

Sony The Private Life

An expert on Japanese culture uses his access to Sony's archives to chart that company's fascinating rise from the ashes of post-war Tokyo to a major international distributor of electronics and mass culture. Reprint.

Nishiyama's work offers lessons to policymakers interested in how a country can recover successfully after defeat.

This bestselling book covers the development of 18 prominent European, American and Asian companies from their humble origins to their current status as global operators. The case studies review the changes of their corporate structures and the successes and failures of their marketing and branding strategies. A wide range of business sectors is covered, including foodstuffs, drinks, retail, apparel, electronics, aviation, cars and entertainment. Of prime importance for corporate survival and growth in all sectors and countries is the crucial shift from owner-founder-run companies to consolidated management-led corporations. The wide range of sectors and countries of origin featured also permits valid conclusions on the persistence of distinctive national management styles and brand images. This clearly proves that there are corporate limits to globalization, which companies during thoughtless cross-national mergers ignore at their peril.

Co-founded 40 years ago, by a young engineer named Akio Morita, Sony is now one of the most powerful and respected multinational corporations in the world, and Morita is its outspoken chairman. This autobiography charts the growth of the company, from the initial attempts to make a tape recorder to the sales of Walkman.

Portable Music & Its Functions
A Little Life

The Concise Encyclopedia of American Radio
Doing Cultural Studies
Making Vision, Values, and Branding Work
The Epic Story of the Consumer Electronics and Computer Industries, with a new preface
Sony: The Company and Its Founders

Based on interviews with leaders of 125 great organisations, this practical text brings a new dimension to managing organisations in the next century.

An award-winning columnist and journalist describes how businesses that structure their teams into functional departments, or "silos," actually hinder work, cripple innovation, restrict thinking and force normally smart people to ignore risks and opportunities. --

The Quarterly Review of Distance Education is a rigorously refereed journal publishing articles, research briefs, reviews, and editorials dealing with the theories, research, and practices of distance education. The Quarterly Review publishes articles that utilize various methodologies that permit generalizable results which help guide the practice of the field of distance education in the public and private sectors. The Quarterly Review publishes full-length manuscripts as well as research briefs, editorials, reviews of programs and scholarly works, and columns. The Quarterly Review defines distance education as institutionally-based formal education in which the learning group is separated and interactive technologies are used to unite the learning group.

*This encyclopedia collects and organizes theoretical and historical content on the topic of video games, covering the people, systems, technologies, and theoretical concepts as well as the games themselves. * More than 300 A-Z cross-referenced and integrated entries, from Atari to Zelda * Dozens of screenshots and photographs * A "Further Reading" bibliography section is included with many entries*

The Making of a Chinese Business Leader and a Global Brand

Playstation 3

Encyclopedia of Video Games: A-L
Tolerance, Diversity and the Success of M&A

The Haier Way
Digital Dreams

The 100 Most Significant Events in American Business: An Encyclopedia

With over 30,000 employees worldwide and products that range from refrigerators to cell phones, Haier is the largest consumer electronics manufacturer in China. This book traces this giant's path to success, from its early bleak years when the company director had to beg from the neighboring village head for money to pay bonuses to his employees to its achievement of placing sixth on Forbes Global's worldwide household appliance manufacturer in 2001. Much emphasis is given to Zhang Ruimin, Haier's chairman and CEO, for his pivotal role in the company's success. Explained is how Haier excelled where many other Chinese companies did not: a commitment to quality, service, and technology innovation, in addition to a global vision and a management style that is a blend of Jack Welch and Confucius.

