

MEDIA/IMPACT

AN INTRODUCTION TO MASS MEDIA



SHIRLEY BIAGI



Want to turn C's into A's? Obviously, right?

But the right way to go about it isn't always so obvious. Go digital to get the grades. MindTap's customizable study tools and eTextbook give you everything you need all in one place.

Engage with your course content, enjoy the flexibility of studying anytime and anywhere, stay connected to assignment due dates and instructor notifications with the MindTap Mobile app...



TO GET STARTED VISIT
WWW.CENGAGE.COM/STUDENTS/MINDTAP



MindTap[®]

MEDIA/IMPACT

AN INTRODUCTION TO MASS MEDIA

*

TWELFTH EDITION

From the Cengage Series in Communication Arts

General Mass Communication

- Belmas/Overbeck, Major Principles of Media Law, 2016 Edition
- Biagi, Media / Impact: An Introduction to Mass Media, Twelfth Edition
- Fellow, American Media History, Third Edition
- Lester, Visual Communication: Images with Messages, Sixth Edition
- Straubhaar/LaRose/Davenport, Media Now: Understanding Media, Culture, and Technology, Ninth Edition
- Zelezny, Cases in Communications Law, Sixth Edition Zelezny, Communications Law: Liberties, Restraints, and the Modern Media, Sixth Edition

Journalism

- Bowles/Borden, Creative Editing, Sixth Edition
 Davis/Davis, Cengage Advantage Books: Think Like
 an Editor: 50 Strategies for the Print and Digital
 World, Second Edition
- Hilliard, Writing for Television, Radio, and New Media, Eleventh Edition
- Kessler/McDonald, When Words Collide: A Media Writer's Guide to Grammar and Style, Ninth Edition
- Rich, Writing and Reporting News: A Coaching Method, Eighth Edition

Public Relations and Advertising

- Diggs-Brown, The PR Styleguide: Formats for Public Relations Practice, Third Edition
- Drewniany/Jewler, Creative Strategy in Advertising, Eleventh Edition
- Hendrix/Hayes, Public Relations Cases, Ninth Edition Newsom/Haynes, Public Relations Writing: Strategies and Structures, Eleventh Edition
- Newsom/Turk/Kruckeberg, Cengage Advantage Books: This Is PR: The Realities of Public Relations, Eleventh Edition

Radio, Television, and Film

- ${\bf Albarran}, {\it Management~of~Electronic~and~Digital~Media}, \\ {\bf Sixth~Edition}$
- Alten, Audio Basics, First Edition
- Alten, Audio in Media, Tenth Edition
- Eastman/Ferguson, Media Programming: Strategies and Practices, Ninth Edition
- Gross/Ward, Digital Moviemaking, Seventh Edition Hausman/Messere/Benoit, Modern Radio and Audio Production: Programming and Performance, Tenth Edition
- Hilliard, Writing for Television, Radio, and New Media, Eleventh Edition
- Hilmes, Only Connect: A Cultural History of Broadcasting in the United States, Fourth Edition
- Mamer, Film Production Technique: Creating the Accomplished Image, Sixth Edition
- Lewis, Essential Cinema: An Introduction to Film Analysis, First Edition
- Osgood/Hinshaw, Cengage Advantage Books: Visual Storytelling: Videography and Post Production in the Digital Age, Second Edition
- Zettl, Sight Sound Motion: Applied Media Aesthetics, Eighth Edition
- Zettl, *Television Production Handbook*, Twelfth Edition Zettl, *Video Basics*, Seventh Edition

Research and Theory

- Baran/Davis, Mass Communication Theory: Foundations, Ferment, and Future, Seventh Edition
- Sparks, Media Effects Research: A Basic Overview, Fifth
- Wimmer/Dominick, Mass Media Research: An Introduction, Tenth Edition



SHIRLEY BIAGI

California State University, Sacramento



Australia • Brazil • Mexico • Singapore • United Kingdom • United States





Media/Impact: An Introduction to Mass Media, Twelfth Edition Shirley Biagi

Product Director: Monica Eckman Product Manager: Kelli Strieby

Associate Content Developer: Rachel Smith
Associate Content Developer: Rachel Schowalter

Product Assistant: Colin Solan

Marketing Manager: Sarah Seymour

Senior Content Project Manager: Jill Quinn

Senior Art Director: Marissa Falco Manufacturing Planner: Doug Bertke

IP Analyst: Ann Hoffman IP Project Manager: Farah Fard

Production Service/Compositor: Lachina
Text and Cover Designer: Lisa Kuhn, Curio Press

Cover Images: FRONT COVER: App logos: AP Images/Picture-alliance/dpa/Jens Büttner; Lily James: Kevin Winter/Getty Images; Net neutrality: The Washington Post/Getty Images; Big Bang Theory: CBS Photo Archive/Getty Images; Chicago Bulls Mascot: Jonathan Daniel/Staff/Getty Images Sport/Getty Images. BACK COVER: iHeartRadio: Isaac Brekken/Getty Images; Samsung headphones ad: Trevor Snapp/Bloomberg/Getty Images; Russell Westbrook: Layne Murdoch/NBAE via Getty Images; Stop Killing Journalists sign: AP Images/Anjum Naveed

© 2017, 2015, 2013 Cengage Learning

WCN: 02-200-203

ALL RIGHTS RESERVED. No part of this work covered by the copyright herein may be reproduced, transmitted, stored, or used in any form or by any means graphic, electronic, or mechanical, including but not limited to photocopying, recording, scanning, digitizing, taping, web distribution, information networks, or information storage and retrieval systems, except as permitted under Section 107 or 108 of the 1976 United States Copyright Act, without the prior written permission of the publisher.

For product information and technology assistance, contact us at Cengage Learning Customer & Sales Support, 1-800-354-9706

For permission to use material from this text or product, submit all requests online at www.cengage.com/permissions.

Further permissions questions can be emailed to permissionrequest@cengage.com.

Library of Congress Control Number: 2015955054

Student Edition:

ISBN: 978-1-305-58098-5

Loose-leaf Edition: ISBN: 978-1-305-87540-1

Cengage Learning

20 Channel Center Street Boston, MA 02210

Cengage Learning is a leading provider of customized learning solutions with employees residing in nearly 40 different countries and sales in more than 125 countries around the world. Find your local representative at **www.cengage.com**.

Cengage Learning products are represented in Canada by Nelson Education, Ltd.

To learn more about Cengage Learning Solutions, visit www.cengage.com.

Purchase any of our products at your local college store or at our preferred online store **www.cengagebrain.com**.

