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Roger Ebert's Video Companion, 1994 Roger Ebert 1993 The only video guide with full-length movie reviews from a Pulitzer Prize-winning film critic. This reference features reviews of over 1,200 films (150 of which are new to this edition); interviews with stars and directors of movies new to video; a comprehensive index by title, stars, and director; and more.

YouTube and Video Marketing Greg Jarboe 2011-10-07 Fully updated with new information, including the latest changesto YouTube! If you're a marketer, consultant, or small business owner, thisis the guide you need to understand video marketing tactics,develop a strategy, implement the campaign, and measure results.You'll find extensive coverage of keyword strategies, tips onoptimizing your video, distribution and promotion tactics, YouTubeadvertising opportunities, and crucial metrics and analysis. Avoiderrors, create a dynamite campaign, and break it all down inachievable tasks with this practical, hour-a-day, do-it-yourselfguide. Shows you how to successfully develop, implement, and measure asuccessful video marketing strategy Written in the popular An Hour a Day format, which breaksintimidating topics down to easily approachable tasks Thoroughly updated with the latest YouTube functionality,helpful new case studies, the latest marketing insights, andmore Covers optimization strategies, distribution techniques,community promotion tactics, and more Explores the crucial keyword development phase and bestpractices for creating and maintaining a presence on YouTube viabrand channel development and customization Shows you how to optimize video for YouTube and search enginevisibility Give your organization a visible, vital, video presence onlinewith YouTube and Video Marketing: An Hour a Day, SecondEdition.

Creating PC Video Douglas Stevenson 2013-06-26 This book teaches readers how to put a working system together by showing them the equipment available to them, and what it can do. Readers will learn how to create video products using the computer as an editing tool, and how to refine sound and combine graphics with video. Information on web distribution is included. With the advent of the new digital camcorders developed by Panasonic and Sony in the new DV format, professional quality video is available in consumer-level equipment. At the same time, digital editing is now available for the PC using video capture cards in the $500-$1,000 price range, and digital editing software in the $800-$1,200 range, such as Adobe Premiere. This combination enables users such as the sophisticated amateur video maker, the wedding or business presentation video maker, and people working in multimedia for educational, training, or other presentation purposes, to edit their own work and turn out competent professional-quality video.

The Effects of Video Games on Children Barrie Gunter 1998-01-01 The rapid growth in popularity of computer and video games, particularly among children and teenagers, has given rise to public concern about the effects they might have on youngsters. The violent themes of many of these games, coupled with their interactive nature, have led to accusations that they may be worse than televised violence in affecting children's antisocial behaviour. Other allegations are that they have an addictive quality and that excessive playing results in a diminished social contact and poorer school performance. But how bad are video games? There are strong methodological reasons for not accepting the evidence for video games effects at face value. There are also positive signs that playing these games can enhance particular mental competencies in children. This book provides an up-to-date review and critique of research evidence from around the world in an attempt to put the issue of video game effects into perspective.

Playing with Power in Movies, Television, and Video Games Marsha Kinder 1993-11-23 "A very productive, thought-provoking analysis of new transformations in today's narrative media and their interpretations of the child-spectator."—Dana Polan, Editor,Cinema Journal

The Video Librarian 1995

Essential Digital Video Handbook Pete May 2005-08-15 The digital video revolution has blurred the lines between professional and amateur equipment, with some Hollywood movies being shot and edited using the same technology that families use for their vacation footage. With sales of digital video cameras and computer-based editing systems skyrocketing, more and more people are seeing the potential and are anxious to advance their own personal video production skills to a higher level. The Essential Digital Video Handbook will help you, the beginner and budding professional become a better writer, producer, director, photographer, and editor. Author Pete May's sound advice and no-nonsense approach will help you achieve results that will wow audiences whether they're gathered in the family room or the corporate boardroom. The Essential Digital Video Handbook takes the you through every step of the process, from buying the right equipment to editing footage. This book shares tips on achieving professional quality results by understanding and exploiting visual language, both by initially following the rules and then by breaking them with style and confidence. Videographers will also learn to sound like professionals by understanding and speaking the language of the business. Instead of narrowly focusing on just the latest equipment and technology, May uses lessons he learned during twenty-five years in the television business to drill down to the most important stuff: the principles that don't change, and the tricks behind making videos that document, entertain, train, motivate, persuade, satisfy, and even have the ability to make money.