On October 23, 2001, Apple Computer, a company known for its chic, cutting-edge technology -- if not necessarily for its dominant market share -- launched a product with an enticing promise: You can carry an entire music collection in your pocket. It was called the iPod. What happened next

exceeded the company's wildest dreams. Over 50 million people have inserted the device's distinctive white buds into their ears, and the iPod has become a global obsession. The Perfect Thing is the definitive account, from design and marketing to startling impact, of Apple's iPod, the signature device of our young century. Besides being one of the most successful consumer products in decades, the iPod has changed our behavior and even our society. It has transformed Apple from a computer company into a consumer electronics giant. It has remolded the music business, altering not only the means of distribution but even the ways in which people enjoy and think about music. Its ubiquity and its universally acknowledged coolness have made it a symbol for the digital age itself, with commentators remarking on "the iPod generation." Now the iPod is beginning to transform the broadcast industry, too, as podcasting becomes a way to access radio and television programming. Meanwhile millions of iPodheads obsess about their gizmo, reveling in the personal soundtrack it offers them, basking in the social cachet it lends them, even wondering whether the device itself has its own musical preferences. Steven Levy, the chief technology correspondent for Newsweek magazine and a longtime Apple watcher, is the ideal writer to tell the iPod's tale. He has had access to all the key players in the iPod story, including Steve Jobs, Apple's charismatic cofounder and CEO, whom Levy has known for over twenty years. Detailing for the first time the complete story of the creation of the iPod, Levy explains why Apple succeeded brilliantly with its version of the MP3 player when other companies didn't get it right, and how Jobs was able to convince the bosses at the big record labels to license their music for Apple's groundbreaking iTunes Store. (We even learn why the iPod is white.) Besides his inside view of Apple, Levy draws on his experiences covering Napster and attending Supreme Court arguments on copyright (as well as his own travels on the iPod's click wheel) to address all of the fascinating issues -- technical, legal, social, and musical -- that the iPod raises. Borrowing one of the definitive qualities of the iPod itself, The Perfect Thing shuffles the book format. Each chapter of this book was written to stand on its own, a deeply researched, wittily observed take on a different aspect of the iPod. The sequence of the chapters in the book has been shuffled in different copies, with only the opening and concluding sections excepted. "Shuffle" is a hallmark of the digital age -- and The Perfect Thing, via sharp, insightful reporting, is the perfect guide to the deceptively diminutive gadget embodying our era.

A novel of extraordinary intelligence and heart, a masterful depiction of heartbreak, and a dark and haunting examination of the tyranny of experience and memory.

The Committed Enterprise represents Hugh Davidson's major statement on what makes a sustainable and excellent organization. It is based on over a year of intense fieldwork during which the author interviewed in person the most senior executives in 126 organizations in the US and Europe. It is his mastery to describe vision and values that implement them. Vision and values management is in the dark ages compared with that of Marketing, Finance or Operations. It is often derided and all too often just doesn't work. The Committed Enterprise takes a hard approach to this 'soft' topic and describes how to build unstoppable organisations, whether businesses or charities, hospitals or orchestras, by managing vision and values scientifically yet creatively. It shows how to lay the foundations for success by understanding the conflicting needs of stakeholders and uniting them through the right vision and values. These forge uncompromising commitment, and transform organizations, teams and countries. Hugh Davidson details Seven Best Practices for making vision and values work every day, at every level, based on analysis of his interviews with leaders of 125 high calibre enterprises in USA and UK. These include: · Design and timing · Linkage to key success factors · Communicating through action · Embedding via appraisal and rewards · Branding the organization · Rigorous measurement Using a unique fast track / scenic route format, the book includes hundreds of examples, quotes and checklists from enterprises as diverse as PepsiCo, Caltech, Tesco, Mayo Clinic, BP, New York Police Department, DuPont, Save the Children, UPS, New York Philharmonic, and many others. The Committed Enterprise brings a new dimension to managing organisations. It is designed for leaders and managers of every kind of enterprise. So buy it, read it, then make it happen!

Letters from Japan and the Making of the World Maestro

The Perfect Thing
Handbook of East Asian Entrepreneurship

A Memoir
The Story of Semiconductors
The Silo Effect

Engineering War and Peace in Modern Japan, 1868-1964

In a marketplace that demands perpetual upgrades, the survival of interactive play ultimately depends on the adroit management of negotiations between game producers and youthful consumers of this new medium. The authors suggest a model of expansion that encompasses technological innovation, game design, and marketing practices. Their case study of video gaming exposes fundamental tensions between the opposing forces of continuity and change in the information economy: between the play culture of gaming and the spectator culture of television, the dynamism of interactive media and the increasingly homogeneous mass-mediated cultural marketplace, and emerging flexible post-Fordist management strategies and the surviving techniques of mass-mediated marketing. Digital Play suggests a future not of democratizing wired capitalism but instead of continuing tensions between "access to" and "enclosure in" technological innovation,

