

Multimedia Technologies: Concepts, Methodologies, Tools, and Applications

Syed Mahbubur Rahman
Minnesota State University, Mankato, USA



INFORMATION SCIENCE REFERENCE

Hershey • New York

Acquisitions Editor: Kristin Klinger
Development Editor: Kristin Roth
Senior Managing Editor: Jennifer Neidig
Managing Editor: Jamie Snavelly
Typesetter: Michael Brehm, Jeff Ash, Carole Coulson, Elizabeth Duke, Chris Hrobak, Sean Woznicki
Cover Design: Lisa Tosheff
Printed at: Yurchak Printing Inc.

Published in the United States of America by
Information Science Reference (an imprint of IGI Global)
701 E. Chocolate Avenue, Suite 200
Hershey PA 17033
Tel: 717-533-8845
Fax: 717-533-8661
E-mail: cust@igi-global.com
Web site: <http://www.igi-global.com/reference>

and in the United Kingdom by
Information Science Reference (an imprint of IGI Global)
3 Henrietta Street
Covent Garden
London WC2E 8LU
Tel: 44 20 7240 0856
Fax: 44 20 7379 0609
Web site: <http://www.eurospanbookstore.com>

Copyright © 2008 by IGI Global. All rights reserved. No part of this publication may be reproduced, stored or distributed in any form or by any means, electronic or mechanical, including photocopying, without written permission from the publisher.

Product or company names used in this set are for identification purposes only. Inclusion of the names of the products or companies does not indicate a claim of ownership by IGI Global of the trademark or registered trademark.

Library of Congress Cataloging-in-Publication Data

Multimedia technologies : concepts, methodologies, tools, and applications / Syed Mahbubur Rahman, editor.

p. cm.

Includes bibliographical references and index.

Summary: "This book offers an in-depth explanation of multimedia technologies within their many specific application areas as well as presenting developing trends for the future"--Provided by publisher.

ISBN 978-1-59904-953-3 (hardcover) -- ISBN 978-1-59904-954-0 (ebook)

1. Multimedia systems. 2. Multimedia communications. I. Syed, Mahbubur Rahman, 1952-

QA76.575.M5218 2008

006.7--dc22

2008021157

If a library purchased a print copy of this publication, please go to <http://www.igi-global.com/agreement> for information on activating the library's complimentary electronic access to this publication.

6 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage: www.igi-global.com/chapter/short-message-service-sms-advertising/27158

Related Content

A Randomized Framework for Estimating Image Saliency Through Sparse Signal Reconstruction

Kui Fuand Jia Li (2018). *International Journal of Multimedia Data Engineering and Management* (pp. 1-20). www.irma-international.org/article/a-randomized-framework-for-estimating-image-saliency-through-sparse-signal-reconstruction/201913

LEZI: A Video Based Tool for Distance Learning

Mario A. Bochicchioand Nicola Fiore (2003). *Information Management: Support Systems & Multimedia Technology* (pp. 256-276). www.irma-international.org/chapter/lezi-video-based-tool-distance/22962

The Haunted School on Horror Hill: A Case Study of Interactive Fiction in an Elementary Classroom

Kevin Kee, Tamara Vaughanand Shawn Graham (2011). *Gaming and Simulations: Concepts, Methodologies, Tools and Applications* (pp. 1405-1416). www.irma-international.org/chapter/haunted-school-horror-hill/49457

Social User Mining: Survey on Mining Different Types of Social Media Data

Mohammed Eltaherand Jeongkyu Lee (2013). *International Journal of Multimedia Data Engineering and Management* (pp. 58-70). www.irma-international.org/article/social-user-mining/103011

Adaptive Acquisition and Visualization of Point Cloud Using Airborne LIDAR and Game Engine

Chengxuan Huang, Evan Brock, Dalei Wuand Yu Liang (2023). *International Journal of Multimedia Data Engineering and Management* (pp. 1-23). www.irma-international.org/article/adaptive-acquisition-and-visualization-of-point-cloud-using-airborne-lidar-and-game-engine/332881