

Portals A Treatise On Internet Distributed Television

Thomas Poell,David B. Nieborg,Brooke Erin Duffy

Portals Amanda D. Lotz,2017

Portals Amanda D. Lotz,2017 Television audiences and its industry alike have been confused by the emergence of new ways to watch television. On one hand, the programs seem every bit like the television we've long known, while the way we can watch, what we can watch, and the business models supporting them differ significantly. Portals: A Treatise on Internet-Distributed Television pushes understandings of the business of television to keep pace with the considerable technological change of the last decade. It explains why shows such as *Orange Is the New Black* or *Transparent* are indeed television despite coming to screens over internet connection and in exchange for a monthly fee. It explores how internet-distributed television is able to do new things - particularly, allow different people to watch different shows chosen from a library of possibilities. This technological ability allows new audience behaviors and new norms in making television. Portals are the channels of internet-distributed television, and Portals identifies how the task of curating a library of shows differs from channels' task of building a schedule. It explores the business model--subscriber funding--that supports many portals, and identifies the key differences from advertiser or direct purchase. Portals considers what we know about the future of television, even though we remain early in a process of transformative change.

We Now Disrupt This Broadcast Amanda D. Lotz,2018-04-06 The collision of new technologies, changing business strategies, and innovative storytelling that produced a new golden age of TV. Cable television channels were once the backwater of American television, programming recent and not-so-recent movies and reruns of network shows. Then came *La Femme Nikita*, *OZ*, *The Sopranos*, *Mad Men*, *Game of Thrones*, and *The Walking Dead*. And then, just as "prestige cable" became a category, came *House of Cards* and Netflix, Hulu, Amazon Video, and other Internet distributors of television content. What happened? In *We Now Disrupt This Broadcast*, Amanda Lotz chronicles the collision of new technologies, changing business strategies, and innovative storytelling that produced an era termed "peak TV." Lotz explains that changes in the business of television expanded the creative possibilities of television. She describes the costly infrastructure rebuilding undertaken by cable service providers in the late 1990s and the struggles of cable channels to produce (and pay for) original, scripted programming in order to stand out from the competition. These new programs defied television conventions and made viewers adjust their expectations of what television could be. *La Femme Nikita* offered cable's first

antihero, *Mad Men* cost more than advertisers paid, *The Walking Dead* became the first mass cable hit, and *Game of Thrones* was the first global television blockbuster. Internet streaming didn't kill cable, Lotz tells us. Rather, it revolutionized how we watch television. Cable and network television quickly established their own streaming portals. Meanwhile, cable service providers had quietly transformed themselves into Internet providers, able to profit from both prestige cable and streaming services. Far from being dead, television continues to transform.

The Television Will Be Revolutionized, Second Edition Amanda D Lotz, 2014-09-19 “Incredibly prescient . . . the revised edition updates its account to reflect an age when Hulu, Netflix, and Amazon are now competing for Emmy and Peabody Awards.” —Henry Jenkins, coauthor of *Spreadable Media: Creating Meaning and Value in a Networked Culture* Many proclaimed the “end of television” in the early years of the twenty-first century, as capabilities and features of the boxes that occupied a central space in American living rooms for the preceding fifty years were radically remade. In this revised second edition of her definitive book, Amanda D. Lotz proves that rumors of the death of television were greatly exaggerated and explores how new distribution and viewing technologies have resurrected the medium. Shifts in the basic practices of making and distributing television have not been hastening its demise but redefining what we can do with it, what we expect from it, how we use it—in short, revolutionizing it. Television, as both a technology and a tool for cultural storytelling, remains as important today as ever, but it has changed in fundamental ways. *The Television Will Be Revolutionized* provides a sophisticated history of the present, examining television in what Lotz terms the “post-network” era while providing frameworks for understanding the continued change in the medium. The second edition addresses adjustments throughout the industry wrought by broadband-delivered television such as Netflix, YouTube, and cross-platform initiatives like TV Everywhere, as well as how technologies such as tablets and smartphones have changed how and where we view. Lotz begins to deconstruct the future of different kinds of television—exploring how “prized content,” live televised sports, and linear viewing may all be “television,” but very different types of television for both viewers and producers. Through interviews with those working in the industry, surveys of trade publications, and consideration of an extensive array of popular shows, Lotz takes us behind the screen to explore what is changing, why it is changing, and why the changes matter. “[A] thorough and engaging analysis.” —Velvet Light Trap “Thick with trade facts and figures.” —Popular Communication