between inertia and diversity in popular culture markets, and between commodification and free play in the cultural industries. This title examines the remarkable lives of Masaru Ibuka and Akio Morita and their work building electronics and entertainment company Sony. Readers will learn about each founder's background and education, as well as his early career. Also covered is a look at how Sony operates, issues the company faces, its successes, and its impact on society. Color photos and informative sidebars accompany easy-to-read, compelling text. Features include a timeline, facts, additional resources, Web sites, a glossary, a bibliography, and an index. Aligned to Common Core Standards and correlated to state standards. Essential Library is an imprint of Abdo Publishing, a division of ABDO.

We are always hearing about the Next Big Thing. Whether it is a new iPhone or the New World, the freshest and newest inventions, discoveries, and fads always loom large in the public mind. The impact that everyone thinks these "next big things" will have is often more important than the actual impact it generates. After all, if it fails, it will be almost immediately forgotten. The Next Big Thing searches through 3,000 years of Western culture to find the colorful and key steps (and missteps) that led us to where we are today.

Consumer electronics and computers redefined life and work in the twentieth century. In Inventing the Electronic Century, Pulitzer Prize-winning business historian Alfred D. Chandler, Jr. traces their origins and worldwide development. From electronics prime mover RCA in the 1920s to Sony and Matsushita's dramatic rise in the 1970s: from IBM's dominance in computer technology in the 1950s to Microsoft's stunning example of the creation of competitive advantage, this masterful analysis is essential reading for every manager and student of technology.

Leadership Lessons

Living Carelessly in Tokyo and Elsewhere

Shortlisted for the Man Booker Prize 2015

Sharing Executive Power

The Most Up-To-Date and Accessible Guide to Business Ever

Dearest Lenny

Made in Japan

When authors are interviewed about their books or themselves, much more is going on than a simple conversation. The interview becomes a performance space for authorial orchestration and self-promotion, and interviewers in turn respond to such self-display and theatrics. Featuring absorbing conversations with nine well-known authors, including poets Richard Howard and Gerald Stern, novelist Isabel Allende, and scholar-intellectual Camille Paglia, *Performing the Literary Interview* is the first in-depth look at this type of performance art. Interviews with poets, fiction writers, and intellectuals enable John Rodden to identify a range of rhetorical strategies and their effects and to formulate a typology for appreciating the various roles that interviewers and interviewees assume. Traditionalists foreground their work rather than themselves, raconteurs are storytellers who skillfully spin anecdotes and creatively showcase their personalities, and advertisers more explicitly use the literary interview to promote and sell themselves. This pioneering, persuasive study takes a claim to a new area of scholarly inquiry in the humanities. The literary interview can no longer be considered only as a voyeuristic window into an author's life, or even an entertaining diversion, but should also be approached as a serious genre meriting scholarly attention and analysis.

