

# Multimedia Technologies: Concepts, Methodologies, Tools, and Applications

Syed Mahbubur Rahman  
*Minnesota State University, Mankato, USA*

Information Science  
**REFERENCE**

**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](mailto: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.*

7 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/digital-multimedia/27068](http://www.igi-global.com/chapter/digital-multimedia/27068)

## Related Content

---

### Use of the Frame Synchronization Technique to Improve the Visualization Realism on the Web

Jiung-Yao Huang (2002). *Distributed Multimedia Databases: Techniques and Applications* (pp. 327-350).

[www.irma-international.org/chapter/use-frame-synchronization-technique-improve/8631](http://www.irma-international.org/chapter/use-frame-synchronization-technique-improve/8631)

### The Benefits of New Online (Digital) Technologies on Business: Understanding the Impact of Digital on Different Aspects of the Business

Farhan Shaikh (2018). *Digital Multimedia: Concepts, Methodologies, Tools, and Applications* (pp. 1070-1086).

[www.irma-international.org/chapter/the-benefits-of-new-online-digital-technologies-on-business/189517](http://www.irma-international.org/chapter/the-benefits-of-new-online-digital-technologies-on-business/189517)

### Learning by Doing via Game Making

Jae Yeob Jung and Hyung Sung Park (2011). *Gaming and Simulations: Concepts, Methodologies, Tools and Applications* (pp. 1354-1366).

[www.irma-international.org/chapter/learning-doing-via-game-making/49453](http://www.irma-international.org/chapter/learning-doing-via-game-making/49453)

### Lost in the Funhouse, is Anyone in Control?

Steve McRobb, Pat Jefferies and Bernd Carsten Stahl (2008). *Handbook of Research on Digital Information Technologies: Innovations, Methods, and Ethical Issues* (pp. 438-454).

[www.irma-international.org/chapter/lost-funhouse-anyone-control/19858](http://www.irma-international.org/chapter/lost-funhouse-anyone-control/19858)

### Space Efficient Pipelining

Phillip K.C. Tse (2008). *Multimedia Information Storage and Retrieval: Techniques and Technologies* (pp. 289-298).

[www.irma-international.org/chapter/space-efficient-pipelining/27020](http://www.irma-international.org/chapter/space-efficient-pipelining/27020)