Media Industry Studies Daniel Herbert, Amanda D. Lotz, Aswin Punathambekar, 2020-04-09 The study of media industries has become a thriving subfield of media studies. It already comprises a diverse intellectual history, a range of fascinating questions and topics, and many theoretical and methodological frameworks. *Media Industry Studies* provides the roadmap to this vibrant area of study. Blending a comprehensive overview of foundational literature with an examination of the varied scales and sites media industry studies have considered, the book explores connections among research questions, topics, and methodologies. It includes examples from many media industries – film, television, journalism, music, games – and

incorporates emerging scholarship considering the industrial contexts of social and internet-distributed media. Offering an account of the intellectual traditions and approaches that have defined the subfield to date, Media Industry Studies is an indispensable resource for upper-level undergraduates, postgraduates, and scholars.

Cable Guys Amanda D. Lotz, 2014-03-31 The emergence of male-centered serials such as *The Shield*, *Rescue Me*, and *Sons Of Anarchy* and the challenges these characters face in negotiating modern masculinities. From the meth-dealing but devoted family man Walter White of AMC's *Breaking Bad*, to the part-time basketball coach, part-time gigolo Ray Drecker of HBO's *Hung*, depictions of male characters perplexed by societal expectations of men and anxious about changing American masculinity have become standard across the television landscape. Engaging with a wide variety of shows, including *The League*, *Dexter*, and *Nip/Tuck*, among many others, Amanda D. Lotz identifies the gradual incorporation of second-wave feminism into prevailing gender norms as the catalyst for the contested masculinities on display in contemporary cable dramas. Examining the emergence of "male-centered serials" such as *The Shield*, *Rescue Me*, and *Sons of Anarchy* and the challenges these characters face in negotiating modern masculinities, Lotz analyzes how these shows combine feminist approaches to fatherhood and marriage with more traditional constructions of masculine identity that emphasize men's role as providers. She explores the dynamics of close male friendships both in groups, as in *Entourage* and *Men of a Certain Age*, wherein characters test the boundaries between the homosocial and homosexual in their relationships with each other, and in the dyadic intimacy depicted in *Boston Legal* and *Scrubs*. *Cable Guys* provides a much needed look into the under-considered subject of how constructions of masculinity continue to evolve on television.

Film and Television Distribution and the Internet Mr Andrew Sparrow, 2012-09-28 There is no area of business that is more dramatically affected by the explosion of web-based services delivered to computers, PDAs and mobile phones than the film and television industries. The web is creating radical new ways of marketing and delivering television and film content; one that draws in not simply traditional broadcasters and producers but a whole new range of organizations such as news organizations, web companies and mobile phone service providers. This companion volume to Andrew Sparrow's *Music Distribution and the Internet: A Legal Guide for the Music Business* focuses on the practical application of UK and EU law as it applies to the distribution of television and film through the internet. This includes terms of contract and copyright as they affect studios, broadcasters, sales agents, distributors, internet service providers, film financiers, and online film retailers; as well as areas such as the licensing of rights. It also covers the commercial aspects of delivering film and television services to a customer base, including engaging with new content platforms, strategic agreements with content aggregators, protecting and exploiting intellectual property rights, data and consumer protection, and payment, online marketing and advertising. The opportunities for companies operating in this area are extraordinary (as are the legal implications) and Andrew Sparrow's highly practical guide provides an excellent starting point for navigating through what is a complex area of

regulation, contract, copyright and consumer law.