For the past half century, the Sony Corporation has been highly successful at tapping the seductive nature of consumer electronics. Around the globe their ubiquitous products are recognized as symbols of cutting-edge technology and innovative design, making Sony the undisputed leader in high tech and one of the most recognized brand names in the world. Digital Dreams takes an unprecedented look inside the world's most influential design center and their products--many never before published--for the next millennium. With nearly 250 industrial designers, graphic, packaging, and logotype designers; user-interface specialists and Web designers working in offices from Tokyo to San Francisco to Cologne, the Sony Design Center is responsible for nearly 2,000 new products, concepts, packaging schemes and design strategies every year, driving sales of products and services totalling nearly \$50 billion per year. By shaping the most pivotal technologies of our time, the Design Center exerts a greater influence on popular culture and current trends in industrial and graphic design than any other single entity. As Sony stands perched on the new millennium, its design team is now redefining virtually every major product line in the company's vast consumer electronics sector--launching Sony's definitive leap from analog to digital technology. Until now, the work of the Design Center has been shrouded in secrecy. Digital Dreams is the first comprehensive review of the technological and aesthetic vision that will dominate the landscape of the next century. This book surveys Sony's twenty-first-century product line, examining more than 100 new products, concepts and prototypes. Following the transition to digital technology, Digital Dreams reveals the corporation's techniques and design philosophy at work. Everyone who listens to music, watches movies or TV, carries a Walkman, or communicates by telephone or the Internet will be affected by the "digital dream" now taking shape at Sony. For the past half century, the Sony Corporation has been highly successful at tapping the seductive nature of consumer electronics. Around the globe their ubiquitous products are recognized as symbols of cutting-edge technology and innovative design, making Sony the undisputed leader in high tech and one of the most recognized brand names in the world. Digital Dreams takes an unprecedented look inside the world's most influential design center and their products--many never before published--for the next millennium. With nearly 250 industrial designers; graphic, packaging, and logotype designers; user-interface specialists and Web designers working in offices from Tokyo to San Francisco to Cologne, the Sony Design Center is responsible for nearly 2,000 new products, concepts, packaging schemes and design strategies every year, driving sales of products and services totalling nearly \$50 billion per year. By shaping the most pivotal technologies of our time, the Design Center exerts a greater influence on popular culture and current trends in industrial and graphic design than any other single entity. As Sony stands perched on the new millennium, its design team is now redefining virtually every major product line in the company's vast consumer electronics sector--launching Sony's definitive leap from analog to digital technology. Until now, the work of the Design Center has been shrouded in secrecy. Digital Dreams is the first comprehensive preview of the technological and aesthetic vision that will dominate the landscape of the next century. This book surveys Sony's twenty-first-century product line, examining more than 100 new products, concepts and prototypes. Following the transition to digital technology, Digital Dreams reveals the corporation's techniques and design philosophy at work. Everyone who listens to music, watches movies or TV, carries a Walkman, or communicates by telephone or the Internet will be affected by the "digital dream" now taking shape at Sony.

Seemingly grand classic album' status within days of its release in 1997, OK Computer transformed Radiohead from a highly promising rock act into The Most Important Band in the World - a label the band has been burdened by (and has foled around with) ever since. Through close musical analysis of each song, Dai Griffiths explores the themes and ideas that have made this album resonate so

deeply with its audience, and argues that OK Computer is one of the most successfully realized CD albums so far created. EXCERPT But then Karma Police' changes. After the second chorus the track lifts, in various ways. Harmonically, there's a key change of sorts (the sheet music charmingly follows the convention of preparing the reader for the new key signature), from E minor to B minor, although in truth both sections use similar chords. Then vocally or melodically, the key change takes Thom Yorke to his angelic register. Texturally, there's a big shift, with all the instruments doing lighter things. Best to my mind though, there's the one word, phew. Phew's great: it's a cartoon word, like 'gulp' or 'zzzz' or 'bah'. Its precision matters, the fact that it's really there, properly pronounced, not just sort-of-breathed...

Using iPods or portable CD players, millions of people take their music with them every day to modify their daily experiences. Encased in headphones, they listen to music for entertainment, but also use it, among other things, as a buffer between themselves and the world outside, and to manage their moods. What is it about music that makes it useful in different ways to so many people? Have people always

used music in these ways, or only since the technology of the Walkman and then the mp3 player made music portable? In this wide-ranging exploration of how and why we use portable music, Andrew Williams sheds new light on the role music plays in our everyday lives. Portable Music and Its Functions will be of use to students and scholars of sociology and cultural studies as well as of musicology.

