

# 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](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.*

8 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/leveraging-digital-multimedia-training-risk/27155](http://www.igi-global.com/chapter/leveraging-digital-multimedia-training-risk/27155)

## Related Content

---

### Investment Strategy for Integrating Wireless Technology into Organizations

Assion Lawson-Body (2005). *Encyclopedia of Multimedia Technology and Networking* (pp. 500-506).

[www.irma-international.org/chapter/investment-strategy-integrating-wireless-technology/17290](http://www.irma-international.org/chapter/investment-strategy-integrating-wireless-technology/17290)

### Content-Based Multimedia Retrieval Using Feature Correlation Clustering and Fusion

Hsin-Yu Ha, Fausto C. Fleites and Shu-Ching Chen (2013). *International Journal of Multimedia Data Engineering and Management* (pp. 46-64).

[www.irma-international.org/article/content-based-multimedia-retrieval-using-feature-correlation-clustering-and-fusion/84024](http://www.irma-international.org/article/content-based-multimedia-retrieval-using-feature-correlation-clustering-and-fusion/84024)

### Augmented Reality Gaming in Education for Engaged Learning

Cathy Cavanaugh (2011). *Gaming and Simulations: Concepts, Methodologies, Tools and Applications* (pp. 45-56).

[www.irma-international.org/chapter/augmented-reality-gaming-education-engaged/49373](http://www.irma-international.org/chapter/augmented-reality-gaming-education-engaged/49373)

### An Adaptation Architecture Dedicated to Personalized Management of Multimedia Documents

Farida Bettou and Mahmoud Boufaïda (2017). *International Journal of Multimedia Data Engineering and Management* (pp. 21-41).

[www.irma-international.org/article/an-adaptation-architecture-dedicated-to-personalized-management-of-multimedia-documents/176639](http://www.irma-international.org/article/an-adaptation-architecture-dedicated-to-personalized-management-of-multimedia-documents/176639)

### Learning Object Model for Online Laboratories

Habib Mir M. Hosseini, Keck Voon Ling and Bing Duan (2011). *Gaming and Simulations: Concepts, Methodologies, Tools and Applications* (pp. 514-527).

[www.irma-international.org/chapter/learning-object-model-online-laboratories/49402](http://www.irma-international.org/chapter/learning-object-model-online-laboratories/49402)