A Future for Public Service Television Des Freedman, Vana Goblot, 2018-05-04 A guide to the nature, purpose, and place of public service television within a multi-platform, multichannel ecology. Television is on the verge of both decline and rebirth. Vast technological change has brought about financial uncertainty as well as new creative possibilities for producers, distributors, and viewers. This volume from Goldsmiths Press examines not only the unexpected resilience of TV as cultural pastime and aesthetic practice but also the prospects for public service television in a digital, multichannel ecology. The proliferation of platforms from Amazon and Netflix to YouTube and the vlogosphere means intense competition for audiences traditionally dominated by legacy broadcasters. Public service broadcasters—whether the BBC, the German ARD, or the Canadian Broadcasting Corporation—are particularly vulnerable to this volatility. Born in the more stable political and cultural conditions of the twentieth century, they face a range of pressures on their revenue, their remits, and indeed their very futures. This book reflects on the issues raised in Lord Puttnam's 2016 Public Service TV Inquiry Report, with contributions from leading broadcasters, academics, and regulators. With resonance for students, professionals, and consumers with a stake in British media, it serves both as historical record and as a look at the future of television in an on-demand age. Contributors include Tess Alps, Patrick Barwise, James Bennett, Georgie Born, Natasha Cox, Gunn Enli, Des Freedman, Vana Goblot, David Hendy, Jennifer Holt, Amanda D. Lotz, Sarita Malik, Matthew Powers, Lord Puttnam, Trine Syvertsen, Jon Thoday, Mark Thompson

Netflix Nations Ramon Lobato, 2019-01-08 How streaming services and internet distribution have transformed global television culture. Television, once a broadcast medium, now also travels through our telephone lines, fiber optic cables, and wireless networks. It is delivered to viewers via apps, screens large and small, and media players of all kinds. In this unfamiliar environment, new global giants of television distribution are emerging—including Netflix, the world's largest subscription video-on-demand service. Combining media industry analysis with cultural theory, Ramon Lobato explores the political and policy tensions at the heart of the digital distribution revolution, tracing their longer history through our evolving understanding of media globalization. Netflix Nations considers the ways that subscription video-on-demand services, but most of all Netflix, have irrevocably changed the circulation of media content. It tells the story of how a global video portal interacts with national audiences, markets, and institutions, and what this means for how we understand global media in the internet age. Netflix Nations addresses a fundamental tension in the digital media landscape – the clash between the internet's capacity for global distribution and the territorial nature of media trade, taste, and regulation. The book also explores the failures and frictions of video-on-demand as experienced by audiences. The actual experience of using video platforms is full of subtle reminders of market boundaries and exclusions: platforms are geo-blocked for out-of-region users ("this video is not available in your region"); catalogs shrink and expand from country to country; prices appear in

different currencies; and subtitles and captions are not available in local languages. These conditions offer rich insight for understanding the actual geographies of digital media distribution. Contrary to popular belief, the story of Netflix is not just an American one. From Argentina to Australia, Netflix's ascension from a Silicon Valley start-up to an international television service has transformed media consumption on a global scale. Netflix Nations will help readers make sense of a complex, ever-shifting streaming media environment.

Plugged in Patti M. Valkenburg, Jessica Taylor Piotrowski, 2017-01-01 Cover -- Half-title -- Title -- Copyright -- Dedication -- Contents -- Preface -- 1 Youth and Media -- 2 Then and Now -- 3 Themes and Theoretical Perspectives -- 4 Infants, Toddlers, and Preschoolers -- 5 Children -- 6 Adolescents -- 7 Media and Violence -- 8 Media and Emotions -- 9 Advertising and Commercialism -- 10 Media and Sex -- 11 Media and Education -- 12 Digital Games -- 13 Social Media -- 14 Media and Parenting -- 15 The End -- Notes -- Acknowledgments -- Index -- A -- B -- C -- D -- E -- F -- G -- H -- I -- J -- K -- L -- M -- N -- O -- P -- Q -- R -- S -- T -- U -- V -- W -- X -- Y -- Z

The Routledge Companion to Media Industries Paul McDonald, 2021-10-04 Bringing together 49 chapters from leading experts in media industries research, this major collection offers an authoritative overview of the current state of scholarship while setting out proposals for expanding, re-thinking and innovating the field. Media industries occupy a central place in modern societies, producing, circulating, and presenting the multitude of cultural forms and experiences we encounter in our daily lives. The chapters in this volume begin by outlining key conceptual and critical perspectives while also presenting original interventions to prompt new lines of inquiry. Other chapters then examine the impact of digitalization on the media industries, intersections formed between industries or across geographic territories, and the practices of doing media industries research and teaching. General ideas and arguments are illustrated through specific examples and case studies drawn from a range of media sectors, including advertising, publishing, comics, news, music, film, television, branded entertainment, live cinema experiences, social media, and music video. Making a vital and significant contribution to media research, this volume is essential reading for students and academics seeking to understand and evaluate the work of the media industries. Chapter 10 of this book is freely available as a downloadable Open Access PDF under a Creative Commons Attribution-Non Commercial-No Derivatives 4.0 license available at <http://www.taylorfrancis.com>