Quarterly Review of Distance Education

Mergers, Acquisitions and Global Empires

Sony

Transformational CEOs

10 Keys to Success in Life and Business

Britain and Japan: Biographical Portraits

Akio Morita and Sony

The business world has changed beyond all recognition in recent years. New skills, insights, tools, technologies and best practice have emerged. The Capstone Encyclopaedia of Business brings all of this progress together, distilling the facts and essential information into one single volume. It represents the most up-to-date, authoritative and accessible guide to the modern business world available, providing a gateway to the state of the art in marketing, finance, strategy, leadership, people management and beyond. The Capstone Encyclopaedia of Business is organized alphabetically into over 1,000 entries covering the whole spectrum of business and management including: business terms - concepts - thinkers - practitioners organizations - brands - companies Each entry provides a sharp, incisive overview of the subject and, crucially, points to how the ideas can be put into practice. The Capstone Encyclopaedia of Business makes sense of the new world of business, embracing the best of the new and the most robust of the old. The first one-volume, accessibly-priced reference book for business in years. Kicks off this exciting new series and will anchor Capstone as the one stop shop for busy professionals. Key title in large promotion including web site and extract mailings. Internationally-recognized editorial board. Annual updates will occur making this a classic key title to keep on the shelves.

This carefully crafted ebook is formatted for your eReader with a functional and detailed table of contents. Captain America: Civil War is a 2016 American superhero film based on the Marvel Comics character Captain America, produced by Marvel Studios and distributed by Walt Disney Studios Motion Pictures. It is the sequel to 2011's Captain America: The First Avenger and 2014's Captain America: The Winter Soldier, and the thirteenth film of the Marvel Cinematic Universe (MCU). The film is directed by Anthony and Joe Russo, with a screenplay by Christopher Markus & Stephen McFeely, and features an ensemble cast, including Chris Evans, Robert Downey Jr., Scarlett Johansson, Sebastian Stan, Anthony Mackie, Don Cheadle, Jeremy Renner, Chadwick Boseman, Paul Bettany, Elizabeth Olsen, Paul Rudd, Emily VanCamp, Tom Holland, Frank Grillo, William Hurt, and Daniel Brühl. In Captain America: Civil War, disagreement over international oversight of the Avengers fractures them into opposing factions—one led by Steve Rogers and the other by Tony Stark. This book has been derived from Wikipedia: it contains the entire text of the title Wikipedia article + the entire text of all the 834 related (linked) Wikipedia articles to the title article. This book does not contain illustrations.

In recent years 'culture' has become a central concern in a wide range of fields and disciplines. This book introduces the main substantive and theoretical strands of this 'turn to culture' through the medium of a particular case study: that of the Sony Walkman. Using the example of the Walkman, the book indicates how and why cultural practices and institutions have come to play such a crucial part in our lives, and introduces some of the central ideas, concepts and methods of analysis involved in conducting cultural studies.

Great leaders and achievers--the masters and great ones do not owe their success to luck, birth, or mindless risk taking. Rather, insight, achievement, and leadership are not the result of happenstance - but of self-knowledge, training, and hard work. According to the authors great achievers throughout history--from Michelangelo to Einstein, Madame Curie to Bill Gates, Colonel Sanders to General Eisenhower--all have leadership characteristics that can be distilled into 10 key actions for extraordinary success.

The Next Big Thing

Encyclopedia of Radio 3-Volume Set

How Writers Craft Their Public Selves

The Private Life of William Shakespeare

Captain America: Civil War is a 2016 American superhero film based on the Marvel Comics character Captain America, produced by Marvel Studios and distributed by Walt Disney Studios Motion Pictures

The Company and Its Founders

The Peril of Expertise and the Promise of Breaking Down Barriers

New York City is home to some of the most recognizable places in the world. As familiar as the sight of New Year's Eve in Times Square or a protest in front of City Hall may be to us, do we understand who controls what happens there? Kristine Miller delves into six of New York's most important public spaces to trace how design influences their complicated lives. Miller chronicles controversies in the histories of New York locations including Times Square, Trump Tower, the IBM Atrium, and Sony Plaza. The story of each location reveals that public space is not a concrete or fixed reality, but rather a constantly changing situation open to the forces of law, corporations, bureaucracy, and government. The qualities of public spaces we consider essential, including accessibility, public ownership, and ties to democratic life, are, at best, temporary conditions and often completely absent. Design is, in Miller's view, complicit in regulation of public spaces in New York City to exclude undesirables, restrict activities, and privilege commercial interests, and in this work she shows how design can reactivate public space and public life. Kristine F. Miller is associate professor of landscape architecture at the University of Minnesota.