Printed in the United States of America Print Number: 01 Print Year: 2015

BRIEF CONTENTS

Impact Boxes xix
Preface xxii

Foreword xxv
About the Author xxvi

PART ONE: THE MASS MEDIA INDUSTRIES

Chapter 1	Mass Media and Everyday Life	1

- Chapter 2 Books: Rearranging the Page 25
- Chapter 3 Newspapers: Mobilizing Delivery 43
- Chapter 4 Magazines: Chasing the Audience 65
- Chapter 5 Recordings: Streaming Sounds 85
- Chapter 6 Radio: Riding New Waves 103
- Chapter 7 Movies: Digitizing Dreams 125
- Chapter 8 Television: Switching Channels 147
- Chapter 9 Internet Media: Widening the Web 171

PART TWO: SELLING THE MESSAGE

- Chapter 10 Advertising: Catching Consumers 199
- Chapter 11 Public Relations: Promoting Ideas 219

PART THREE: CHANGING MESSAGES

- Chapter 12 News and Information: Staying Connected 235
- Chapter 13 Society and Political Issues: Shaping the Arguments 255
- Chapter 14 Law and Regulation: Reforming the Rules 277
- Chapter 15 Mass Media Ethics 311
- Chapter 16 Global Media: Communicating Change 333

Glossary 361 Media Information Resource Guide 366 Selected References 374 Index 387 Impact Boxes xix
Preface xxii

Foreword xxv About the Author xxvi

PART ONE: THE MASS MEDIA INDUSTRIES



Mass Media and Everyday Life

Mass Media Are Everywhere You Are 2

▶ Impact/Society Illustration 1.1: Average Time Americans Spend Using Mass Media Each Day 4

Mass Communication Becomes Wireless 4

How the Communication Process Works 5

▶ Impact/Society Illustration 1.2: Elements of Mass Communication 6

What Are the Mass Media Industries? 7

Books 7 | Newspapers 7 | Magazines 7

► Impact/Money Illustration 1.3: U.S. Mass Media Industries Annual Income 1987–Today 8

Recordings 8 | Radio 8 | Movies 9 | Television 9 | The Internet 9

Three Key Concepts to Remember 9

Mass Media Are Profit-Centered Businesses 9

Convergence Dominates the Media Business 11

Why Media Properties Converge 12

Advertisers and Consumers Pay the Bills 13

Technology Changes Mass Media Delivery and Consumption 13

Phonetic Writing: The First Information Communications Revolution 14 | Printing: The Second Information Communications Revolution 14 | Computer Technology: The Third Information Communications Revolution 15

Media Take Advantage of Digital Delivery 15

One-Way Versus Two-Way Communication 15 | Dumb Versus Smart Communication 16

How Today's Communications Network Operates 16

The Receiver (You, the Subscriber) **16** | The Channel (Cable, Telephone, Satellite and Cellular Companies) **17**

▶ Impact/Convergence How the Global Communications Network Works 17
The Sender (Internet Service Providers) 18 | The Message (Content) 18

Mass Media Both Reflect and Affect Politics, Society and Culture 18

Why You Should Understand Mass Media and Everyday Life 19

Impact/Convergence The Internet of Things Is Far Bigger Than Anyone Realizes 20



Books: Rearranging the Page

Publishers Nurture Ideas and Try to Make a Profit 26

How American Book Publishing Grew 26

Political Pamphlets 28 | Novels and Poetry 28 | Humor 28 | International Copyright Law of 1891 29 | Publishing Houses 29 | Compulsory Education 29

Cheaper Books Create a Mass Market 29

Book Clubs 29 | Paperbacks 29

Grove Press Tests Censorship 30

Investors Buy Up Publishing Companies 30

Book Publishing at Work 30

Books Begin with Authors and Agents 30

- Impact/Convergence E-Book Restrictions Leave "Buyers" with Few Rights 31
- ▶ Impact/Money Illustration 2.1: Book Publishing's Six Global Giants 32

How Do Books Get Published? 32

The Book Industry Has Three Major Markets 33

Adult and Juvenile Trade Books 33 | Textbooks 33

○ Impact/Money Illustration 2.2: How Do Book Publishers Make Their Money? 34

Professional and Scholarly Books 34

Audiobooks and E-books Multiply the Audience 34

Audiobooks 34 | Electronic Books 34

■ Impact/Convergence The First Bookless Library: BiblioTech Offers Only E-books 35

Corporations Demand Higher Profits 36

Subsidiary and International Rights 36 | Blockbusters 36 | Chain Bookstores and Internet Retailers Compete 37

Small Presses Seek Specialized Audiences 37

New Technologies Affect Production and Delivery 37

Book Publishing Today Is a Competitive, Complex Business 38



Newspapers: Mobilizing Delivery

First Mass Medium to Deliver News 44

Publishers Fight for an Independent Press 46

James Franklin's New England Courant Establishes an Independent Press
Tradition 46 | Benjamin Franklin Introduces Competition 46 | Truth Versus Libel:
The Zenger Trial 46 | Women's Early Role as Publishers 47 | Birth of the Partisan
Press 47 | The Stamp Act 47 | The Alien and Sedition Laws 48

Technology Helps Newspapers Reach New Readers 48

Frontier Journalism 48 | Ethnic and Native American Newspapers 49 | Dissident Voices Create the Early Alternative Press 49

Newspapers Seek Mass Audiences and Big Profits 50

Newspapers Dominate the Early 20th Century 51

Competition Breeds Sensationalism 51

▶ Impact/Profile Ida B. Wells Uses Her Pen to Fight 19th-Century Racism 51
Yellow Journalism Is Born: Hearst's Role in the Spanish-American War 52 | Tabloid
Journalism: Selling Sex and Violence 52

Unionization Encourages Professionalism 53

Television Brings New Competition 53

Alternative Press Revives Voices of Protest 54

Newspapers Expand and Contract 54

Newspapers at Work 54

Technology Transforms Production 55

▶ Impact/Society Illustration 3.1: Percentage of Adults Who Say They Read a Newspaper Yesterday (Includes Internet and Mobile Phone Readers) 55

Consolidation Increases Chain Ownership 56

Newspapers Fight to Retain Readers 56

National Newspapers Seek a Wider Audience 56

Internet Editions Open Up New Markets 57

Impact/Convergence Illustration 3.2: Newspaper Readers Prefer the Printed Paper, But Mobile Access Is Increasing 57

Today's Newspaper Audience Is a Moving Target 58

▶ Impact/Profile BuzzFeed Co-Founder Jonah Peretti Wants to Take Its Content Far Beyond Lists 59



Magazines: Chasing the Audience

Magazines Reflect Trends and Culture 66

Colonial Magazines Compete with Newspapers 66

Magazines Travel Beyond Local Boundaries 68

Publishers Locate New Readers 68

Women's Issues 68 | Social Crusades 68 | Fostering the Arts 69 | Political Commentary 69 | Postal Act Helps Magazines Grow 70