Platforms and Cultural Production Thomas Poell, David B. Nieborg, Brooke Erin Duffy, 2021-10-14 The widespread uptake of digital platforms – from YouTube and Instagram to Twitch and TikTok – is reconfiguring cultural production in profound, complex, and highly uneven ways. Longstanding media industries are experiencing tremendous upheaval, while new industrial formations – live-streaming, social media influencing, and podcasting, among others – are evolving at breakneck speed. Poell, Nieborg, and Duffy explore both the processes and the implications of platformization across the cultural industries, identifying key changes in markets, infrastructures, and governance at play in this ongoing

transformation, as well as pivotal shifts in the practices of labor, creativity, and democracy. The authors foreground three particular industries – news, gaming, and social media creation – and also draw upon examples from music, advertising, and more. Diverse in its geographic scope, *Platforms and Cultural Production* builds on the latest research and accounts from across North America, Western Europe, Southeast Asia, and China to reveal crucial differences and surprising parallels in the trajectories of platformization across the globe. Offering a novel conceptual framework grounded in illuminating case studies, this book is essential for students, scholars, policymakers, and practitioners seeking to understand how the institutions and practices of cultural production are transforming – and what the stakes are for understanding platform power.

The Capitalization of Cultural Production Bernard Miège, 1989

The Third Industrial Revolution Jeremy Rifkin, 2011-10-04 The Industrial Revolution, powered by oil and other fossil fuels, is spiraling into a dangerous endgame. The price of gas and food are climbing, unemployment remains high, the housing market has tanked, consumer and government debt is soaring, and the recovery is slowing. Facing the prospect of a second collapse of the global economy, humanity is desperate for a sustainable economic game plan to take us into the future. Here, Jeremy Rifkin explores how Internet technology and renewable energy are merging to create a powerful Third Industrial Revolution. He asks us to imagine hundreds of millions of people producing their own green energy in their homes, offices, and factories, and sharing it with each other in an energy internet, just like we now create and share information online. Rifkin describes how the five-pillars of the Third Industrial Revolution will create thousands of businesses, millions of jobs, and usher in a fundamental reordering of human relationships, from hierarchical to lateral power, that will impact the way we conduct commerce, govern society, educate our children, and engage in civic life. Rifkin's vision is already gaining traction in the international community. The European Union Parliament has issued a formal declaration calling for its implementation, and other nations in Asia, Africa, and the Americas, are quickly preparing their own initiatives for transitioning into the new economic paradigm. The Third Industrial Revolution is an insider's account of the next great economic era, including a look into the personalities and players — heads of state, global CEOs, social entrepreneurs, and NGOs — who are pioneering its implementation around the world.

The Antitrust Paradox Robert Bork, 2021-02-22 The most important book on antitrust ever written. It shows how antitrust suits adversely affect the consumer by encouraging a costly form of protection for inefficient and uncompetitive small businesses.

Game Engine Architecture Jason Gregory, 2017-03-27 Hailed as a must-have textbook (CHOICE, January 2010), the first edition of *Game Engine Architecture* provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition

continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the gameplay foundation layer delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, Game Engine Architecture, Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.

Television Drama in the Age of Streaming Vilde Schanke Sundet, 2021-04-02 This book examines television drama in the age of streaming—a time when television has been reshaped for national and international consumption via both linear 'flow' and on-demand user modes. It builds on an in-depth study of the Norwegian public service broadcaster (NRK) and some of its game-changing drama productions (Lilyhammer, SKAM, blank). The book portrays the formative first decade of television streaming (2010-2019), how new streaming services and incumbent television providers intersect and act in a new drama landscape, and how streaming impacts existing television production cultures, publishing models and industry-audience relations. The analysis draws on insight gained through more than a hundred interviews with television experts and fans, hundreds of hours of observations, and unique access to industry conferences, meetings, working documents, and ratings. The book combines perspectives from production studies, media industry studies, and fan studies to inform its analysis.

