

1. Record Nr.	UNINA9910299291403321
Autore	Earnshaw Rae A. <1944->
Titolo	Research and Development in Digital Media // by Rae Earnshaw
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2018
ISBN	3-319-73080-0
Edizione	[1st ed. 2018.]
Descrizione fisica	1 online resource (XVI, 86 p. 10 illus., 8 illus. in color.)
Collana	SpringerBriefs in Computer Science, , 2191-5776
Disciplina	006.7
Soggetti	User interfaces (Computer systems) Human-computer interaction Digital humanities Interactive multimedia Multimedia systems User Interfaces and Human Computer Interaction Digital Humanities Media Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Sommario/riassunto	This book presents an overview of the technical underpinnings in the field of digital media. This includes theory, imaging, big data, interaction, and the research and development that is needed in order to make digital media interfaces more natural and easy to use. Grant funding sources for R & D are detailed and current priority areas are summarized. Developments in the relevant commercial areas are also reviewed. This is Professor Earnshaw's fifth book in the series on digital media and its applications and creative uses. These books explain the significance and importance of digital media and how it has developed and advanced. They also explore the impact digital media is having on a range of domains including art and design, the creative industries, visual analytics, big data, and digital humanities. The convergence of IT, telecommunications and media is bringing about a revolution in the way information is being collected, stored, accessed and distributed.

Digital media is expected to play an increasing role in these processes. State of the art digital technologies are increasingly utilized in order to deliver to the user requirements and also to be effective and efficient in this delivery, given the increasing demands by users and other third parties involved in the content creation and service delivery pipeline. Research and Development in Digital Media will be invaluable for readers that want a summary of the technical research and development aspects of digital media, how such work is being funded, and the kind of changes in digital media provision that may result.
