminal justice system.

*Very Special Episodes* Taylor & Francis

This book constitutes the refereed proceedings of the 37th Conference on Current Trends in Theory and Practice of Computer Science, SOFSEM 2011, held in Nový, Smokovec, Slovakia in January 2011. The 41 revised full papers, presented together with 5 invited contributions, were carefully reviewed and selected from 122 submissions. SOFSEM 2011 was organized around the following four tracks: foundations of computer science; software, systems, and services; processing large datasets; and cryptography, security, and trust.

*Copyright, Terms of Service and Technological Features* Rutgers University Press

A Newbery Medal Winner For over thirty-five years, Ellen Raskin's Newbery Medal-winning *The Westing Game* has been an enduring favorite. This highly inventive mystery involves sixteen people who are invited to the reading of Samuel W. Westing's will. They could become millionaires—it all depends on how they play the tricky and dangerous Westing game, a game involving blizzards, burglaries, and bombings. Ellen Raskin has created a remarkable cast of characters in a puzzle-knotted, word-twisting plot filled with humor, intrigue, and suspense. Winner of the Newbery Medal, Winner of the Boston Globe/Horn Book Award, An ALA Notable Book, A School Library Journal One Hundred Books That Shaped the Century "A supersharp mystery...confoundingly clever, and very funny." --Booklist, starred review "Great fun for those who enjoy illusion, word play, or sleight of hand." --The New York Times Book Review "A fascinating medley of word games, disguises, multiple aliases, and subterfuges—a demanding but rewarding book." --The Horn Book

**Spreadable Media** Springer

This is a book with a direct message to deal with the powers wasting people's efforts in a foreign land or in their respective locations. The teachings and the prayers are timely to what so many people are going through in their various countries abroad. After reading this book, you will be equipped to pray and overcome the powers that have been rendering your struggles and efforts useless. This book is also a must-read for everyone longing to go and seek greener pastures in any nation.

*What it Is, with All the Kinds, Causes, Symptoms, Prognostics and Several Cures of it* John Wiley & Sons

Business is booming in Second Life, and many residents are earning big bucks in-world—and so can you. This unique guide walks you through what it takes to launch and run a successful Second Life business. Packed with insider tips from some of the metaverse's best-known entrepreneurs, it delivers the lowdown on SL business basics and shows you step by step how to succeed in popular business niches, from real estate and construction to fashion, gadgets, toys, entertainment, music, blogging and more.

*Sex Tips for Pandas* David Bull Publishing

Drawing on both academic research and real world practice, this book offers an in-depth investigation into the production of music documentaries broadcast on radio. *Music Documentaries for Radio* provides a thorough overview of how the genre has developed technically and editorially alongside a discussion of the practical production processes involved. Digital production equipment and online tools used in music documentary production are discussed in detail, outlining how the development of these technologies shapes the output of producers operating in both the public service and the commercial sectors of the industry. Drawing on his own experiences as an award-

winning music documentary producer, the author also looks at how the industry views this form of radio documentary and considers how innovation and technical advances, as well as governmental regulation, have shaped the field. The book demonstrates how changing practices and technical innovations have led to the emergence of multi-skilled, freelance radio producers and how

previously separate production roles have merged into one convergent, multifaceted position. *Music Documentaries for Radio* is an ideal resource for students and academics in the fields of radio studies, media production, documentary-making, and journalism studies.

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