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Introducing The Creative Industries From Theory To

Introducing the Creative Industries: From Theory to ...

It is an essential guidebook for students of creativity in media and communication, design, creative industries and business. SAGE

Publications; April 2013.

ISBN: 9781446281567.

Edition: 1. Title:

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ORCID:
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is your complete guide to
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industries: from theory to
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Rosamund 2013

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Creativation+. In

September 2020, AFCI

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announced that Creativation, AFCI's annual conference and tradeshow for the creative industries, will look quite different in 2021. We are transitioning to a completely virtual event to ensure the safety of our members, attendees, exhibitors and staff. Creativation+, the virtual conference and

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tradeshow for the
creative industries, will
take place on February
1-5, 2021.

Introducing
Creativation+

5.0 out of 5 stars

Introducing The Creative
Industries. 9 January

2014. Format: Paperback

Verified Purchase. This is
required reading for my
University course but is

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very entertaining,
current, and useful
reading for any graduate
looking to have a career
in the creative industries.
One person found this
helpful.

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reviews: Introducing
the Creative ...

This book takes you
through the history,
trends, products and

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markets of the creative industries, showing how success depends on a mix of ideas, tactics and talent. When

understanding social networks and cultural economy is just as important as hands-on skills or an entrepreneurial spirit, *Introducing the Creative Industries* shows you how to use theories,

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This programme leads to an AIM award in creative Industries at Entry 3 or Level 1. Young people will also get the chance to undertake a City & Guilds Stepping Stone qualification in English and math or a functional skills qualification depending on their

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qualifications on entry.

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"This text does a sterling job at identifying, outlining and defining the many elements that go to make up this booming sector of industry. What makes it particularly interesting is

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that it includes the view of the creative industries from the perspective of working in it, then the definitions of what products and producers are involved, and ends with the broader picture of the creative economy and predictions for future trends. Add to this that they include both theory and practice, and this really is an all-round

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guide to the vast domain
that is loosely titled 'the
creative industries'" -

Angela Birchall, School
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This book takes you
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for navigating the links
between skills, industries,
creativity and markets.

This book shows you
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savvy to take kickstart
your career in this fast-
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students of creativity in
media and
communication, design,

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"Creativity used to be the difficult concept to define - now it has probably been overtaken by the concept 'creative industries'. However, this text does a sterling job at identifying, outlining and defining the many elements that go to make up this booming sector of

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your career in this fast-moving industry. It is an essential guidebook for students of creativity in media and communication, design, creative industries and business.

This book presents an introductory overview of the socio-economic organization of creative industries, focusing on

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the East Asian context. Establishing a theoretical framework founded on the work of Richard Caves, Howard Becker, and Pierre Bourdieu, this textbook is an accessible introduction to creative and cultural industries, drawing on examples from Japan, South Korea, and China. It both examines what is unique about cultural

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production in these countries and places them in a global and intercultural context.

Building on themes of uncertainty and networks of cooperation, Brian Moeran looks at the role of social ties in defining notions of quality. He then analyses the positioning of individual actors, organisations, and commodities in each

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field of cultural production and the exchanges of economic and symbolic capital that take place between them. Examples are taken from a range of cultural and creative industries, including film, music and fashion. Overall, *Creative and Cultural Industries in East Asia* serves as a foundational introduction to the study

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As the world faces
extreme economic,
environmental and
political crises, this bold
and accessible Advanced
Introduction argues for a
future-facing approach
to the creative economy
and creative innovation.
The book analyses
contemporary and

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historical arts and culture
whilst assessing historical
shifts from national to
global cultures; analogue
to digital technologies;
and individualist to
systems thinking.

The Oxford Handbook
of Creative Industries is a
reference work, bringing
together many of the
world's leading scholars
in the application of

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creativity in economics,
business and
management, law, policy
studies, organization
studies, and psychology.