SonyHoughton Mifflin Harcourt

Much has been written about Leonard Bernstein, a musician of extraordinary talent who was legendary for his passionate love of life and many relationships. In this work, Mari Yoshihara reveals the deeply emotional connections Bernstein formed with two little-known Japanese individuals, which she narrates through their personal letters that have never been seen before. Dearest Lenny interweaves an intimate story of love and art with a history of Bernstein's transformation from an American icon to a world maestro during the second half of the twentieth century. The articulate, moving letters of Kazuko Amano--a woman who began writing fan letters to Bernstein in 1947 and became a close family friend--and Kunihiko Hashimoto--a young man who fell in love with the maestro in 1979 and later became his business representative--convey the meaning Bernstein and his music had at various stages of their lives. The letters also shed light on how Bernstein's compositions, recordings, and performances touched his audiences around the world. The book further traces the making of a global Bernstein amidst the shifting landscape of classical music that made this American celebrity turn increasingly to Europe and Japan. The dramatic change in Japan's place in the world and its relationship to the United States during the postwar decades shaped Bernstein's connection to the country. Ultimately, Dearest Lenny is a story of relationships--between the two individuals and Bernstein, the United States and the world, art and commerce, artists and the state, private and public, conventions and transgressions, dreams and realities--that were at the core of Bernstein's greatest achievements and challenges and that made him truly a maestro of the world. Dearest Lenny paints a poignant portrait of individuals connected across cultures, languages, age, and status through correspondence and music--and the world that shaped their relationships.

Companies that have acquired other enterprises through mergers and acquisitions (M&A) have in essence become entities that are akin to the global "empires" of history. In this book, the author weaves a unique narrative that looks at both empires of business created from M&A and global empires from world history in an attempt to answer the question: why do certain empires endure for long periods while others collapse in a short space of time. Empires formed from M&A or conquest have a hierarchical relationship of control and domination by a single authority or centre that can be described as a "parent company" or a "mother country" over another group of people based in a periphery that can be described as a "subsidiary company" or "colony." Given their similarities in development and structure, the author argues from looking at examples of empires in Western and Asian history as well as major M&A cases that long enduring empires created from M&A and global empires have a common cultural trait; their practice of "tolerance" within their organizations/societies. While there are books on the topics of M&A and empires, at present there is no single text that examines the impact of culture on both. This book is intended to fill such a void and provide hints and suggestions to those practitioners of M&A as well as students of business and history who want an accessible, non-technical narrative on what makes empires, whether they are of the nation or of M&A endure and prosper.

The Capstone Encyclopaedia of Business

The Committed Enterprise

Radiohead's OK Computer

The Work of the Sony Design Center

Telecommunications and Business Strategy

An Encyclopedia

Designs on the Public

It is hard to imagine a more enticing topic: why some Japanese firms succeeded in the 1990s despite an economy that failed. The answers are both common sense - operational effectiveness and CEO leadership - and Japan specific - break with traditions. The lessons about leadership, in particular, have wider relevance for leaders, managers, consultants and academics. - Andrew Campbell, Ashridge Strategic Management Centre, UK Transformational CEOs questions why some Japanese firms succeeded in the 1990s despite an economy that failed - regardless of the burst of the 'bubble' economy, a number of Japanese companies have maintained or extended their international leadership in particular sectors. The authors argue that whilst some of the reasons for successes are plain common sense - operational effectiveness and superior CEO leadership - some are Japan-specific and point to a break with traditional leadership rationale.

With today's communications industry experiencing major changes on an almost daily basis, media managers must have a clear understanding of the different delivery platforms, as well as a grasp of critical management, planning, and economic factors in order to stay current and move their organizations forward. **Telecommunications and Business Strategy helps current and future media professionals understand the relationship and convergence patterns between the broadcast, cable television, telephony, and Internet communication industries.** Author Richard A. Gershon examines telecommunications industry structures and the management practices and business strategies affecting the delivery of information and entertainment services to consumers. He brings in specialists to present the finer points of management and planning responsibilities. Case studies from the International Radio and Television Society (IRTS) competition supplement the main text and offer an invaluable perspective on management issues. Developed for students in telecommunications management, electronic media management, and telecommunication economics, this volume also serves as a practical reference for the professional manager.

