

DOWNLOAD

Video and DVD Industries (Paperback)

By Paul McDonald

British Film Institute, United Kingdom, 2008. Paperback. Condition: New. 2007 ed.. Language: English . Brand New Book. When the videocassette recorder was launched on the consumer market in the mid-1970s, it transformed home entertainment. Bringing together complementary but also competing interests from the consumer electronics industry and the film, television and other copyright industries, video created a new sector of media business. Two decades later, DVD reinvented video media for the digital age. DVD provided consumers with an innovative form of entertainment technology and almost instantaneously became the catalyst for a huge boom in the video market. Although the VCR and DVD created major markets for video hardware and software, the video business has been continually shaped by industry conflicts and tensions. Repeatedly the video market has become divided when faced with the introduction of competing formats. Easy reproduction of films and other works on cassette or disc made video software a lucrative market for the copyright industries but also intensified struggles to combat the effects of commercial piracy. Video and DVD Industries examines the business of video entertainment and provides the first study looking at DVD from an industrial perspective. Detailing divisions in the video business, the book outlines...



Reviews

This type of publication is almost everything and helped me looking forward and much more. I am quite late in start reading this one, but better then never. You wont really feel monotony at whenever you want of your own time (that's what catalogs are for relating to if you ask me). -- **Prof. Buddy Leuschke**

This published publication is wonderful. Of course, it is actually engage in, still an interesting and amazing literature. It is extremely difficult to leave it before concluding, once you begin to read the book. -- Vickie Wolff

Other Books

1	

Alfred s Kid s Guitar Course 1: The Easiest Guitar Method Ever!, Book, DVD Online Audio, Video Software Alfred Music, United States, 2016. Paperback. Book Condition: New. Language: English . Brand New Book. Alfred s Kid s Guitar Course is a fun method that teaches you to play songs on the guitar right away. Each lesson on every colorful page...

Γ
■

Alfred s Kid s Piano Course Complete: The Easiest Piano Method Ever!, Book, DVD Online Audio Video Alfred Music, United States, 2016. Paperback. Book Condition: New. 292 x 222 mm. Language: English . Brand New Book. Alfred s Kid s Piano Course is a fun method that teaches you to play songs on the piano right away. This complete...

1		Ν
		-

Letters to Grant Volume 2: Volume 2 Addresses a Kaleidoscope of Stories That Primarily, But Not Exclusively, Occurred in the United States. It de

Createspace, United States, 2013. Paperback. Book Condition: New. 216 x 140 mm. Language: English . Brand New Book ***** Print on Demand *****. Volume 2 addresses a kaleidoscope of stories that primarily, but not exclusively, occurred in the United States. It describes in...

1	\neg
	≡I

Kodu for Kids: The Official Guide to Creating Your Own Video Games

Pearson Education (US). Paperback. Book Condition: new. BRAND NEW, Kodu for Kids: The Official Guide to Creating Your Own Video Games, James Floyd Kelly, DESIGN, BUILD, CREATE, AND SHARE YOUR GAME WITH THE WORLD! Ever wanted to create your own video game?...

∎

The Well-Trained Mind: A Guide to Classical Education at Home (Hardback)

WW Norton Co, United States, 2016. Hardback. Book Condition: New. 4th Revised edition. 244 x 165 mm. Language: English . Brand New Book. The Well-Trained Mind will instruct you, step by step, on how to give your child an academically rigorous, comprehensive...

∎

Unplug Your Kids: A Parent's Guide to Raising Happy, Active and Well-Adjusted Children in the Digital Age

Adams Media Corporation. Paperback. Book Condition: new. BRAND NEW, Unplug Your Kids: A Parent's Guide to Raising Happy, Active and Well-Adjusted Children in the Digital Age, David Dutwin, TV. Web Surfing. IMing. Text Messaging. Video Games. iPods. Kids today are plugged into...