Creative industries
research has become a
regular theme in
academic journals and
conferences across these
subjects and is also an
important agenda for
governments throughout
the world, while business

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people from established
companies and
entrepreneurs reevaluate
and innovate their
models in creative

industries. The
Handbook is organized
into four parts: Following
the editors' introduction,
Part One on Creativity
includes individual
creativity and how this
scales up to teams, social
networks, cities, and

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labour markets. Part Two
addresses Generating and
Appropriating Value
from Creativity, as
achieved by agents and
organizations, such as
entrepreneurs, stars and
markets for symbolic
goods, and considers
how performance is
measured in the creative
industries. Part Three
covers the mechanics of
Managing and

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Organizing Creative
Industries, with chapters
on the role of brokerage
and mediation in creative
industry networks,
disintermediation and
glocalisation due to
digital technology, the
management of project-
based organizations in
creative industries,
organizing events in
creative fields, project
ecologies, Global

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Production Networks,
genres and classification
and sunk costs and
dynamics of creative
industries. Part Four on
Creative Industries,
Culture and the
Economy offers chapters
on cultural change and
entrepreneurship, on
development, on
copyright, economic
spillovers and
government policy. This

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authoritative collection is
the most comprehensive
source of the state of
knowledge in the
increasingly important
field of creative industries
research. Covering
emerging economies and
new technologies, it will
be of interest to scholars
and students of the arts,
business, innovation, and
policy.

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"Moving from age-old warnings about the influence of the cultural industry to a tentative embrace of a global creative society, Terry Flew's new book provides an excellent overview of this exciting field. Warmly recommended for students and policymakers alike." - Mark Deuze, Indiana

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comprehensive text on
the state of the art of the
creative industries... a
running commentary on
the ebb and flow of both
the academic debates
(from cultural studies,
cultural economics,
organisational studies,
economic geography and
urban sociology) and the
policy initiatives that seek
to frame the field for

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outsiders. An ideal primer." - Andy C Pratt, King's College London

The rise of creative industries requires new thinking in communication, media and cultural studies, media and cultural policy, and the arts and information sectors. The Creative Industries sets the agenda for these debates, providing a

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richer understanding of
the dynamics of cultural
markets, creative labour,
finance and risk, and

how culture is
distributed, marketed
and creatively re-used
through new media
technologies. This book:

Develops a global
perspective on the
creative industries and
creative economy
Draws
insights from media and

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cultural studies,
innovation economics,
cultural policy studies,
and economic and
cultural geography

Explores what it means
for policy-makers when
culture and creativity
move from the margins
to the centre of economic
dynamics Makes
extensive use of case
studies in ways that are
relevant not only to

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researchers and policy-makers, but also to the generation of students who will increasingly be establishing a 'portfolio career' in the creative industries. International in coverage, *The Creative Industries* traces the historical and contemporary ideas that make the cultural economy more relevant than it has ever been. It is

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essential reading for
students and academics
in media,
communication and
cultural studies.

Recent years have witnessed the remarkable development of the cultural and creative industries (CCIs) in Asia, from the global popularity of the Japanese games and

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anime industries, to
Korea ' s film and pop
music successes. While
CCIs in these Asian
cultural powerhouses
aspire to become key
players in the global
cultural economy,
Southeast Asian
countries such as
Malaysia and Thailand
are eager to make a
strong mark in the
region ' s cultural

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landscape. As the first handbook on CCIs in Asia, this book provides readers with a contextualized understanding of the conditions and operation of Asian CCIs. Both internationalising and de-Westernising our knowledge of CCIs, it offers a comprehensive contribution to the field from academics,

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practitioners and activists alike. Covering 12 different societies in Asia from Japan and China to Thailand, Indonesia and India, the themes include: State policy in shaping CCIs Cultural production inside and outside of institutional frameworks Circulation of CCIs products and consumer culture Cultural activism and

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independent culture
Cultural heritage as an
industry. Presenting a
detailed set of case
studies, this book will be
an essential companion
for researchers and
students in the field of
cultural policy, cultural
and creative industries,
media and cultural
studies, and Asian studies
in general.

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Comprising original empirical studies of career-making in the creative sector, this book takes in theatre, music, film, TV, visual arts, fashion design, and architecture as creative industries. This format facilitates comparative analysis of central features of career-making within as well as across both specific industries

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and national contexts.

The book is at the forefront and intersection of contemporary career research and research on work in creative industries / the cultural economy, intertwining both subjective and objective approaches to and dimensions of career. The contributors move beyond the dichotomies that have

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characterized recent career theory and work on creative industries to examine factors that facilitate and restrict horizontal and vertical mobility. Spanning a diverse range of case studies, from German theatre to Danish fashion, this book is a valuable reference for scholars of the creative and cultural industries

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and important reading
for those interested in
careers more generally.
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