

Index

A

AccessIT 162
accountability 88
active prosumer 188
Adatel 220
advergames 97, 100
advertisement in commercial games
101
advertisers 101
Alestra 217
America's Army 109
anime 25
AOL 88
atomisation 155
audiovision 196
avatars 120
Avex Records 61

B

barriers to Internet usage 212
Benkler 122
Biper 225
Birt 203

Blair Witch Project 195
blogging 119
blogging site 119
Boddy 181, 192
bricolage 129
BskyB 202

C

CanalDigitaal 186
capitalism 144
CBS 202
CCRT 193
CE 165
Chaku-melo 61
Chaku-uta Full™ 60
Chaku-uta® 60
chat 240
Chomsky 12
cinema 195
Cisco Systems (Cisco) 215
CMC 242
Coke Music 107
collaboration 240
collectivism 27

commercial consumption 154
 commercial game 101
 communication tools 240
 community governance 90
 community norms 90
 computer games 78
 computer-mediated communication
 (CMC) 242
 conductor 188
 Connected Lives Project 259
 consumer electronics (CE) market 165
 consumer-generated innovation 282
 consumption habits 185
 consumption patterns and consumption
 behavior 187
 contract 87
 control 180, 181, 187
 convergence 193
 conversation 240
 Coppola 195
 copyright 83
 counter-strike 81, 98
 creative commons 82
 creative economy 142
 creative industries 143
 cultural economy 142
 cultural jamming 126
 cultural poaching 126
 customer service 91
 cyberbolic social studies 119

D

d-cinema 161, 163
 DBV-t 186
 DCCJ NPO 163
 DCI 163, 165
 de Mo 186
 De Voss 181
 dedicated advergame 106
 demand side innovation 282
 diffusion theory 292

Digital Cinema Incentive (DCI) 163
 digital games 97
 digital media 128
 digital television (DTV) 192
 digital video recorder 203
 Disney 163
 dispositif 196
 disruptive innovation 164
 disruptive technology 164, 169
 distributed production network 79
 DLP Cinema 162
 DOGMA 95 195
 dominant culture 125
 Doom 3 99
 DTV 192

E

e-commerce 182
 e-Mexico 216
 EA 88
 EDCF 163
 electronic program guides (EPG) 201
 Elsaesser 195
 emergent 79
 emergent texts 79
 empowered consumer 89
 end user licence agreements (EULA)
 78
 end-to-end argument 122
 entrepreneurialism 155
 EP 12
 EPG 201
 EULA 82
 Eureka 196
 Euro1080 204
 Europe 192
 European Digital Cinema Forum
 (EDCF) 163
 EverQuest 80, 83
 evolutionary psychology (EP) 12

F

face-to-face 239
 facilitator 250
 fanboy 24
 fanboys 113
 fandom 133
 FCC 193
 Federal Communications Commission (FCC) 193
 Fehervari 204
 female students 43
 film industry 171
 Final Fantasy 98
 First Person Shooters 99
 Fiske 125
 Fitzpatrick 119
 Fox 163
 Francis Ford Coppola 195
 freelance economies 155

G

Galloway 126
 GameCube 98
 GDC 162
 geek 24
 gender 281
 Generation Y 98
 Getawa 102
 GIGA 61
 governance 87
 governmentality 142, 147
 Grand Alliance 198
 Grand Theft Auto: San Andreas 102
 Greenaway 203
 GUIs 282
 Gundam 25

H

Half-Life 81
 Hart 197
 HDTV 192

HDTV platform 197
 Heidegger 13
 Hewlett Packard (HP) 182
 hold up 172
 hold up problem 174
 Hollywood 195

I

IBM 220
 icon makers 133
 ICTs 210
 ideal communication 3
 identity map 132
 IGDA 107
 incubator 226
 individualism 27
 individualization 142, 147
 Innis 292
 innocence 25
 intellectual property 81
 interactive television 180, 181
 interactive TV 182, 187
 interactivity 180, 181
 International Game Developers Association (IGDA) 107
 International Telecommunication Union (ITU) 193
 Internet 195
 iPod 60
 IT 220
 Ito 134
 ITU 193
 iTunes Music Store 60

J

J-Phone 46
 Japan 21
 Japan the Digital Cinema Consortium of Japan (DCCJ) 163
 Japanese 193, 282
 John de Mol 186
 JVC (D-ILA) 162

K

Kant 12
Karaoke 61
kawaii 29
Kim 181
knowledge space 3
kogal 23, 44
KPN 185, 202
KPN (Royal Dutch Post) 185