McClure's Launches Investigative Journalism 70

The New Yorker and Time Succeed Differently 71

Impact/Profile Muckraker Ida Tarbell Exposes Standard Oil's John D. Rockefeller 71

Harold Ross and The New Yorker 72 | Henry Luce's Empire: Time 72

Specialized Magazines Take Over 72

Companies Consolidate Ownership and Define Readership 73

Magazines Divide into Three Types 73

▶ Impact/Money Illustration 4.1: Top 10 U.S. Consumer Printed Magazines | Illustration 4.2: Top 10 U.S. Digital Replica Magazines 74

Magazines at Work 75

▶ Impact/Convergence Illustration 4.3: Who Reads Digital Magazines? 76

Magazines Compete for Readers in Crowded Markets 77

Readers Represent a Valuable Audience for Advertisers 77

Digital Editions Offer New Publishing Outlets 78

▶ Impact/Money Digital Cracks 50 Percent of Ad Revenue at Wired Magazine | First for the Title Is an Encouraging Sign for the Industry 79

Review, Analyze, Investigate 80

Magazines' Future Is Digital 80



Recordings: Streaming Sounds

Edison Introduces His Talking Machine 88

Goldmark Perfects Long-Playing Records 88

Paley Battles Sarnoff for Record Format 89

Hi-Fi and Stereo Rock In 89

▶ Impact/Profile Steve Martin, Lauryn Hill and Radiohead Archived by National Recording Registry 90

Recording Industry at Work 91

Concerts Bring In Essential Revenue 92

Three Major Companies Dominate 92

Music Sales and Licensing Drive Industry Income 93

Direct Sales 93 | Music Licensing: ASCAP Versus BMI 93

▶ Impact/Money Illustration 5.1: How Does the Recording Industry Earn Money? 93

○ Impact/Society Illustration 5.2: Concert Audiences Drive Music Industry Profits 94

Music Industry Fights to Protect Content 95

Music Content Labeling 95 | Overseas Music Piracy 95 | Internet File Sharing 95

Recording Industry Association Sues Downloaders 95

U.S. Supreme Court Rules Against Illegal File Sharing 96

Music Industry Wins Legal Action Against Downloader 96

U.S. Justice Department Targets Megaupload 96

Digital Technology Transforms Delivery 97

Internet Brings New Obstacles and New Audiences 97

Dimpact/Global Primavera Sound Sets the Stage for Music Festivals Worldwide 98

Review, Analyze, Investigate 99



Radio: Riding New Waves

Radio Sounds Are Everywhere 104

Radio Takes a Technological Leap 104

Broadcasting Is Born 106

Wireless Breakthrough: Guglielmo Marconi 106 | Experimental Broadcasts: Reginald Aubrey Fessenden 106 | Detecting Radio Waves: Lee de Forest 106 | A Household Utility: David Sarnoff 107

Federal Government Regulates the Airwaves 107

Government Approves Commercial Broadcasting 107

Experimental Stations Multiply 107 | KDKA Launches Commercial Broadcasting 107

Radio Audience Expands Quickly 108

Blanket Licensing 108 | Commercial Sponsorship 108 | Federal Radio Commission 108

Radio Grows into a Powerful Force 109

"The War of the Worlds" Challenges Radio's Credibility 109

○ Impact/Society Illustration 6.1: Where Do People Listen to the Radio? 110

Radio Networks Expand 111

David Sarnoff Launches NBC 111 | William S. Paley Starts CBS 111 | Edward Noble Buys ABC 111

Radio Adapts to Television 111

Inventor Edwin H. Armstrong Pioneers FM 112 | Licensed Recordings Launch Disc Jockeys 112 | Clock, Car and Transistor Radios Make Radio a Necessary Accessory 112 | Gordon McLendon Introduces Format Radio 113 | Payola Scandals Highlight Broadcast Ethics 113

Radio at Work 114

Congress Creates National Public Radio 114

Portability and Immediacy Help Radio Survive 115

Telecommunications Act of 1996 Overhauls Radio 115

Are Radio Ratings Accurate? 115

▶ Impact/Money Illustration 6.2: Which Radio Formats Are Most Popular? 116

Radio Depends on Ready-Made Formats 116

Audience Divides into Smaller Segments 117

Competition Revives Payola 117

▶ Impact/Convergence Illustration 6.3: Radio Listening Goes Digital and Mobile 118

Digital Audio Delivers Internet and Satellite Radio 118

Impact/Convergence Pandora Radio Opens Listener Data to Let Musicians Target Fans 119

Streaming Splits Radio Industry Income 120

Review, Analyze, Investigate 121

Movies: Digitizing Dreams

Movies Mirror the Culture 126

Inventors Capture Motion on Film 126

Early Inventors Nurture the Movie Industry 126 | Marey and Muybridge 126 | Thomas Edison 128 | William K. L. Dickson 128 | Auguste and Louis Lumière 128 | Edison Launches American Movies 128

Filmmakers Turn Novelty into Art 129

Georges Méliès 129 | Edwin S. Porter 129

Studio System and Independent Moviemakers Flourish 129

Movies Become Big Business 130

Studios Move to Hollywood 130 | Distributors Insist on Block Booking 130 | United Artists Champions the Independents 130

▶ Impact/Profile Lighting Up a Black Screen: Early "Race Films" Pioneered the Art of Breaking Stereotypes 131

Moviemakers Use Self-Regulation to Respond to Scandals 132 | New Technology Brings the Talkies 133

Big Five Studios Dominate 133

Labor Unions Organize Movie Workers 133

Movies Glitter During the Golden Age 134

Congress and the Courts Change Hollywood 134

The House Un-American Activities Committee 134 | United States v. Paramount Pictures, Inc., et al. 135

Movies Lose Their Audience to Television 135

Wide-Screen and 3-D Movies 135 | Changes in Censorship 136 | Spectaculars 136 | Movie Ratings 137

Movies and Money Today 137

Ticket Prices Rise and Ticket Sales Drop 137 | Ancillary Rights Fund Projects 137

- ▶ Impact/Money Illustration 7.1: Global Box Office Drives Movie Industry Profits 138
- ▶ Impact/Global Illustration 7.2: Asia/Pacific and Latin America Are Fastest-Growing Movie Markets 138

Movies at Work 139

Digital Technology Drives the Business 140

Production 140 | Distribution 140 | Exhibition 141

Emerging Markets and Mergers Bring New Opportunities 141

Global Influence 141 | Merging Media Production 141

▶ Impact/Global Hollywood Takes a Roman Holiday . . . Again 142

Review, Analyze, Investigate 143



Television: Switching Channels

Television Transforms Daily Life 148

○ Impact/Society Illustration 8.1: How Much Time Do People Spend Each Week Watching Traditional TV and Internet Video? 150

