

1. Record Nr.	UNISALENTO991003674059707536
Autore	Rordam, Mikael
Titolo	Classification of nuclear C*-algebras : entropy in operator algebras / M. Rordam, E. Stormer
Pubbl/distr/stampa	Berlin : Springer-Verlag, c2002
ISBN	3540423052
Descrizione fisica	vii, 198 p. ; 25 cm
Collana	Encyclopaedia of mathematical sciences, 0938-0396 ; 126 Operator algebras and non-commutative geometry ; 7
Classificazione	AMS 00A20 AMS 46L35
Altri autori (Persone)	Stormer, Erling
Disciplina	512.724
Soggetti	C*-algebras
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes bibliographical references and index

2. Record Nr.	UNINA9910783696003321
Titolo	The business of culture [[electronic resource]] : strategic perspectives on entertainment and media / / edited by Joseph Lampel, Jamal Shamsie, Theresa K. Lant
Pubbl/distr/stampa	Mahwah, NJ, : Lawrence Erlbaum Assoicates, 2006
ISBN	1-135-60923-3 1-282-32672-4 9786612326721 1-4106-1556-1
Descrizione fisica	1 online resource (345 p.)
Collana	Series in Organization and Management
Altri autori (Persone)	LampelJoseph ShamsieJamal LantTheresa K
Disciplina	306.4/8
Soggetti	Culture - Economic aspects Cultural industries Popular culture - Economic aspects Industries - Social aspects
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Papers from a conference organized at the Stern School of Business of New York University in May 1997.
Nota di bibliografia	Includes bibliographical references and indexes.
Nota di contenuto	Contents; Foreword; Preface; Introduction; Part I: The Process of Value Creation; Part II: The Challenge of Positioning; Part III: The Nature of Markets; Part IV: The Role of Technology; Part V: The Impact of Globalization; Conclusions; Author Index; Subject Index
Sommario/riassunto	The business of culture is the business of designing, producing, distributing, and marketing cultural products. Even though it gives employment to millions, and is the main business of many large and small organizations, it is an area that is rarely studied from a strategic management perspective. This book addresses this void by examining a wide range of cultural industries--motion pictures, television, music, radio, and videogames--from such a perspective. The articles included in this book will be helpful to individuals who seek a better understanding of organizations and strategies in the