L

Label Mobil 62
Label Mobile 31
lack of awareness 213
lack of funds 213
lack of infrastructure 214
lack of uses 213
LAD 12
Language Acquisition Device (LAD)
12
layer model 122
LBS 14
level of code 120
life cycle 122
life stages 41
Lineage 80
LiveJournal 119
location based services (LBS) 14

M

MAC 197
market creation 211
MarketReality™ Monitor 37
massively multiplayer online games
(MMOGs) 76
McLuhanian style 180
media analysis framework 292
media bias 292
Media Center PC 183, 188
media determinism 292
media life cycle 288

media mix 134
meetings 240
men family university 43
MGM 163
MIDI 61
MMOGs 77, 79, 80, 104
mobile communication 2, 22
mobile phones 281
mod communities 81
moderator 250
Motorola 221
MSN 88
multi play 184
multi-standards 166
Murdoch 202
MUSE 197
MUSIC.CO.JP 61

N

National Association of Theater
Owners (NATO) 161
National Television Committee (NTSC)
193
NATO 162
network society 155
NGOs 210
NHK 194
NOB 197
NTSC 193
NTT DoCoMo 30, 61

O

OnDigital 202
One from the Heart 195
online diary 119
online economy 182, 185, 186, 187
otaku 23, 44
Oxxo 224

P

Pacman 106
PAL 193

Paradigit Enjoy TV 2005 183
 paradox 3
 Paramount 163
 partnerships 210
 patterns of media and consumption
 behavior 184
 PDA 2, 99
 Pearce 180, 188
 personal computer (PC) 210
 petri dish 135
 Philips 197
 Pipo and the PPParelriders 203
 PlayStation 2 98
 Pong 114
 popular culture 125
 prion 124
 Prodigy Internet Plus (PIP) 219
 promotion 97
 proprietary spaces 87
 Prospero's Books 203
 prosumer 188
 prosumers 181

Q

QuVis 162

R

remediation 2
 return channel 180, 188
 role playing games 98
 Rollercoaster Tycoon 98
 romantic authorship 80
 Royal Dutch Post 185

S

SARFT 163
 Sartre 13
 Sawhney 181
 SECAM 193
 Second Life 82
 secondary economy 91

SEGA 61
 set top box 185, 188
 Sha-Mail 46
 Sims 81, 98
 singular dedicated advergames 106
 small- and medium-sized enterprises
 (SMEs) 215
 smart phone 2
 SMEs 215
 SMPTE 163, 196
 SMS 288
 Snoop Dog 103
 social level 120
 social softwares 77
 Society of Motion Picture and Televi-
 sion Engineers 163, 196
 SOE 88
 SON 60
 Sony 166, 174
 Sony (GLV) 162
 Sony Online Entertainment (SOE) 88
 Sony Pictures Entertainment 163
 Sony's 4K 168
 Spacewar 114
 standard 162
 Star Wars 161
 Star Wars Galaxies 80
 State Administration of Radio, Film, and
 Television 163
 Sun 226
 Sun Microsystems (Sun) 226

T

TALPA 186
 taxonomy 211
 Teléfonos de México (Telmex) 218
 telepresence 201
 teletext 194
 telework 258
 Telmex 218
 temporal scope 242

- terms of service (TOS) 78
- terrestrial digital broadcasting (DBV-t) 186
- terrestrial digital television broadcasting 185
- Tetris 106, 114
- Texas Instruments (TI) 162
- The Getaway 102
- Thomson 197
- Thread 245
- Tiscali 203
- TiVo 184
- Todito 219
- topoi 8
- TOS 82
- Toshiba EMI 61
- Trainz 81
- transferral advergames 107
- transition 161, 168
- triple-play 184, 185
- turn taking 244
- TVplus 198
- two-way-communication 180
- U**
- U.S. Army 109
- Ultima Online 80
- UNITEC 226
- United States 192
- Universal 163
- Universidad del Valle de Mexico (UVM) 221
- Universidad Tecnológica de México (UNITEC) 226
- UPC 186
- UPC's digital television 186
- USB flash-memory music players 64
- user icon 120
- UVM 221
- V**
- Van Dijk 181
- van Vliet 199
- VCR 192
- VECAI 197
- Versatel 186, 202
- Video-on-Demand (VoD) 201
- virtual teams 239
- visualization 124
- VoD 201
- W**
- Westernization 21
- wide screen ratio 193
- William Uricchio 192
- Windows XP Media Center Edition 2005 182
- Winston 194
- World of Warcraft 99
- X**
- Xbox 98
- XDC 162
- XING 61
- Z**
- Zielinski 196