TV Delivers an Audience to Advertisers 151

Visual Radio Becomes Television 151

Television Outpaces Radio 152

News with Pictures 152 | Entertainment Programming 153

▶ Impact/Profile Edward R. Murrow (1908–1965) Sets the Standard for Broadcast News 154

Quiz Shows Bring Ethics Scandals 155

Ratings Target the Audience 156

▶ Impact/Money Illustration 8.2: What Do TV Ratings Mean for Advertisers? 157

Newton Minow Criticizes TV as a "Vast Wasteland" 158

Public Television Finds an Audience 158

Satellites Make Transatlantic TV and Live Broadcasts Possible 159

Television Changes National and Global Politics 159

Mergers Affect Station Ownership 160

TV Promotes Professional Sports 160

Critics Challenge the Accuracy of TV Ratings 161

Cable and Satellite Expand Delivery 161

Television at Work 162

Audiences Drive TV Programming 163

The Networks' Shrinking Role 163 | Demand for Diverse Programming 164

Digital Technology Broadens TV's Focus 164

Digital Video Recorders **164** | High-Definition Television, 3-D and 4K Screens **164**

Impact/Convergence Netflix Is Betting Its Future on Exclusive Programming 165

Streaming TV Brings a New Vision 166

Review, Analyze, Investigate 166



Internet Media: Widening the Web

Digital Communication Transforms Media 172

Digital Media Support Convergence 174

20th-Century Discoveries Made Internet Possible 175

▶ Impact/Convergence Illustration 9.1: The Evolution of Today's Convergence: 1978 to 2016 175

Web Opens to Unlimited Access 176

What Happens to Old Media? 178

Transformation Takes 30 Years 178

Web Access Leaves Some People Behind 178

Internet Combines Commerce, Information and Entertainment 179

Commerce 179 | Advertising 180 | Content 181

Impact/Money Illustration 9.2: How Much Do Businesses Spend Annually to Advertise on the Internet? 181

Mobile Media Chase the Audience 182

Social Networks Grow Globally 182

- ▶ Impact/Global Can Video Games Be a Force for Good? 183
- ▶ Impact/Society Illustration 9.3: How and Where Do People Use Mobile Media? 184

Government Attempts to Coordinate and Control the Net 185

▶ Impact/Society Illustration 9.4: Why Do People Use Social Media? | Illustration 9.5: Which Social Media Sites Are Most Popular? 186

Protection Sought for Intellectual Property Rights 187

▶ Impact/Global Chinese Access to Gmail Cut, Regulators Blamed 188

FCC Promotes Internet Neutrality 189

Storage, Competing Systems and Security Bring Challenges 190

Storage Capacity 190 | Competing Delivery Systems 191 | System Security 192

Disruptive Technologies Revolutionize Old Concepts 192

Touch Technology 193 | Massive Open Online Courses 193 | Open Intellectual Property 193 | Camera Drones for News Reporting 193 | 3-D Printing 194

Consumers Intersect with Technology 194

Review, Analyze, Investigate 194



Advertising: Catching Consumers

Advertising Supports Mass Media 200

Advertising in Newspapers 201

Impact/Global Illustration 10.1: In Which Countries Do Marketers Spend the Most per Person for Advertising? 201

Advertising in Magazines **202** | Advertising on Radio **202** | Advertising on Television **202** | Advertising on the Internet **203**

Ads Share Three Characteristics 203

▶ Impact/Profile The Advertising Networker: Sir Martin Sorrell of WPP 204
Repetition 205 | An Advertising Style 205 | Ubiquity 205

Ads Compete for Your Attention 205

15 Ways Ads Appeal to Consumers 206

Marketers Use Demographics 207

Advertising Feeds Consumerism 207

▶ Impact/Money Illustration 10.2: Top 10 Global Advertising Agencies 208

Advertising at Work 208

Mass Media Industries Depend on Advertising 209

▶ Impact/Society Illustration 10.3: Top 10 Advertisers in the United States 210
Commercials on Television 210 | Using Print and Radio 211

Internet Delivers Display, Search and Social Networks 211

Media Compete Fiercely for Clients 212

Federal Government Regulates Advertisers 212

Federal Trade Commission 213 | Food and Drug Administration 213 | Federal Communications Commission and Other Agencies 213

▶ Impact/Money What It Costs: Ad Prices From TV's Biggest Buys to the Smallest Screens 214

Global Marketing Delivers New Audiences 215

Review, Analyze, Investigate 215



Public Relations: Promoting Ideas

PR Helps Shape Public Opinion 220

PR Pioneer Issues Declaration of Principles 221

Government Recruits PR Professionals 221

Women Join PR Firms 222

Professionals Promote Ethics Codes 222

Public Relations at Work 223

Financial Public Relations 223 | Product Public Relations 223 | Crisis Public Relations 224

PR Agencies Respond to Social Media 225

PR Companies Monitor Brands 225

Ad Agencies and Public Relations Firms Merge 225

- ▶ Impact/Global McDonald's Launches Customer Complaint App in Japan | New Smartphone App for "Feelings, Opinions and Requests" Aimed at Turning the Tide on a Year of Public Relations Mistakes 226
- **Impact/Money** Illustration 11.1: Top 10 Worldwide Public Relations Agencies | Illustration 11.2: Top 10 U.S. Public Relations Agencies 227

Variety of Clients Use Public Relations 228

Government 228 | Education 228 | Nonprofit Organizations 228 | Industry 228 | Business 228 | Athletic Teams and Entertainment Organizations 228 | International 228

▶ Impact/Money Susan G. Komen Foundation Discovers the Price of Poor Public Relations 229

Public Relations Organizations Offer Many Services 230

Publicity Means Free Media 230

Public Relations Grows Globally 231



News and Information: Staying Connected

Early News Organizations Cooperate to Gather News 236

▶ Impact/Convergence Young Adults Want News Every Day, Survey Shows 237

Civil War Brings Accreditation and Photojournalism 238

Government Accredits Journalists 238 | Photojournalism Is Born 239

Tabloid News Takes Over 239

Newsreels Bring Distant Events to American Moviegoers 239

Newspapers and Radio Personalize World War II 240

▶ Impact/Profile Ernie Pyle: The War Correspondent Who Hated War 241

TV News Enters Its Golden Age 242

TV and the Cold War 242 | TV News as a Window on the World 242

TV News Changes the Nation's Identity 243

Vietnam Coverage Exposes Reality 243 | Watergate Hearings Reveal Politics at Work 244

TV News Expands and Contracts 244

Iraq War Produces "Embedded" Reporters 244

Reality Shows and Advertorials Blur the Line 245

Internet Transforms News Delivery 245

▶ Impact/Society Illustration 12.1: Top 10 Digital-Only News Sites | Illustration 12.2: The Growing Market for Mobile News in the United States 246