The book provides an overview of the fascinating spectrum of semiconductor physics, devices and applications, presented from a historical perspective. It covers the development of the subject from its inception in the early nineteenth century to the recent millennium. Written in a lively, informal style, it emphasizes the interaction between pure scientific push and commercial pull, on the one hand, and between basic physics, materials, and devices, on the other. It also sets the various device developments in the context of systems requirements and explains how such developments met wide ranging consumer demands. It is written so as to appeal to students at all levels in physics, electrical engineering, and materials science, to teachers, lecturers, and professionals working in the field, as well as to a non-specialist scientific readership.

In many companies, two or three executives jointly hold the responsibilities at the top--from the charismatic CEO who relies on the operational expertise of a COO, to co-CEOs who trust in inter-personal bonds to achieve professional results. Their collaboration is essential if they are to address the dilemmas of the top job and the demands of today's corporate governance. **Sharing Executive Power** examines the behaviour of such duos, trios and small teams, what roles their members play and how their professional and inter-personal relationships bind their work together. It answers some critical questions regarding when and how such power sharing units form and break up, how they perform and why they endure. **Understanding their dynamics helps improve the design and composition of corporate power structures. The book is essential reading for academics, graduates, MBAs, and executives interested in enhancing teamwork and cooperation at the top.**

Inventing the Electronic Century

The Interaction of Technology, Culture, and Marketing

A History of the Boom-or-Bust Moments That Shaped the Modern World

Performing the Literary Interview

Leadership and Management Success in Japan

Roles and Relationships at the Top

The Private Lives of New York's Public Spaces

With the shift of the global economic gravity toward emerging economies and the roaring economic growth of the past three decades in China, East Asian catching-up growth strategies have profound implications for latecomer economies. While there are many handbooks on entrepreneurship in general, there is no reference on East Asian entrepreneurship. This is the first of its kinds in the market. The volume provides a useful reference for those who want to know East Asian entrepreneurship and business systems. It also provides many excellent cases and illustrations on the growth of entrepreneurial firms and the rise of branded products in East Asia. Policy makers or scholars who are interested in entrepreneurship, small and medium sized enterprises, Asian business systems, international business, innovation and technology management, economic development, strategic management and East Asian studies would benefit from this volume. The volume contains two parts. The first part is the key concepts associate with entrepreneurship and East Asian firm growth and transformation. The second part presents cases of entrepreneurial firms and their founders in East Asia, including Singapore, Taiwan, Hong Kong, and China. With the handbook, scholars, students and policy makers can grab some basic ideas how entrepreneurs and firms in East Asia compete and survive in the world market and understand why and how East Asia economies can emerge as one of the most dynamic regions in the world. Part I concepts: relating to Entrepreneurship: Quartz! Catching-up Strategies Types of entrepreneurship Business System Strategic Management Leadership Part II cases cover variety from manufacturing to services industries, and specifically including traditional and newly corporations ranging from toys, convenient stores, fast fashion, high-tech, to catering and service. Written by experts in their respective areas, Handbook of East Asia entrepreneurship is an excellent review of theories, policies and empirical evidences on important

topics in Entrepreneurship in East Asian economic development. The book is both a superb teaching tool and a valuable handbook in development economics.

The average American listens to the radio three hours a day. In light of recent technological developments such as internet radio, some argue that the medium is facing a crisis, while others claim we are at the dawn of a new radio revolution. The Concise Encyclopedia of American Radio is an essential single-volume reference guide to this vital and evolving medium. It brings together the best and most important entries from the three-volume Museum of Broadcast Communications Encyclopedia of Radio, edited by Christopher Sterling. Comprised of more than 300 entries spanning the invention of radio to the Internet, The Concise Encyclopedia of American Radio addresses personalities, music genres, regulations, technology, programming and stations, the "golden age" of radio and other topics relating to radio broadcasting throughout its history. The entries are updated throughout and the volume includes nine new entries on topics ranging from podcasting to the decline of radio. The Concise Encyclopedia of American Radio include suggestions for further reading as complements to most of the articles, biographical details for all person-entries, production credits for programs, and a comprehensive index.

