

Big Data Applications in Media and Entertainment Industry

Jiaan Wang
Indiana University Bloomington
3209 E 10th St
Bloomington, Indiana 47408
jevwang@indiana.edu

ABSTRACT

This paper provides a sample of a \LaTeX document which conforms, somewhat loosely, to the formatting guidelines for ACM SIG Proceedings.

KEYWORDS

Big Data, Media, Entertainment Industry

1 INTRODUCTION

Put here an introduction about your topic. We just need one sample reference so the paper compiles in LaTeX so we put it here [3] [1] [2].

2 CONCLUSION

Put here an conclusion. Conclusions and abstracts must not have any citations in the section.

ACKNOWLEDGMENTS

The authors would like to thank Dr. Gregor von Laszewski for his support and suggestions to write this paper.

REFERENCES

- [1] Tawny Schlieski and Brian David Johnson. 2012. Entertainment in the Age of Big Data. *Proc. IEEE* 100, Special Centennial Issue (May 2012), 1404–1408. <https://doi.org/10.1109/JPROC.2012.2189918> HID: 233, Accessed: 2017-09-20.
- [2] Richard L. Villars, Carl W. Olofson, and Matthew Eastwood. 2011. Big data: What it is and why you should care. *White Paper, IDC* 14 (June 2011). www.tracemyflows.com/uploads/big_data/idc.amd_big_data_whitepaper.pdf HID: 233, Accessed: 2017-09-20.
- [3] Chunjie Zhang, Wenqian Shang, Weiguo Lin, Yongan Li, and Rui Tan. 2017. Opportunities and challenges of TV media in the big data era. In *2017 IEEE/ACIS 16th International Conference on Computer and Information Science (ICIS)*. IEEE, Wuhan, China, 551–553. <https://doi.org/10.1109/ICIS.2017.7960053> HID: 233, Accessed: 2017-09-20.