Information Access Creates a News Evolution 247

Social Media Spread the News 247

Journalists at Work 248

Journalists Channel the Public's Attention 248

How the Public Perceives the Press 248

Credibility Draws the Audience 249

Review, Analyze, Investigate 249



Social and Political Issues: Shaping the Arguments

Early Mass Media Studies Assess Impact 256

Scholars Look for Patterns 257

The Payne Fund Studies 257

○ Impact/Society Illustration 13.1: Lasswell's Model Asks Five Questions 258

The Cantril Study 258 | The Lasswell Model 258

How TV Affects Children's Behavior 258

Television in the Lives of Children 259 | Television and Social Behavior 259 | The Early Window 259 | Television Advertising to Children 259 | Linking TV to School Performance 260

Do the Mass Media Cause Violence? 260

National Political Campaigns Depend on Mass Media 261

The Fireside Chats **261** | The People's Choice **262** | The Unseeing Eye **262** | Election Campaigns on Television **263**

Cost of Political Advertising Skyrockets 263

Voters and Campaigns Use the Internet and Social Media 264

▶ Impact/Money Illustration 13.2: TV Political Campaign Spending in Presidential Elections, 1972–2012 265

Mass Media Reflect Social Values 266

Silencing Opposing Viewpoints 266 | Losing a Sense of Place 266

▶ Impact/Convergence Illustration 13.3: Number of Voters Who Follow Political Figures on Social Media Increasing | Illustration 13.4: Voters Follow Political Figures on Social Media to Stay Current, Connected and Informed 267

Stereotyping 268

Mass Media Slow to Reflect Ethnic Diversity 268

- ▶ Impact/Profile Barbie Can Be a Computer Engineer . . . but Only with the Help of a Man | 'I'll need Steven and Brian's help to turn this into a real game!' laughs computer programmer Barbie in her new book 269
- Impact/Society Hollywood Still Stereotypes Native Americans 270

Mass Media Face Gay, Lesbian and Transgender Issues 271

How to Analyze Media Effects 272

Review, Analyze, Investigate 273



Law and Regulation: Reforming the Rules

U.S. Constitution Sets Free Press Precedent, 278

Government Tries to Restrict Free Expression 279

The Alien and Sedition Laws of 1798 279 | The Espionage Act of 1918 279 | The Smith Act of 1940 279 | HUAC and the Permanent Subcommittee on Investigations 279

▶ Impact/Society Excerpts from the 1943 Code of Wartime Practices for American Broadcasters 280

Prior Restraint Rarely Used 281

Near v. Minnesota 281 | The Pentagon Papers 281 | The Progressive Case 282

Government Manages War Coverage 282

Restricting Press Access in Grenada 282 | News Blackouts and Press Pools During the Gulf War 282 | War in Afghanistan 283 | "Embedded" Reporters During Iraq War 283 | Photographs of War Fatalities 283

WikiLeaks Challenges Government Secrecy 283

USA PATRIOT Act Meets Public Resistance 284

What Is the Standard for Obscenity? 285

Local Efforts 285 | U.S. Supreme Court Writes Obscenity Criteria 286 | School Boards as Censors 286 | The Hazelwood Case 287

Libel Law Outlines the Media's Public Responsibility 287

▶ Impact/Profile John Green's The Fault in Our Stars Is Banned, Then Returned to Riverside, California, Classrooms 288

Sullivan Case Establishes a Libel Landmark 288

▶ Impact/Society Illustration 14.1: 2014 Top 10 Most Frequently Challenged Books 289

Redefining the Sullivan Decision 290 | Charges and Defenses for Libel 291 | Legal Outcomes Reflect Mixed Results 291 | Internet Comments Bring SLAPP Suits 292

Invasion of Privacy Defined Four Ways 292

Physical or Mental Solitude 292 | Embarrassing Personal Facts 292 | False Light 292 | Right of Publicity 293 | Bartnicki v. Vopper 293

Debate Continues over Fair Trial, Courtroom Access and Shield **Laws** 293

Fair Trial 293 | Courtroom Access 294 | Shield Laws 294

○ Impact/Society Illustration 14.2: Cameras in the Courtroom: A State-by-State **Guide 295**

FCC Regulates Broadcast and Cable 295

Telecommunications Act of 1996 Changes the Marketplace 295

Goal: To Sell Consumers "The Bundle" **296** | Targeting the Power User **296**

Deregulation Unleashes the Media 296

Created a Goal of Universal Service 297 | Deregulated Free Media 297 | Relaxed Ownership and Licensing Rules 297 | Encouraged Local Phone Competition 297 | Ends Cable Rate Regulation 297

TV Industry Agrees to Ratings and the V-Chip 298

Congress Attempts to Control Access to Indecent Content 298

Supreme Court Upholds Internet Filters for Public Libraries 298 | Government Monitors Broadcast Indecency 299

Intellectual Property Rights Affirmed 300

Digital Millennium Copyright Act 300 | New York Times Co. v. Tasini 301 | Metro-Goldwyn-Mayer Studios Inc. v. Grokster Ltd. and Arista Records LLC v. Lime Group LLC 301

FCC Adopts Open Internet Rules 301

Courts and Regulators Govern Advertising and PR 302

Central Hudson Case 302 | Texas Gulf Sulphur Case 303 | Federal Government Regulates Advertisers 303

Law Must Balance Rights and Responsibilities 304



Mass Media Ethics: Taking Responsibility

Ethics Define Responsibilities 312

Truthfulness Affects Credibility 313

Fabrications 313 | Plagiarism 314 | Misrepresentation 315

▶ Impact/Global Fake Sheikh Mazher Mahmood: 25 Criminal Convictions Linked to Undercover Reporter to Be Re-examined 316

Fairness Means Evenhandedness 317

Insider Friendships 317 | Conflicts of Interest 318

▶ Impact/Profile Citing Ben Affleck's 'Improper Influence,' PBS Suspends Finding Your Roots 319

Checkbook Journalism 320

Privacy Involves Respect 320

Private Acts That Become Public 320 | Reporting on Rape 321

Responsibility Generates Trust 321

Five Philosophical Principles Govern Media Ethics 322

▶ Impact/Society Reaction to Uber Tactics Highlights Tech Journalists' Fine Line Between Critic and Booster 323

Media's Ethical Decisions Carry Consequences 324

Professional Associations Proscribe Behavior 324

Society of Professional Journalists Codifies Conduct 324 | Radio Television Digital News Association (RTDNA) Code Covers Electronic News 325 | National Press Photographers Association Addresses Visual Journalism 326 | Interactive Advertising Bureau Addresses Digital Ads 326 | Public Relations Society of America Sets Standards 327

Media Organizations Respond to Criticism 327

News Councils 327 | Readers' Representatives 328 | Correction Boxes 328

Professional Codes Preserve Media Credibility 328

Review, Analyze, Investigate 329



Global Media: Communicating Change

World Media Systems Vary 334

Five Political Theories Describe How World Media Operate 335

The Soviet Theory 335 | The Authoritarian Theory 335 | The Libertarian Theory 336 | The Social Responsibility Theory 336 | The Developmental Theory 337