Video Capsule Endoscopy, An Issue of Gastrointestinal Endoscopy Clinics, E-Book David R. Cave 2021-03-22 Adoption of video capsule endoscopy has been slow, but there are now four FDA-approved devices and others available in China. It is now generally realized that there is an expanding role for these devices, not only in the small intestine but in the GI tract in general. In collaboration with Consulting Editor, Dr. Charles Lightdale, guest editor Dr. David Cave has assembled expert authors to provide clinical reviews that address where we are now, areas of controversy that still need resolution, and where the field is likely to develop over the next 5 to 10 years. Articles are specifically devoted to the following topics: Training, Reading and Reporting for Video Capsule Endoscopy; Indications and Contraindications: Complications of Capsule Endoscopy; Preparation, Prokinetics, and Surface Active Agents; Role of Capsule in Small Intestinal Bleeding; Role of Capsule Endoscopy in IBD; Role of Video Capsule Endoscopy in Liver Disease; Role of Video Capsule Endoscopy in Alternative Settings; Timing and Use of the Capsule Endoscopy in the Acute Care Setting; Role of Video Capsule Endoscopy as a Prelude to Deep Enteroscopy; Location of Capsule and Provocation Testing; Cost Effectiveness of Video Capsule Endoscopy; Artificial Intelligence in Capsule Endoscopy; and Novel Clinical Applications and Technical Developments in Video Capsule Endoscopy.

Extra Lives Tom Bissell 2011 A personal assessment of the author's addiction to video games explores his favorites, their roles as modern forms of popular art, and their habit-forming appeal while considering how he has neglected his professional and social responsibilities in favorof gaming activities.

Moving Layers Contextual Video in Art and Architecture (color) Alexandro Ladaga 2014

Dream Jobs If You Like Videos Amie Jane Leavitt 2020-08 Wouldn't it be cool to have a job working with or around the things you love? Do you wish you could get paid to watch movies? Maybe a job as a movie reviewer is the right direction! Readers will discover the possibilites of careers working with videos.

Music In Video Games K.J. Donnelly 2014-03-26 From its earliest days as little more than a series of monophonic outbursts to its current-day scores that can rival major symphonic film scores, video game music has gone through its own particular set of stylistic and functional metamorphoses while both borrowing and recontextualizing the earlier models from which it borrows. With topics ranging from early classics like Donkey Kong and Super Mario Bros. to more recent hits like Plants vs. Zombies, the eleven essays in Music in Video Games draw on the scholarly fields of musicology and music theory, film theory, and game studies, to investigate the history, function, style, and conventions of video game music.

Institutional Video Carl Hausman 1991 This text shows how video production skills are applied in an institutional setting, be it business and industry, hospitals, government, or education. INSTITUTIONAL VIDEO offers an overview of the field; it also shows how video departments interact within an organization (Part I) and how institutional programs are planned, produced, and evaluated (Parts II and III); and it examines specialized applications and shows how technologies keep changing the scope of the profession (Part IV).

Video Playtime Ann Gray 2006-08-21 The 1980s saw an explosion in the use of the domestic video cassette recorder (VCR), arguably the most significant new form of home entertainment technology since television. In Video Playtime Ann Gray investigates what women themselves felt about the VCR, both in terms of the ways these entertainment facilities were used within their households, and what kinds of programmes and films they themselves particularly enjoyed. Ann Gray draws heavily on verbatim quotes from discussions to provide a rich description of different types of household micro-cultures and to give readers more direct access to the women themselves and the ways in which they accounted for their own experience. Video Playtime addresses questions of domestic technology as well as those of taste and cultural preference, particularly in relation to class, addressing the dynamics of power within existing social and cultural relations and thereby setting the analysis within a much wider social context.

