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Titolo	Digital entertainment as next evolution in service sector : emerging digital solutions in reshaping different industries // edited by Subhankar Das and Saikat Gochhait
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ISBN	981-19-8121-3
Edizione	[First edition.]
Descrizione fisica	1 online resource (xiii, 207 pages) : illustrations (some color)
Disciplina	384.54
Soggetti	Broadcasting - Technological innovations Digital media
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Chapter-1: Emerging trends for reshaping digital entertainment: Role of demographics, consumer, and technological innovations -- Chapter 2: Digital Solution for Broadcast Media: Role of Pandemic and Sustainable Development of depleting industries -- Chapter 3: Digital Solution for Entertainment: An overview of Over the Top (OTT) and digital media -- Chapter 4: Digital Solution for social media: Role of digital evolution on business enterprises -- Chapter 5: Digital Solution for Print and Publishing -- Chapter 6: Digital Solution for Gaming: How the entertainment is evolving with new interactive games -- Chapter 7: Digital payment applications and their role in popularizing various entertainment platforms across the world -- Chapter 8: Digital Solution for Human Resource -- Chapter 9: Digital Solution for Healthcare -- Chapter 10: Digital Solution for Industry 4.0 and 5.0.
Sommario/riassunto	The book showcases research on digital entertainment solutions in different sectors. In recent years, digital media have evolved to include bandwidth-rich, smart, and connected platforms accessed via computers, tablets, smart phones, social media, and video game consoles. The high connectivity and vast processing capacity of these platforms have allowed for platform-agnostic, streaming, always-on, entertainment-on-demand consumption of digital content in a way

distinct from traditional models of entertainment consumption. Moving beyond the unilateral delivery of content, with fixed positions of the entertainers and the entertained, digital entertainment is now dynamically generated by users and providers, blurring the boundary between producers and consumers of entertainment. With the increasing accessibility of multimodal media that surround audiences with sensory-rich information, digital entertainment is becoming more immersive. Dr. Subhankar Das is an Academician, Researcher, Author, Writer, Blogger, Data Science trainer, and Social Media Marketing Consultant. He is currently working as Professor and Researcher in the Honors Program, Duy Tan University, Da Nang, Vietnam, with 14+ Years of Teaching and Research Experience and more than 26 Scopus SSCI and SCle publications. Dr. Saikat Gochhait teaches at Symbiosis Institute of Digital & Telecom Management, Symbiosis International Deemed University Pune, India and Neurosciences Research Institute-Samara State Medical University, Russia. He is Ph.D and Post-Doctoral Fellow from the UEx, Spain and National Dong Hwa University, Taiwan. He was Awarded DITA and MOFA Fellowship in 2017 and 2018. His research publication with foreign authors is indexed in Scopus, ABDC, and Web of Science. He is a Senior IEEE member.
