The Encyclopedia of Multimedia, Borko Furht, editor in chief. This book provides accessible coverage of the important concepts, issues, and technology trends in the field of multimedia technologies, systems, techniques, and applications. It provides a comprehensive collection of more than 250 entries from hundreds of leading researchers and world experts.

With more than 1,000 heavily illustrated pages, the book presents concise overviews of all aspects of software, systems, Web tools, and hardware that enable sharing and delivering video, audio, and developing media electronically. The book divides the field of multimedia into specific topics that collectively encompass the foundations, technologies, applications, and emerging elements behind Web technologies, wireless information transfer, and audiovisual formatting and storage.

This peer-reviewed book includes more than 250 topics, ranging from multimedia servers, databases, and networks to emerging multimedia applications.

Springer; www.springeronline.com; 0-387-24395-5; 989 pp.

End-User Development, Henry Lieberman, Fabio Paternò, and Volker Wulf, eds. Although most people have become familiar with computers' basic functionality and interfaces, developing new or modified applications that effectively support users' goals still requires considerable expertise in programming that cannot be expected from most people. Thus, one fundamental challenge for the coming years is developing environments that let users who do not have a programming background develop or modify their own applications, with the ultimate aim of empowering people to flexibly employ advanced information and communication technologies.

This broad look at the emerging paradigm of end-user development attempts to portray the field's diversity and future potential. The book strives to make many important aspects of the international discussion

on end-user development available to a broader audience by providing a unique set of contributions from research institutes in various countries that address relevant issues and propose original solutions.

Springer; www.springeronline.com; 1-4020-4220-5; 492 pp.

Software Measurement and Estimation: A Practical Approach, Linda M. Laird and M. Carol Brennan. The authors offer software engineers and project managers a new, tested approach that provides the quantitative tools, data, and knowledge needed to make sound estimations. The text begins with the foundations of measurement, identifies the appropriate metrics, then focuses on techniques and tools for estimating the effort needed to reach a given level of quality and performance for a software project.

The authors examine the factors that impact estimations, providing the tools needed to regularly adjust and improve estimations to complete a project on time, within budget, and at an expected level of quality.

This text includes several features intended to help readers build a solid foundation of theory and techniques to tackle complex estimations. Examples show how to use theory to solve real-world problems as well as describe techniques for effectively communicating quantitative data that helps convey findings and recommendations to peers and management.

Wiley-Interscience; www.wiley.com; 0-471-67622-5; 257 pp.

Prediction, Learning, and Games, Nicolò Cesa-Bianchi and Gábor Lugosi. This reference for researchers and students in machine learning, game theory, statistics, and information theory offers a comprehensive treatment of the problem of predicting individual sequences. Unlike standard statistical approaches to forecasting, prediction of individual sequences does not impose any probabilistic assumption on the data-generating mechanism. Yet, prediction algorithms can be constructed that work well for all possible sequences, in the sense that their performance is always nearly as good as the best forecasting strategy in a given reference class.

The central theme is the model of prediction using expert advice, a general framework within which many related problems can be cast and discussed. Repeated game playing, adaptive data compression, sequential investment in the stock market, sequential pattern analysis, and several other problems are viewed as instances of the experts' framework and analyzed from a common nonstochastic standpoint that often reveals new and intriguing connections. The authors describe old and new forecasting methods with mathematical precision to characterize their theoretical limitations and possibilities.

Cambridge University Press; www.cambridge.org; 0-521-84108-9; 406 pp.

Internet, Lorenzo Cantoni and Stefano Tardini. From music to gaming, information gathering to e-learning, and e-commerce to e-government, the authors consider the Internet as a communication technology and explore the opportunities it affords users, the limitations it imposes, and the functions it allows.

This book explores the Internet's political economy, hypertext, computer-mediated communication, Web sites as a communications medium, and conceptualizing Internet users.

Routledge; www.routledge.com; 0-415-35227-4; 240 pp.

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