Record Nr. UNINA9910808335003321 The psychology of entertainment media: blurring the lines between **Titolo** entertainment and persuasion / / editor, L.J. Shrum Pubbl/distr/stampa New York, : Routledge, 2012 **ISBN** 1-136-80934-1 1-280-66108-9 9786613638014 0-203-82858-5 1-136-80935-X Edizione [2nd ed.] 1 online resource (365 p.) Descrizione fisica Altri autori (Persone) ShrumL. J Disciplina 659.101/9 Soggetti Subliminal advertising Advertising - Psychological aspects Mass media - Psychological aspects Persuasion (Psychology) Manipulative behavior Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Description based upon print version of record. Nota di bibliografia Includes bibliographical references and index. Nota di contenuto Cover; The psychology of entertainment media; Copyright; Contents; Preface; About the Authors; Chapter 1. What's So Special About Entertainment Media and Why Do We Need a Psychology for It?: An Introduction to the Psychology of Entertainment Media; Section I: Embedding Promotions Within Entertainment Media: Product Placement Effects and How they Work; Chapter 2. Product Integration: Current Practices and New Directions; Chapter 3. As a Backdrop, Part of the Plot, or a Goal in a Game: The Ubiquitous Product Placement Chapter 4. Children's Processing of Embedded Brand Messages: Product Placement and the Role of Conceptual FluencyChapter 5. Psychological Processing of In-Game Advertising and Advergaming: Branded

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## Sommario/riassunto

In this volume, psychologists and communication experts present theory on understanding and predicting how learning occurs through media consumption. As the impact of traditional advertising has declined over the last couple of decades, marketers have scrambled to find other ways to effectively communicate with consumers. Among other approaches, marketers have utilized various forms of product integration. Product integration is mixing a commercial message in with the non-commercial message via TV, movie, video, and other entertainment venues. This book will be of interest to students and r