What Video Games Have to Teach Us About Learning and Literacy. Second Edition James Paul Gee 2007-12-26 Argues that video games go beyond entertainment and examines the principles that make these games valuable tools of learning and literacy.

A Rights-Based Approach to Participatory Video

Making YouTube Videos Nick Willoughby 2015-10-27 The fast and easy way for kids to shoot, edit, and share videos on YouTube Does your child long to create and post videos on YouTube in hopes of becoming the next “YouTube celebrity?” Whether looking to go viral or simply wanting to make videos for their friends, Making YouTube Videos is the place your kid should start. Written by a filmmaking expert who runs camps for wanna-be filmmakers as young as seven, this fun and friendly guide takes your child step by step through the process: from idea creation to production to sharing on YouTube. Written in a language they’ll understand and filled with eye-popping graphics that make the information come to life, Making YouTube Videos takes the intimidation out of working with video technology and offers your child a friendly, trusted source for expressing their creativity. Kids will work through small projects with end-goals that help promote confidence. With content that is accessible and easy to understand, this book is ideal for youngsters who want to go solo or work with you or another adult instructor. Introduces ideas on framing, lighting, and sound Shows kids how to load a video, add transitions, and add effects Provides easy-to-follow instruction on uploading a video to YouTube and setting who can see or not see their video Explains how to grab free software and make simple edits, like cutting out scenes, adding to a timeline, and implementing transitions If you want to encourage your child’s enthusiasm but don’t want to endure a meltdown, Making YouTube Videos makes it easy for your aspiring filmmaker to fulfill his or her dream.

IPTV and Internet Video Wes Simpson 2007 IPTV and Internet Video clearly explains and demystifies the functions, markets, and future impact of this exploding technology. This book contains an overview of hardware, software, and Internet technologies, case studies, and covers a range of products and services. It is a guide to help leaders master the key trends and drivers transforming the world of broadcast television and the Web. Each piece of the puzzle is discussed in detail, from head ends, Web portals and VOD servers through advanced IP networks, DSLAMs and xDSL lines to viewers' set-top boxes and multimedia PCs. You'll get a working knowledge of IPTV, enabling both non-technical and technical professionals to accurately analyze the emerging technology and business opportunities. Written by two leading digital media experts with, each with 25 years technology development experience and global insight, this book also looks ahead to IPTV's rapid deployment and future growth. * Part of the NAB Executive Technology Briefing series which brings you industry technology information in a non-technical fashion * Comprehensive introduction to IPTV and Internet Video networks and applications * Quickly get up to speed on terms, market, and the business as IPTV and Internet broadcast distribution * Reality Check perspectives in each chapter tie theory to real-world case studies

Classical Antiquity in Video Games Christian Rollinger 2020-01-09 From gaming consoles to smartphones, video games are everywhere today, including those set in historical times and particularly in the ancient world. This volume explores the varied depictions of the ancient world in video games and demonstrates the potential challenges of games for scholars as well as the applications of game engines for educational and academic purposes. With successful series such as “Assassin's Creed” or "Civilization” selling millions of copies, video games rival even television and cinema in their role in shaping younger audiences' perceptions of the past. Yet classical scholarship, though embracing other popular media as areas of research, has so far largely ignored video games as a vehicle of classical reception. This collection of essays fills this gap with a dedicated study of receptions, remediations and representations of Classical Antiquity across all electronic gaming platforms and genres. It presents cutting-edge research in classics and classical receptions, game studies and archaeogaming, adopting different perspectives and combining papers from scholars, gamers, game developers and historical consultants. In doing so, it delivers the first state-of-the-art account of both the wide array of 'ancient' video games, as well as the challenges and rewards of this new and exciting field.