Western Europe and Canada Are Similar to the U.S. 337

Print Media 338 | Broadcast Media 338

Eastern Europe Is in Transition 338

Print Media 339 | Broadcast Media 339

Middle Eastern and North African Media Work

Under Government Controls 340

Print Media 340 | Broadcast Media 340

▶ Impact/Money Film Studios Respond to European Antitrust Allegations 341

African Media Find a New Voice 342

Print Media 342 | Broadcast Media 343

Media Explode in Asia and the Pacific 343

Japan 343

○ Impact/Society From Headlines to Hip-Hop: The Ugandan TV Show Rapping the News **344**

Australia 345 | India 345 | People's Republic of China 346

Government, Corporations and Dynasties Control Latin American and Caribbean Media 346

▶ Impact/Money Journalists in China Describe Extortion 347 Print Media 348 | Broadcast Media 348

International New York Times Seeks a Global Audience 348

Critics Cite Western Communications Bias 349

Internet Expands Mass Media's Global Reach 349

■ Impact/Convergence Illustration 16.1: Top 10 Countries with Public Wireless Locations (Hot Spots) 350

Mobile Media Open Communications Channels 350

Reporters Risk Lives to Report World Events 351

Global Media Chase International Consumers 351

- Impact/Society Reporters Without Borders Monitors Journalists Killed and *Kidnapped in 2014* **352**
- ▶ Impact/Money Illustration 16.2: Top 10 Global Advertisers—Annual Spending 353

Ideas Transcend Borders 354

Review, Analyze, Investigate 355

Glossary 361

Media Information Resource Guide 366

Selected References 374

Index 387

IMPACT BOXES

CHAPTER 1

- Impact/Society Illustration 1.1: Average Time Americans Spend Using Mass Media Each Day 4
- ▶ Impact/Society Illustration 1.2: Elements of Mass Communication 6
- ▶ Impact/Money Illustration 1.3: U.S. Mass Media Industries Annual Income 1987–Today 8
- Impact/Convergence How the Global Communications Network Works 17
- Impact/Convergence The Internet of Things Is Far Bigger Than Anyone Realizes 20

CHAPTER 2

- Impact/Convergence E-Book Restrictions Leave "Buyers" with Few Rights 31
- ▶ Impact/Money Illustration 2.1: Book Publishing's Six Global Giants 32
- ▶ Impact/Money Illustration 2.2: How Do Book Publishers Make Their Money? 34
- ▶ Impact/Convergence The First Bookless Library: BiblioTech Offers Only E-books 35

CHAPTER 3

- ▶ Impact/Profile Ida B. Wells Uses Her Pen to Fight 19th-Century Racism 51
- Impact/Society Illustration 3.1: Percentage of Adults Who Say They Read a Newspaper Yesterday (Includes Internet and Mobile Phone Readers) 55
- Impact/Convergence Illustration 3.2: Newspaper Readers Prefer the Printed Paper, But Mobile Access Is Increasing 57
- Impact/Profile BuzzFeed Co-Founder Jonah Peretti Wants to Take Its Content Far Beyond Lists 59

CHAPTER 4

- Impact/Profile Muckraker Ida Tarbell Exposes Standard Oil's John D. Rockefeller 71
- Impact/Money Illustration 4.1: Top 10 U.S. Consumer Printed Magazines | Illustration 4.2: Top 10 U.S. Digital Replica Magazines 74
- Impact/Convergence Illustration 4.3: Who Reads Digital Magazines? 76
- ▶ Impact/Money Digital Cracks 50 Percent of Ad Revenue at Wired Magazine | First for the Title Is an Encouraging Sign for the Industry 79

CHAPTER 5

- Impact/Profile Steve Martin, Lauryn Hill and Radiohead Archived by National Recording Registry 90
- ▶ Impact/Money Illustration 5.1: How Does the Recording Industry Earn Money? 93
- ▶ Impact/Society Illustration 5.2: Concert Audiences Drive Music Industry Profits 94
- Impact/Global Primavera Sound Sets the Stage for Music Festivals Worldwide 98

CHAPTER 6

- Impact/Society Illustration 6.1: Where Do People Listen to the Radio? 110
- ▶ Impact/Money Illustration 6.2: Which Radio Formats Are Most Popular? 116
- Impact/Convergence Illustration 6.3: Radio Listening Goes Digital and Mobile 118
- Impact/Convergence Pandora Radio Opens Listener Data to Let Musicians Target Fans 119

CHAPTER 7

- ▶ Impact/Profile Lighting Up a Black Screen: Early "Race Films" Pioneered the Art of Breaking Stereotypes 131
- ▶ Impact/Money Illustration 7.1: Global Box Office Drives Movie Industry Profits 138
- ▶ Impact/Global Asia/Pacific and Latin America Are Fastest-Growing Movie Markets 138
- ▶ Impact/Global Hollywood Takes a Roman Holiday . . . Again 142

CHAPTER 8

- ▶ Impact/Society Illustration 8.1: How Much Time Do People Spend Each Week Watching Traditional TV and Internet Video? 150
- Impact/Profile Edward R. Murrow (1908–1965) Sets the Standard for Broadcast News 154
- ▶ Impact/Money Illustration 8.2: What Do TV Ratings Mean for Advertisers? 157
- ▶ Impact/Convergence Netflix Is Betting Its Future on Exclusive Programming 165

CHAPTER 9

- ▶ Impact/Convergence Illustration 9.1: The Evolution of Today's Convergence: 1978 to 2016 175
- ▶ Impact/Money Illustration 9.2: How Much Do Businesses Spend Annually to Advertise on the Internet? 181
- ▶ Impact/Global Can Video Games Be a Force for Good? 183
- Impact/Society Illustration 9.3: How and Where Do People Use Mobile Media? 184
- ▶ Impact/Society Illustration 9.4: Why Do People Use Social Media? | Illustration 9.5: Which Social Media Sites Are Most Popular? 186
- ▶ Impact/Global Chinese Access to Gmail Cut, Regulators Blamed 188

CHAPTER 10

- Impact/Global Illustration 10.1: In Which Countries Do Marketers Spend the Most per Person for Advertising? 201
- ▶ Impact/Profile The Advertising Networker: Sir Martin Sorrell of WPP 204
- ▶ Impact/Money Illustration 10.2: Top 10 Global Advertising Agencies 208
- Impact/Society Illustration 10.3: Top 10 Advertisers in the United States 210
- Impact/Money What It Costs: Ad Prices From TV's Biggest Buys to the Smallest Screens 214

