

# **Table of Contents**

## **Introduction**

<b>E-Content in Europe: Dimensions of an Emerging Field.....</b>	<b>3</b>
Andrea Buchholz, Ansgar Zerfass	

## **E-Content Market in Europe: An Overview**

<b>The State of Digital Media Service Business .....</b>	<b>31</b>
Tommi Pelkonen	

<b>Paid Content: From Free to Fee.....</b>	<b>55</b>
Jak Boumans	

## **Content Applications: Selected Cases**

<b>The Impact of E-Learning .....</b>	<b>79</b>
Attila Nagy	

<b>Scientific Publishing: A European Strength.....</b>	<b>97</b>
Zeger Karssen	

<b>Mobile Games: An Emerging Content Business Area.....</b>	<b>109</b>
Tommi Pelkonen	

<b>Cross-Media on the Advance .....</b>	<b>127</b>
Jak Boumans	

## **User-Centric Content Production and Interaction**

**Interactive Digital Television in Europe..... 145**  
Janne Orava, Mika Perttula

**The Usability Factor: Improving the Quality of E-Content ..... 165**  
Ansgar Zerfass, Bernd Hartmann

**Experience Machines: Capturing and Retrieving Personal Content..... 183**  
Peter Werkhoven

## **Outlook**

**Prospects of E-Content in Europe..... 205**  
Peter A. Bruck

**A Guide to European Initiatives and Resources in E-Content ..... 223**  
Andrea Buchholz, Bernd Hartmann, Swaran Sandhu

**About the Authors ..... 241**

E-Content

Technologies and Perspectives for the European  
Market

Bruck, P.A.; Buchholz, A.; Karssen, Z.; Zerfass, A. (Eds.)

2005, XII, 244 p., Hardcover

ISBN: 978-3-540-25093-7