This sixth volume in the Britain and Japan series contains a total of thirty-three entries, thoughtfully and painstakingly compiled and edited by Hugh Cortazzi. The volume is divided up thematically and includes an Index of Biographical Portraits published to date by the Japan Society. Pivotal in association with the Museum of Broadcast Communications in Chicago, the Encyclopedia of Radio includes more than 600 entries covering major countries and regions of the world as well as specific programs and people, networks and organizations, regulation and policies, audience organization, and topic being examined.

Global Media Giants

Corporate Cultures and Global Brands

e-Pedia: Captain America: Civil War

How the iPod Shuffles Commerce, Culture, and Coolness

Volume 16 #2

Digital Play

Global Media Giants takes an in-depth look at how media corporate power works globally, regionally, and nationally, investigating the ways in which the largest and most powerful media corporations in the world wield power. Case studies examine not only some of the largest media corporations (News Corp., The Microsoft Corporation) in terms of revenues, but also media corporations that hold considerable power within national, regional, or geolinguistic contexts (Televisa, The Bertelsmann Group, Sony Corporation). Each chapter approaches a different corporation through the lens of economy, politics, and culture, giving students and scholars a thoughtful and data-driven guide with which to interrogate contemporary media industry power.

John Nathan arrived in Tokyo in 1961 fresh out of Harvard College, bringing with him no practical experience, no more than two connections, no prospects, and little else to recommend him but stoic, unflappable pluck. Japan at that time was still in the shadow of the Occupation, and only a handful of foreigners were studying the country seriously. Two years later, Nathan became the first American to pass the entrance exams to the best school in Japan, the University of Tokyo. He went on to translate two of Japan's greatest contemporary writers, Yukio Mishima and Nobel laureate Kenzaburō Ōe, and direct several series of films in and about Japan in collaboration with world-famous directors and businesses; earn an advanced degree at Harvard and a professorship at Princeton; and become a Hollywood screenwriter. Nathan was given unprecedented access to the inner sanctum of Sony for his book *Sony: The Private Life*, and he explored the damaged psyche of postbubble Japan in his acclaimed *Japan Unbound*. During his decades of passionate engagement with Japan, Nathan became close friends with many of the most gifted people in the land -- politicians and business leaders as well as painters, novelists, directors, rock stars, and movie stars -- and was privileged to travel, in their very special company, inside domains of Japanese life not normally open to foreigners then or now. In his unique chronicle of that journey, *Living Carelessly in Tokyo and Elsewhere*, he details the adventures sublime, profane, and uproarious, many of a distinctly Japanese nature, that characterized his career, which was singular in its success as much as in its chaos. Along the way, he brings the most exciting era in recent Japanese history vividly into focus with wry humor, penetrating insight, and pathos. John Nathan is not the only foreigner to have developed a rich, full, deeply nuanced understanding of Japan. But his experiences are certainly extraordinary and in fact irreproducible, and his memoir is the most personally satisfying story yet told of Japan (and elsewhere). From Nathan's lifetime of wisdom, compassion, and brazen resolve, we learn the value of traveling within our own mental and emotional borders as well as without the many places we call home.

Breathes new life into Shakespeare's story by establishing fresh interpretations of his baptism; evidence pertaining to his father; his wedding; his home; his will; and his monument.

This reference book details the top 100 groundbreaking events in the history of American business, featuring case studies of successful companies who challenged traditional operating paradigms, historical perspectives on labor laws, management practices, and economic climates, and an examination of the impact of these influences on today's business practices. • Chronology of key events in the history of American business from 1630 to the present • Helpful sidebars of the evolution of key terms used today • Comprehensive index includes category, company names, personal names, and cross references to other events • Suggestions for further reading for each article • 10 relevant charts and tables • Appendix of relevant sources • 80 key primary documents supporting major events in American business

The Story of the Sony Walkman