Record Nr. UNINA990001759350403321 Autore American Society of Mechanical Engineers ASME International conference on advances in life prediction methods, **Titolo** New York, April 18-20, 1983 / edited by D.A. Woodford, J. R. Whitehead New York: ASME, 1983 Pubbl/distr/stampa Descrizione fisica VI, 375 p.; 28 cm Disciplina 621.8 Locazione **FAGBC** Collocazione 60 621.8 ASME 1983 Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Record Nr. UNINA9910866572103321 **Autore** Martínez-López Francisco J **Titolo** Advances in Digital Marketing and eCommerce: Fifth International Conference, 2024 / / edited by Francisco J. Martínez-López, Luis F. Martinez, Philipp Brüggemann Pubbl/distr/stampa Cham:,: Springer Nature Switzerland:,: Imprint: Springer,, 2024 **ISBN** 9783031621352 9783031621345 Edizione [1st ed. 2024.] Descrizione fisica 1 online resource (327 pages) Springer Proceedings in Business and Economics, , 2198-7254 Collana Altri autori (Persone) MartinezLuis F BrüggemannPhilipp 658.872 Disciplina 659.144 Soggetti Telemarketing Internet marketing **Business information services** Electronic commerce

Digital Marketing IT in Business

e-Commerce and e-Business

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Nota di contenuto	Negative WOM for Liking Brands vs Positive WOM for Disliking Brands: Differences in Length and Content of WOM The impact of 3D digital content on consumer satisfaction with brand experiences Love Me, Love Me Not: The Counterintuitive Relationships in Social Networking Sites.
Sommario/riassunto	The Digital Marketing and eCommerce Conference brings together leading researchers and scholars to exchange and share their experiences and findings on all aspects of ecommerce and digital marketing. This volume presents the proceedings of the 2024 edition. Showcasing a range of original theoretical and methodological approaches, they address such diverse areas of application as social media; digital nudging; digital luxury; trends; crowdfunding; virtual reality (VR), augmented reality (AR) and the metaverse; generative artificial intelligence (AI); green ecommerce; environmental, social, and corporate governance (ESG); electronic word-of-mouth (eWOM); gamification; text mining; customer journey; and private label brands.