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## Preface

This section explores the background of Digital Arts and Entertainment through a discussion of the opportunities and consequences of digital media technologies. Digital media as an emerging field requires an in-depth understanding of concepts in computer science, human ethics, and social interaction. Some important and fundamental topics include online relationship development, digital rights management, and media in a sociopolitical context. In the opening 13 chapters of this extensive reference source, readers will obtain a clear understanding of the fundamental concepts and theories integral to the field of Digital Arts and Entertainment.

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This section takes an even more critical and investigative approach to Digital Arts and Entertainment, addressing the pertinent questions arising as a result of new technologies. The digital world offers the potential for interaction, community-building, and the growth of society in ways that analog technologies never could, but it also enables unique threats to the security of information. This section explores topics of import, including marketing ethics, online education, and the use and misuse of user-generated content. In this section, 12 chapters explore some of the critical issues driving advances in Digital Arts and Entertainment.

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