Multimedia Technologies: Concepts, Methodologies, Tools, and Applications

Syed Mahbubur Rahman
Minnesota State University, Mankato, USA



Acquisitions Editor: Kristin Klinger
Development Editor: Kristin Roth
Senior Managing Editor: Jennifer Neidig
Managing Editor: Jamie Snavely

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.

9 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/multimedia-mobile-devices/27109

Related Content

An Intelligent Opportunistic Routing Protocol for Big Data in WSNs

Deep Kumar Bangotra, Yashwant Singhand Arvind Kumar Selwal (2020). *International Journal of Multimedia Data Engineering and Management (pp. 15-29).*

www.irma-international.org/article/an-intelligent-opportunistic-routing-protocol-for-big-data-in-wsns/247125

Learning Processes and Violent Video Games

Edward L. Swing, Douglas A. Gentileand Craig A. Anderson (2011). *Gaming and Simulations: Concepts, Methodologies, Tools and Applications (pp. 1807-1822).*

www.irma-international.org/chapter/learning-processes-violent-video-games/49478

Re-Purposeable Learning Objects Based on Teaching and Learning Styles

Sunand Bhattacharya, Jeremy Dunning, Abtar Kaurand David Daniels (2009). *Encyclopedia of Multimedia Technology and Networking, Second Edition (pp. 1224-1231).*

www.irma-international.org/chapter/purposeable-learning-objects-based-teaching/17540

Personalized Web-Based Learning Services

Larbi Esmahi (2005). *Encyclopedia of Multimedia Technology and Networking (pp. 814-820)*. www.irma-international.org/chapter/personalized-web-based-learning-services/17333

Content-Based Keyframe Clustering Using Near Duplicate Keyframe Identification

Ehsan Younessianand Deepu Rajan (2011). *International Journal of Multimedia Data Engineering and Management (pp. 1-21).*

www.irma-international.org/article/content-based-keyframe-clustering-using/52772