Understanding Video Game Music Tim Summers 2016-09-08 Understanding Video Game Music develops a musicology of video game music by providing methods and concepts for understanding music in this medium. From the practicalities of investigating the video game as a musical source to the critical perspectives on game music - using examples including Final Fantasy VII, Monkey Island 2, SSX Tricky and Silent Hill - these explorations not only illuminate aspects of game music, but also provide conceptual ideas valuable for future analysis. Music is not a redundant echo of other textual levels of the game, but central to the experience of interacting with video games. As the author likes to describe it, this book is about music for racing a rally car, music for evading zombies, music for dancing, music for solving puzzles, music for saving the Earth from aliens, music for managing a city, music for being a hero; in short, it is about music for playing.

Bowker's Complete Video Directory 1998

Social Live Video Streaming In Your Influencer Marketing Strategy Laura Maya 2022-04-10 Online Video Marketing has again breached a new level . Video has been very accessible to anyone with internet access, both to watch and to produce. While the technology is trending towards higher quality video on a professional level ,but with new enhancement , its ease of use has made it possible for anyone to hop onto their laptop and create their own video in under an hour The global live video streaming market is estimated to reach $128 billion by 2026 and is one of the most valuable vehicles for marketers and brand advertising. Live streaming on social media is a relatively new phenomenon but more and more brands are adapting their social media strategies and influencer marketing strategies. Many Online Marketers are doing a crossover to social live video streaming and the trend is catching steam. Live video streaming differs from video content in that video content is recorded and accessed directly by the user. It takes the form of a broadcast in which the creator videos be transferred simultaneously to several users. A live video stream transmits the video in real time over the Internet. You don’t need to be ‘sold’ on the reasons why you need a video marketing strategy, but let’s be real, it feels daunting to even start. Creating video content sounds simple enough on paper but when it comes down to actually whipping out your iPhone and going Live . Where do you even start? Yes, it can be intimidating thinking of yourself as the star of your videos; however, is there a better way to reach your ideal audience and showcase your coaching style AND expertise all at the same time? Remember, don’t overthink this process. You don’t need a fully equipped studio, nor do you need a hair and makeup team. Everyday people film millions of videos by simply hitting the Record button on their smart phones. Give it a try…I bet you’ll be surprised at how easy the whole process is. With a well crafted workbook as your guidance ,this book will guide readers to explore with the type of content they wish to record and publish , get some decent feedback or measure on analytics about what types of video perform best for you. Are you ready to get started?

Create Crazy Stop-Motion Videos Thomas Kingsley Troupe 2019-08 Do you love stop-motion animation? Try shooting a stop-motion video yourself! Learn how to plan, cast, shoot, and edit an stop-motion video. Capstone 4D videos provide extra content to help guide you on your film-making journey. It's time to put your creativity to the test. And action!

Video and Library Privacy Protection Act of 1988 United States. Congress. House. Committee on the Judiciary. Subcommittee on Courts, Civil Liberties, and the Administration of Justice 1989

Writing Interactive Music for Video Games Michael Sweet 2014-08-11 “This book is a must read for newcomers and experienced composers wanting to learn more about the art of video game composition.” —Chuck Doud, Director of Music, Sony Computer Entertainment Worldwide Studios All You Need to Know to Create Great Video Game Music Written by the developer of Berklee School of Music's pioneering game scoring program, this guide covers everything professional composers and music students need to know about composing interactive music for video games, and contains exclusive tools for interactive scoring—tools that were previously available only at Berklee. Drawing on twenty years of professional experience in the game industry, Michael Sweet helps you master the unique language of music storytelling in games. Next, he walks you through the entire music composition process, from initial conceptualization and creative direction through implementation. Inside, you'll find dozens of examples that illustrate adaptive compositional techniques, from small downloadable games to multimillion dollar console titles. In addition, this guide covers the business side of video game composition, sharing crucial advice about contracts, pricing, sales, and marketing. Coverage includes Overcoming the unique challenges of writing for games Composing music that can adapt in real time to player actions Developing thematic ideas Using audio middleware to create advanced interactive scores Working effectively with game development teams Understanding the life of a video game composer Managing contracts, rights, estimating, and negotiation Finding work The companion website contains software tools to help you master interactive music concepts explored in this book, with additional resources and links to learn more about scoring for games. See Appendix A for details.