CHAPTER 11

- ▶ Impact/Global McDonald's Launches Customer Complaint App in Japan | New Smartphone App for "Feelings, Opinions and Requests" Aimed at Turning the Tide on a Year of Public Relations Mistakes 226
- ▶ Impact/Money Illustration 11.1: Top 10 Worldwide Public Relations Agencies | Illustration 11.2: Top 10 U.S. Public Relations Agencies 227
- ▶ Impact/Money Susan G. Komen Foundation Discovers the Price of Poor Public Relations 229

CHAPTER 12

- Impact/Convergence Young Adults Want News Every Day, Survey Shows 237
- ▶ Impact/Profile Ernie Pyle: The War Correspondent Who Hated War 241
- ▶ Impact/Society Illustration 12.1: Top 10 Digital-Only News Sites | Illustration 12.2: The Growing Market for Mobile News in the United States 246

CHAPTER 13

- ▶ Impact/Society Illustration 13.1: Lasswell's Model Asks Five Questions 258
- ▶ Impact/Money Illustration 13.2: TV Political Campaign Spending in Presidential Elections, 1972–2012 265
- Impact/Convergence Illustration 13.3: Number of Voters Who Follow Political Figures on Social Media Is Increasing | Illustration 13.4: Voters Follow Political Figures on Social Media to Stay Current, Connected and Informed 267
- Impact/Profile Barbie Can Be a Computer Engineer . . . but Only with the Help of a Man | 'I'll need Steven and Brian's help to turn this into a real game!' laughs computer programmer Barbie in her new book 269
- Impact/Society Hollywood Still Stereotypes Native Americans 270

CHAPTER 14

- Impact/Society Excerpts from the 1943 Code of Wartime Practices for American Broadcasters 280
- Impact/Profile John Green's The Fault in Our Stars Is Banned, Then Returned to Riverside, California, Classrooms 288
- Impact/Society Illustration 14.1: 2014 Top 10 Most Frequently Challenged Books 289
- Impact/Society Illustration 14.2: Cameras in the Courtroom: A State-by-State Guide 295

CHAPTER 15

- Impact/Global Fake Sheikh Mazher Mahmood: 25 Criminal Convictions Linked to Undercover Reporter to Be Re-examined 316
- Impact/Profile Citing Ben Affleck's 'Improper Influence,' PBS Suspends Finding Your Roots 319
- Impact/Society Reaction to Uber Tactics Highlights Tech Journalists' Fine Line Between Critic and Booster 323

CHAPTER 16

- ▶ Impact/Money Film Studios Respond to European Antitrust Allegations 341
- Impact/Society From Headlines to Hip-Hop: The Ugandan TV Show Rapping the News 344
- ▶ Impact/Money Journalists in China Describe Extortion 347
- Impact/Convergence Illustration 16.1: Top 10 Countries with Public Wireless Locations (Hot Spots) 350
- Impact/Society Reporters Without Borders Monitors Journalists Killed and Kidnapped in 2014 352
- ▶ Impact/Money Illustration 16.2: Top 10 Global Advertisers—Annual Spending 353

PREFACE

Welcome to the world of Media/Impact.

Media/Impact's energetic new design—inside and out—reflects the excitement and intensity inherent in the study of mass media today. Dozens of new charts, illustrations and photographs in this 12th edition enhance the totally revised and updated text, making Media/Impact, 12th edition, the most current, accessible, challenging way for students to study the central role that America's mass media play in the global media marketplace.

Accompanying this new edition are many new digital tools offered by Cengage Learning, including MindTap, to organize and enhance student thinking. The result for students and teachers is *Media/Impact*'s best edition ever.

New Features in the 12th Edition

- More than 40 new Impact Boxes—The Impact Boxes feature current articles and information on the latest topics and trends from the best sources covering the media business, such as *The New York Times*, *The Washington Post, The Guardian, Wired, CNN, The Financial Times* and the *Los Angeles Times*.
- Five Impact Box Subject Areas—Impact Boxes are now divided into five essential subject areas: Convergence, Money, Society, Profile and Global. For example:
 - Impact/Convergence. "Radio Listening Goes Digital and Mobile."
 - Impact/Money. "What It Costs: Ad Prices from TV's Biggest Buys to the Smallest Screens."
 - Impact/Society. "Average Time Americans Spend Using Mass Media Each Day."
 - Impact/Profile. "BuzzFeed Co-Founder Jonah Peretti Wants to Take Its Content Far Beyond Lists."
 - Impact/Global. "Primavera Sound Sets the Stage for Music Festivals Worldwide."
- Current Statistics on the Mass Media Industries— Statistical information is beautifully displayed in more than 30 new and updated illustrations to reflect current research on key issues such as the global box office, 10 most popular social media sites, top 10 U.S.

- digital "replica" magazines, political figures on social media, 10 most frequently challenged books and top 10 global advertising agencies.
- Timely Photographs, Cartoons and Illustrations to Capture Students' Attention—More than 230 carefully selected new photos, cartoons and illustrations throughout the book emphasize timely trends and critical topics in today's media business.
- Impact/Action Videos—Three new Impact/Action videos make contemporary issues in mass communication come alive for students, with customized content that expands on the text and animates the illustrations. Specialized narration accompanies images and videos to tell the story of how mass communication is changing and transforming the world. These three Impact/Action videos, matched to chapters throughout the book, expand student understanding of how mass communication affects today's world:
 - Learn how social networks are changing global communication in Social Media: Communicating Change.
 - Discover the importance of—and dangers facing—journalists reporting from around the world in *Reporters at Risk*.
 - Explore the mass media's ongoing digital transformation in *Caught in the Net*.

Continuing Features in the 12th Edition

- ▶ Comprehensive Coverage of the Latest Trends in Digital Media. *Media/Impact* details the latest innovations and controversies surrounding the Internet, mobile media, video games, intellectual property rights, government regulation and social networks.
- Analysis of Changing Delivery Systems for News and Information. Chapter 9 and Chapter 12 have proven extremely popular with faculty and students. Chapter 9, Internet Media, was first introduced in the 6th edition, when few people understood how consumers' changing habits would affect the delivery of

xxiv

news and entertainment. In the 12th edition, Chapter 9 continues its role as the book's centerpiece, with critical analysis of the most important developments in today's global media transformation. Chapter 12, News and Information, chronicles the declining audience for broadcast news as consumers personalize their information and use the Internet to stay current, as well as social media's central role in creating communities and sharing information.

