

# Big Data Applications in Media and Entertainment Industry

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## 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

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## REFERENCES

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- [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](http://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.