A History of Video Art Chris Meigh-Andrews 2013-11-07 A History of Video Art is a revised and expanded edition of the 2006 original, which extends the scope of the first edition, incorporating a wider range of artists and works from across the globe and explores and examines developments in the genre of artists' video from the mid 1990s up to the present day. In addition, the new edition expands and updates the discussion of theoretical concepts and ideas which underpin contemporary artists' video. Tracking the changing forms of video art in relation to the revolution in electronic and digital imaging that has taken place during the last 50 years, A History of Video Art orients video art in the wider art historical context, with particular reference to the shift from the structuralism of the late 1960s and early 1970s to the post-modernist concerns of the 1980s and early 1990s. The new edition also explores the implications of the internationalisation of artists' video in the period leading up to the new millennium and its concerns and preoccupations including post-colonialism, the post-medium condition and the impact and influence of the internet.

Methods for Studying Video Games and Religion Vít Šisler 2017-11-28 Game studies has been an understudied area within the emerging field of digital media and religion. Video games can reflect, reject, or reconfigure traditionally held religious ideas and often serve as sources for the production of religious practices and ideas. This collection of essays presents a broad range of influential methodological approaches that illuminate how and why video games shape the construction of religious beliefs and practices, and also situates such research within the wider discourse on how digital media intersect with the religious worlds of the 21st century. Each chapter discusses a particular method and its theoretical background, summarizes existing research, and provides a practical case study that demonstrates how the method specifically contributes to the wider study of video games and religion. Featuring contributions from leading and emerging scholars of religion and digital gaming, this book will be an invaluable resource for scholars in the areas of digital culture, new media, religious studies, and game studies across a wide range of disciplines.

Intelligent Video Event Analysis and Understanding Jianguo Zhang 2011-01-19 With the vast development of Internet capacity and speed, as well as wide adop- tion of media technologies in people’s daily life, a large amount of videos have been surging, and need to be efficiently processed or organized based on interest. The human visual perception system could, without difficulty, interpret and r- ognize thousands of events in videos, despite high level of video object clutters, different types of scene context, variability of motion scales, appearance changes, occlusions and object interactions. For a computer vision system, it has been be very challenging to achieve automatic video event understanding for decades. Broadly speaking, those challenges include robust detection of events under - tion clutters, event interpretation under complex scenes, multi-level semantic event inference, putting events in context and multiple cameras, event inference from object interactions, etc. In recent years, steady progress has been made towards better models for video event categorisation and recognition, e. g. , from modelling events with bag of spatial temporal features to discovering event context, from detecting events using a single camera to inferring events through a distributed camera network, and from low-level event feature extraction and description to high-level semantic event classification and recognition. Nowadays, text based video retrieval is widely used by commercial search engines. However, it is still very difficult to retrieve or categorise a specific video segment based on their content in a real multimedia system or in surveillance applications.

Handbook on Soft Computing for Video Surveillance Sankar K. Pal 2012-01-25 Information on integrating soft computing techniques into video surveillance is widely scattered among conference papers, journal articles, and books. Bringing this research together in one source, Handbook on Soft Computing for Video Surveillance illustrates the application of soft computing techniques to different tasks in video surveillance. Worldwide experts in the field present novel solutions to video surveillance problems and discuss future trends. After an introduction to video surveillance systems and soft computing tools, the book gives examples of neural network-based approaches for solving video surveillance tasks and describes summarization techniques for content identification. Covering a broad spectrum of video surveillance topics, the remaining chapters explain how soft computing techniques are used to detect moving objects, track objects, and classify and recognize target objects. The book also explores advanced surveillance systems under development. Incorporating both existing and new ideas, this handbook unifies the basic concepts, theories, algorithms, and applications of soft computing. It demonstrates why and how soft computing methodologies can be used in various video surveillance problems.