- ▶ Discussion of Current Media Issues. Beginning with the first graphic illustration in Chapter 1, "Average Time Americans Spend Using Mass Media Each Day," *Media/Impact* helps students understand the ubiquitous presence of mass media in their lives today.
- Margin Definitions. Designed to help students build a media vocabulary while they read, key terms and definitions are highlighted separately, giving students concise definitions that are incorporated into the text.
- Comprehensive End-of-Chapter Review. Each chapter's concluding materials include these essential resources:
 - Chapter Summaries. Organized by headings that correspond to the chapter's major topics,
 Review, Analyze, Investigate uses bullet points to summarize major concepts.
 - **Key Terms.** A list of important terms with corresponding page numbers appears at the end of each chapter and in the comprehensive **Glossary** at the end of the book.
 - Critical Questions. Following the key terms, five questions focus students' analysis of each chapter to help deepen their understanding and engage their critical thinking skills.
 - Working the Web. Finishing each chapter, a list of ten Web sites specific to the chapter includes brief annotations that describe each site and encourage students to pursue further research.
- ▶ Media Information Resource Guide. This invaluable student reference beginning on page 366 provides hundreds more resources to help students explore media topics and to assist them with media research, including an alphabetical listing of more than 200 Web site references from the text.

Formal Reviewers Keep Media/ Impact's Focus on Students

A special thank you to the many professors who contributed valuable ideas in their formal reviews of *Media/Impact*. I especially appreciate the extra time and dedicated effort the video reviewers gave, which greatly helped shape the new concept of **Impact/Action Videos** as an integral part of *Media/Impact* for students. The 12th edition's reviewers are:

Mary Alice Adams, Louisiana Tech University Monica Bartoszek, The College of Saint Rose Richard Cameron, Cerritos College Kat Cannella, Columbus State University Michelle Christian, College of Southern Maryland Henry Dunn, Austin Peay State University Doug Ferguson, College of Charleston Amy Lenoce, Naugatuck Valley Community College Bill Lewis, Alvin Community College Robert McKeever, University of South Carolina Judy Noble, City University of New York-Borough of Manhattan Community College Pamela O'Brien, Bowie State University Dorren Robinson, Belmont University Ted Schwalbe, SUNY Fredonia Richard Tiner, Belmont University Nicole Turner, Langston University Sherry Williford, Stephen F. Austin State University

Cengage Teaching and Learning Tools for Teachers and Students

MindTap *Cengage Learning's MindTap for *Media/Impact* brings course concepts to life with interactive learning, study and exam preparation tools that support the printed textbook. Student comprehension is enhanced with the integrated eBook and interactive teaching and learning tools including learning objectives, interactive activities, quizzes and—exclusive to *Media/Impact*—Impact/Action videos. A career guide and social media guide give students insight into the practical applications of their coursework.

Instructor's Edition (IE): Examination and desk copies of the Instructor's Edition of *Media/Impact*, 12th Edition, are available upon request.

Instructor's Web site: This dedicated online resource for instructors provides access to the Instructor's Manual and Microsoft PowerPoint lecture slides covering key concepts from the text. There's also a Test Bank powered by Cognero, a flexible, online system that allows you to author, edit and manage test bank content from Cengage Learning; create multiple test versions in an instant; and deliver tests from your Learning Management System, your classroom or wherever you want.

Instructor's Manual: *Media/Impact*'s Instructor's Manual provides a comprehensive teaching guide featuring

the following tools for each chapter: chapter outlines; suggestions for integrating print supplements and online resources; suggested discussion questions; handouts for classroom activities and a comprehensive Test Bank with an answer key that includes multiple choice, true/false, essay and fill-in-the-blank test questions. This Manual is available on the password-protected instructor's Web site.

Thank you for your continuing support of *Media/Impact*. Comments? Questions? Suggestions? Please contact your local Cengage sales representative or our Customer Service Team at (800) 354-9706.

FOREWORD

Media/Impact, 12th Edition, is a beautiful, engaging book. It was created under an unbelievably tight production schedule and for that I owe many, many thanks to the people at Cengage, Lachina and Lumina Datamatics who made that work:

At Cengage: Product Manager Kelli Strieby, Associate Content Developer Rachel Smith, Associate Content Developer Rachel Schowalter, Senior Content Project Manager Jill Quinn, Senior Art Director Marissa Falco, IP Analyst Ann Hoffman, IP Project Manager Farah Fard, Marketing Manager Sarah Seymour, Product Assistant Colin Solan.

At Lachina: Chris Black and Whitney Philipp.

At Lumina Datamatics: Manojkiran Chander and Kanchana Vijayarangan.

Also, thank you to Tom Biondi for his important research assistance.

The greatest additions to the 12th edition lineup are three newly produced Impact/Action Videos. For the first time, Vic Biondi and I were given the opportunity to create the videos with the help of the truly exceptional media crew at LAD Post Production: Producer Scott Back, Associate Producer David Biondi, Video Editor Tom Nichols and Electronic Production Coordinator Dennis Sherwood. Thank you.

For her enthusiasm and continuing support for the Impact/Action Videos, I thank Kelli Strieby. Rachel Smith contributed greatly with her dynamic, on-deadline video coordination. And, as always, my all-time favorite photo researcher and video producer, Vic Biondi, provided unmatched vision, creative wisdom and a great sense of humor.

And to all the students and teachers who continue to value *Media/Impact* as a way to explore the exciting field of mass media, I continue to be very grateful for your enduring support.

Shirley Biagi

ABOUT THE AUTHOR



SHIRLEY BIAGI is Emeritus Professor in the Department of Communication Studies at California State University, Sacramento. Her bestselling text, *Media/Impact*, also is published globally in Canadian, British, Spanish, Chinese and Korean editions.

Biagi has authored several other Cengage Learning communications texts, including *Media/Reader: Perspectives on Mass Media Industries, Effects and Issues* and *Interviews That Work: A Practical Guide for Journalists.* She is co-author, with Marilyn Kern-Foxworth, of *Facing Difference: Race, Gender and Mass Media*.

From 1998 to 2000, she was editor of *American Journalism*, the national media history quarterly published by the American Journalism Historians Association.

She has served as guest faculty for the University of Hawaii, the Center for Digital Government, the Poynter Institute, the American Press Institute, the National Writers Workshop and the Hearst Fellowship Program at the *Houston Chronicle*. She has also been an Internet and publications consultant to the California State Chamber of Commerce.

She also was one of eight project interviewers for the award-winning Washington (D.C.) Press Club Foundation's Women in Journalism Oral History Project, sponsored by the National Press Club. Interviewers completed 57 oral histories of female pioneers in journalism, available free on the Press Club's Web site at http://www.wpcf.org.

Biagi served as a delegate to the Oxford Round Table's conference on Ethical Sentiments in Government at Pembroke College in Oxford, England. Her other international experience includes guest lectureships at Al Ahram Press Institute in Cairo, Egypt, and at Queensland University in Brisbane, Australia.

MASS MEDIA AND EVERYDAY LIFE

01



Today's mobile media, such as smartphones,
have become essential elements of everyday life.
On January 1, 2015, a group in New York's Times
Square uses their new iPhone to take a "selfie" to
mark the occasion.