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services and support systems Mass media and their shifting and converging roles in the sport communication space are explored while special attention is given to digital sport media including Internet usage in sport and the Model for Online Sport Communication MOSC espousing seven central aspects of sport websites The text is rounded out by chapters focusing on integrated marketing communication including advertising sponsorships athlete endorsements and data analytics public relations and crisis communications and sport communication research Additional updates and new features of the fourth edition include the following The suite of instructor ancillaries and student resources is the most comprehensive of any sport communication text These resources are delivered in HKPropel with case studies and Issues in Sport Communication activities and questions assignable to students within this platform The Digital Mobile and Social Media in Sport chapter has been updated to address the latest technological advancements such as mobile devices social media influencers streaming services and video virtual reality and augmented reality New case studies job listings and sport communicator profiles are included in each chapter providing examples of sport communication in action and highlighting key players in the industry and career opportunities for students Strategic Sport Communication Fourth Edition presents a comprehensive examination of the evolving field of sport communication and prepares students for an exciting and fulfilling career in this burgeoning field Note A code for accessing HKPropel is not included with this ebook but may be purchased separately [Google](#), [Amazon](#), and [Beyond: Creating and Consuming Web Services](#) Alexander Nakhimovsky, Tom Myers, 2008-01-01 What Is This Book About This is a book about Web Services Web Services are still more like a movement than a mature technology The movement is motivated by a vision of a semi automated Web that can support long chains of interactions between autonomous agents There are three important components to that vision One is interoperability a service can have clients agents from any platform in any language Another is autonomy an agent can discover the services it needs from their published descriptions that include both what the service can do and how it does it the interfaces of available actions The third is semi automatic code creation one description can be used by a development framework to automate the creation of code for clients and by the services themselves As of today interoperability is close to full realization with only occasional glitches autonomy is a distant vision but it still has problems Interoperability has been achieved code creation is useful in part by using an XML based high level protocol SOAP for message exchanges between clients and services As long as the client can produce messages in the right format it doesn't matter what language they're written in or on what platform they run The first three chapters of our book show how to write platform independent Web Services clients in Javascript and Java running from within a browser IE6 or Mozilla

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