Yoga Journal 1989-03 For more than 30 years, Yoga Journal has been helping readers achieve the balance and well-being they seek in their everyday lives. With every issue,Yoga Journal strives to inform and empower readers to make lifestyle choices that are healthy for their bodies and minds. We are dedicated to providing in-depth, thoughtful editorial on topics such as yoga, food, nutrition, fitness, wellness, travel, and fashion and beauty.

Magnetic Video Marketing RD king Finally! Discover How to Earn a Living Online Using the Power of Magnetic Video Marketing! Now Yours: Step-By-Step Method To Make Money Online Using Videos… Go From A Video Marketing Newbie To Rockstar In Less Time You Imagined… Video marketing is defined as the use of video contents to educate people, promote an individual, brand, product or services. Video marketing can be used for creating brand awareness, market presence or simply promoting or selling any product. Video marketing is mostly done free of cost but one can use (especially corporate’s) paid video advertisements too for increasing exposure. In this course we are going to be focusing on free methods to create and rank your video contents almost overnight (even if you have never done a single video before) using some top notch secrets which 99% marketers have no clue about.

Video and Filmmaking as Psychotherapy Joshua L. Cohen 2015-02-11 While film and video has long been used within psychological practice, researchers and practitioners have only just begun to explore the benefits of film and video production as therapy. This volume describes a burgeoning area of psychotherapy which employs the art of filmmaking and digital storytelling as a means of healing victims of trauma and abuse. It explores the ethical considerations behind this process, as well as its cultural and developmental implications within clinical psychology. Grounded in clinical theory and methodology, this multidisciplinary volume draws on perspectives from anthropology, psychiatry, psychology, and art therapy which support the use and integration of film/video-based therapy in practice.

Multimodal Video Characterization and Summarization Michael A. Smith 2006-01-27 Multimodal Video Characterization and Summarization is a valuable research tool for both professionals and academicians working in the video field. This book describes the methodology for using multimodal audio, image, and text technology to characterize video content. This new and groundbreaking science has led to many advances in video understanding, such as the development of a video summary. Applications and methodology for creating video summaries are described, as well as user-studies for evaluation and testing.

Video Search and Mining Dan Schonfeld 2010-05-22 As cameras become more pervasive in our daily life, vast amounts of video data are generated. The popularity of YouTube and similar websites such as Tudou and Youku provides strong evidence for the increasing role of video in society. One of the main challenges confronting us in the era of information technology is to - fectively rely on the huge and rapidly growing video data accumulating in large multimedia archives. Innovative video processing and analysis techniques will play an increasingly important role in resolving the difficult task of video search and retrieval. A wide range of video-based applications have benefited from - vances in video search and mining including multimedia information mana- ment, human-computer interaction, security and surveillance, copyright prot- tion, and personal entertainment, to name a few. This book provides an overview of emerging new approaches to video search and mining based on promising methods being developed in the computer vision and image analysis community. Video search and mining is a rapidly evolving discipline whose aim is to capture interesting patterns in video data. It has become one of the core areas in the data mining research community. In comparison to other types of data mining (e. g. text), video mining is still in its infancy. Many challenging research problems are facing video mining researchers.

Billboard 1985-01-12 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.

The Medium of the Video Game Mark J. P. Wolf 2002-04-01 Over a mere three decades, the video game has become the entertainment medium of choice for millions of people, who now spend more time in the interactive virtual world of games than they do in watching movies or even television. The release of new games or game-playing equipment, such as the PlayStation 2, generates great excitement and even buying frenzies. Yet, until now, this giant on the popular culture landscape has received little in-depth study or analysis. In this book, Mark J. P. Wolf and four other scholars conduct the first thorough investigation of the video game as an artistic medium. The book begins with an attempt to define what is meant by the term "video game" and the variety of modes of production within the medium. It moves on to a brief history of the video game, then applies the tools of film studies to look at the medium in terms of the formal aspects of space, time, narrative, and genre. The book also considers the video game as a cultural entity, object of museum curation, and repository of psychological archetypes. It closes with a list of video game research resources for further study.