Social Media Entertainment Stuart Cunningham, David Craig, 2019-02-26 Winner, 2020 Outstanding Book Award, given by the International Communication Association Honorable Mention, 2020 Nancy Baym Book Award, given by the Association of Internet Researchers How the transformation of social media platforms and user-experience have redefined the entertainment industry In a little over a decade, competing social media platforms, including YouTube, Facebook, Twitter, Instagram, and Snapchat, have given rise to a new creative industry: social media entertainment. Operating at the

intersection of the entertainment and interactivity, communication and content industries, social media entertainment creators have harnessed these platforms to generate new kinds of content separate from the century-long model of intellectual property control in the traditional entertainment industry. Social media entertainment has expanded rapidly and the traditional entertainment industry has been forced to cede significant power and influence to content creators, their fans, and subscribers. Digital platforms have created a natural market for embedded advertising, changing the worlds of marketing and communication in their wake. Combined, these factors have produced new, radically shifting demands on the entertainment industry, posing new challenges for screen regimes, media scholars, industry professionals, content creators, and audiences alike. Stuart Cunningham and David Craig chronicle the rise of social media entertainment and its impact on media consumption and production. A massive, industry-defining study with insight from over 100 industry insiders, *Social Media Entertainment* explores the latest transformations in the entertainment industry in this time of digital disruption.

REDESIGNING WOMEN Amanda D. Lotz, 2010-10-01 In the 1990s, American television audiences witnessed an unprecedented rise in programming devoted explicitly to women. Cable networks such as Oxygen Media, Women's Entertainment Network, and Lifetime targeted a female audience, and prime-time dramatic series such as *Buffy the Vampire Slayer*, *Judging Amy*, *Gilmore Girls*, *Sex and the City*, and *Ally McBeal* empowered heroines, single career women, and professionals struggling with family commitments and occupational demands. After establishing this phenomenon's significance, Amanda D. Lotz explores the audience profile, the types of narrative and characters that recur, and changes to the industry landscape in the wake of media consolidation and a profusion of channels. Employing a cultural studies framework, Lotz examines whether the multiplicity of female-centric networks and narratives renders certain gender stereotypes uninhabitable, and how new dramatic portrayals of women have redefined narrative conventions. *Redesigning Women* also reveals how these changes led to narrowcasting, or the targeting of a niche segment of the overall audience, and the ways in which the new, sophisticated portrayals of women inspire sympathetic identification while also commodifying viewers into a marketable demographic for advertisers.

Threatcasting Brian David Johnson, Cyndi Coon, Natalie Vanatta, 2022-06-01 Impending technological advances will widen an adversary's attack plane over the next decade. Visualizing what the future will hold, and what new threat vectors could emerge, is a task that traditional planning mechanisms struggle to accomplish given the wide range of potential issues. Understanding and preparing for the future operating environment is the basis of an analytical method known as Threatcasting. It is a method that gives researchers a structured way to envision and plan for risks ten years in the future. Threatcasting uses input from social science, technical research, cultural history, economics, trends, expert interviews, and even a little science fiction to recognize future threats and design potential futures. During this human-centric process, participants brainstorm what actions can be taken to identify, track, disrupt, mitigate, and recover from the possible threats.

Specifically, groups explore how to transform the future they desire into reality while avoiding an undesired future. The Threatcasting method also exposes what events could happen that indicate the progression toward an increasingly possible threat landscape. This book begins with an overview of the Threatcasting method with examples and case studies to enhance the academic foundation. Along with end-of-chapter exercises to enhance the reader's understanding of the concepts, there is also a full project where the reader can conduct a mock Threatcasting on the topic of "the next biological public health crisis." The second half of the book is designed as a practitioner's handbook. It has three separate chapters (based on the general size of the Threatcasting group) that walk the reader through how to apply the knowledge from Part I to conduct an actual Threatcasting activity. This book will be useful for a wide audience (from student to practitioner) and will hopefully promote new dialogues across communities and novel developments in the area.

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