Video Marketing Unleashed Red Noah Effective video marketing is all about conversions. The video has to play a role in getting the viewer to whip out their credit card and buy something or click on an ad that pays you or enter their email address or zip code into a form. The challenge to video marketers nowadays is that video may have been the victim of its own success. The problem now is that there’s so much video out there that most of them simply don’t have an impact.

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They don’t get people to convert to buyers. Here is what you'll learn in this guide: Video Marketing - An Overview Video Marketing Made Effective Video Marketing Essentials Different Types of Video Marketing Personality-Focused Videos Marketing Videos on Social Media

Producing Video Podcasts Richard Harrington 2008 Put the video podcast medium to work for you and your clients with a winning formula. Know how video podcasts work and every facet of what it takes to produce a professional-quality program that will meet every criterion for success. The authors are seasoned video production pros that have been on the crest of the video podcasting wave as it has risen. With over 2500 episodes produced, they can reveal what works and what doesn't with detailed, illustrated guidance. You get the nuts and bolts of the complete process, including: * Preproduction: budgeting guidelines, mapping your production, and working with talent * Production: the ENG shooting style, lighting values and portability, sound, essential camera features, acquisition formats, and gear lists * Postproduction: resources for adding music and images, motion graphics, and editing techniques * Delivery: cost-effective hosting options, creating RSS feeds, compression, and hosting processes * Promotion: choosing directories, promoting your program, and monetizing your podcast Instruction and case studies go in-depth on issues unique to the podcast medium. A full-color presentation delivers tangible, inspiring examples of creative video podcasts. The companion website—www.VidPodcaster.com—provides a blog, templates, planning documents, sample clips, and state-of-the-art updates. * Written by video experts for video experts * Artist profiles and case studies demonstrate creative implementations * Companion web site provides template planning documents, sample clips and state-of-the-art updates

Contextual Analysis of Videos Myo Thida 2013-08-01 video context analysis, interactive Swarms, particle swarm optimization, multi-target tracking, social behavior, crowded scenes, abnormality detection, visual surveillance, manifold embedding, crowd analysis, spatio-temporal Laplacian Eigenmap

Video Marketing Made Simple For Business Owners Raymond Wayne 2020-09-18 Video Marketing is literally on fire! Embrace the Power and Potential of Video Marketing And use this medium to catapult your web business to the next level. Check out on “ Video Marketing Made Simple For Business Owners ” Finally, you have this once in lifetime opportunity to get your hands on the video marketing tools & Strategies that are generating million dollar revenues . Businesses invest a lot of time determining who their target demographic is, and for good reason. When a business knows which demographic is buying and using their product, it’s going to be easier to market to that demographic. Middle-aged women are going to respond to ads differently than millennials; and what one group finds engaging and interesting, another may not. So it’s important for businesses to understand what demographic they are targeting so they get the marketing just right for them. But, businesses don’t have to go to such trouble when they’re using video marketing because video marketing reaches every demographic and is interesting to every demographic. And this is because men and women, and people of every age, love video. As long as it’s interesting and creative, people will like a video regardless of their background or history. This can be a bonus for businesses that know who their demographic is, simply because more people will share it and like it, even if they don’t make up part of the business’ demographic. But it’s also especially good news for businesses with a shifting demographic, or for those that don’t know how makes up their demographic. That happens sometimes when a business changes directions or changes their product or service slightly, and then they have to start back at square one with their marketing efforts. But when a business has already created videos as part of their marketing plan, they don’t have to change a thing because those videos will already be suitable for every demographic. Imagine one type of marketing that appeals to every single demographic. It seems too good to be true, but it’s not. That type of marketing is video marketing, and reaching every demographic is just one very good reason why every business should be investing in it.

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