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Strategic Sport Communication Nov 01 2020 Strategic Sport Communication, Third Edition, presents a comprehensive examination of the evolving field of sport communication. With a complete approach to the multifaceted and interrelated applications of sport communication, this text will help the reader understand modern trends and industry demands. The book's topics align with the Common Professional Component topics outlined by the Commission on Sport Management Accreditation (COSMA). Organized into three parts for easy understanding, part I familiarizes students with the field by defining sport communication, presenting historical analysis, and providing an extensive discussion of career opportunities. Part II focuses on the elements of the Strategic Sport Communication Model (SSCM). This model details the three main components of sport communication: personal and organizational aspects of communication, mediated communication in sport, and sport communication services and support systems. Students will understand how each component plays an integral role in sport management, sport marketing, and operational goals at all levels of sport organizations. Part III examines legal aspects and critical sociological and cultural issues. Significant updates throughout the third edition capture the evolution of sport communication: A look at emerging communication platforms and modern technologies such as fantasy sports and online gambling New content covering the cutting-edge topics of customer-centric marketing, influencer marketing, the rise of digital media in integrated marketing, and the use of data analytics in marketing communication A new discussion of digital public relations tools and new examples of crises in sport, including a case study that provides a real-world example of a crisis in sport communication Learning aids—including key terms, chapter objectives, and chapter wrap-ups with review questions and individual exercises—provide for an engaging and focused learning experience. Updated for this edition, Sport Communication at Work sidebars feature industry experts applying chapter content, and Profile of a Sport Communicator sidebars highlight professional opportunities. In Strategic Sport Communication, Third Edition, students will develop a thorough understanding of the vast and varied field of sport communication. As the exciting field of sport communication continues to present new challenges, the analysis provided within this text will provide the foundational and theoretical understanding necessary for aspiring sport communication professionals to succeed.

The Rise of Cable Programming in the United States Apr 06 2021 In 1971, the Sloan Commission on Cable Communications likened the ongoing developments in cable television to the first uses of movable type and the invention of the telephone. Cable's proponents in the late 1960s and early 1970s hoped it would eventually remedy all the perceived ills of broadcast television, including lowest-common-denominator programming, inability to serve the needs of local audiences, and failure to recognize the needs of cultural minorities. Yet a quarter century after the "blue sky" era, cable television programming closely resembled, and indeed depended upon, broadcast television programming. Whatever happened to the Sloan Commission's "revolution now in sight"? In this book, Megan Mullen examines the first half-century of cable television to understand why cable never achieved its promise as a radically different means of communication. Using textual analysis and oral, archival, and regulatory history, she chronicles and analyzes cable programming developments in the United States during three critical stages of the medium's history: the early community antenna (CATV) years (1948-1967), the optimistic "blue sky" years (1968-1975), and the early satellite years (1976-1995). This history clearly reveals how cable's roots as a retransmitter of broadcast signals, the regulatory constraints that stymied innovation, and the economic success of cable as an

outlet for broadcast or broadcast-type programs all combined to defeat most utopian visions for cable programming.

Listen First! Dec 02 2020 LISTEN FIRST! Shhh... Listen. Hear that? That's the sound of your business. The conversations taking place online and in the marketplace tell you nearly everything you need to know about your company and your customers—what people are saying about you, how they use your products, whether they'll buy or recommend your product, and how they respond to your marketing and advertising. Listening provides unrivaled insight. If you do it right, you'll have a decisive edge over your competition as you adapt faster to customer needs and market changes. Listening is ultimately about gaining business advantage. Based on authoritative research from the Advertising Research Foundation, Listen First! delivers a playbook for marketing and advertising successfully in our conversational era. This book explains what listening is, how to do it, how it's used, and where it's headed. Done well, social media listening uncovers pivotal insights that guide marketing as well as product development, customer service, and just about all business functions that touch customers and other stakeholders. You'll learn the tools, winning plays, and proven tactics for listening so that you can: Understand what customers are thinking, feeling, and doing in their lives that affect demand and interest in your products or services Identify threats to your reputation See how customers position competing brands in their minds, not as advertisers position them Sense market shifts that threaten existing business or present new opportunities Develop new products or refine your current lineup by bringing customer voices into R&D, innovation, and concept testing Make your messages more relevant and sharpen targeting by directing messages to people according to their conversational interests Keep sales humming, even when business conditions might be unfavorable—or better predict short-term sales based on the volume and specifics of conversational activity Determine competitors' strengths and weaknesses Plan and buy advertising based on where conversations are happening Organize your company to maximize listening's value across all its departments Listen First! gives you evidence, research, and expert viewpoints that will enable you to take advantage of listening and build your business over the short term and for the long haul. If you want your company to have a sustainable business advantage in an uncertain world, it is time to start—and act on—listening.

Inside Rupert's Brain Jan 23 2020 How the world's most powerful media mogul really thinks The third book in Portfolio's new series looks at Rupert Murdoch, the controversial chairman and CEO of News Corp. He is the subject of endless gossip, speculation, and criticism, but what really drives his bold (and usually successful) gambles? Based on comments from News Corp. executives and competitors, and interviews with Wall Street analysts, investors, and other media experts, Paul La Monica's book explores some of the most fascinating questions about Murdoch. For instance: How did he grow a small Australian newspaper company into a global media empire? Why did he challenge the TV establishment with the Fox Network and Fox News Channel—for profits or for deeper reasons? Did his obsession with The Wall Street Journal lead him to overpay for Dow Jones? How has he dealt with detractors and enemies, including Ted Turner and John Malone? Was he smart to acquire MySpace to launch his Internet strategy? Why does he still work so hard at age 77 with a net worth of \$8.8 billion and nothing to prove?

The A to Z of African-American Television Sep 18 2019 From Amos 'n' Andy to The Jeffersons to Family Matters to Chappelle's Show, this volume covers it all with entries on all different genres—animation, documentaries, sitcoms, sports, talk shows, and variety shows—and performers such as Muhammad Ali, Louis Armstrong, Bill Cosby, and Oprah Winfrey. Additionally, information can be found on general issues, ranging from African American audiences and stereotypes through the related networks and organizations. This book has hundreds of cross-referenced entries, from A to Z, in the dictionary and a list of acronyms with their corresponding definitions. The extensive chronology shows who did what and when and the introduction traces the often difficult circumstances African American performers faced compared to the more satisfactory present situation. Finally, the bibliography is useful to those readers who want to know more about specific topics or persons.

Skate Life Aug 22 2022 An in-depth look at skateboarding culture by a promising young scholar

The Basketball Draft Fact Book May 27 2020 The Basketball Draft Fact Book is the first detailed and comprehensive listing of all professional basketball drafts in the history of the sport since the first draft in 1947. Each season's draft is summarized, noting significant events and circumstances pertinent to that year and providing insight into the unique conditions and notable players involved. Following the summary is a complete list of all players drafted that season. Additional sections cover expansion and dispersal drafts, international players selected in the draft, the processes used to determine the order of the drafts, the impact of trades, and more. Containing corrections to hundreds of errors in the draft information currently available, this volume is a valuable resource for basketball fans, historians, writers, and researchers.

Free Culture Feb 22 2020 Examines the destruction of the larger public domain of ideas, assessing the creative and innovative repercussions of America's long terms of copyright, as well as the impact of new technologies, big media, and cultural monopolies on our freedom to create, construct, and imagine.

Handbook of Sports and Media Apr 18 2022 This distinctive Handbook covers the breadth of sports and media scholarship, one of the up-and-coming topics bridging media entertainment, sports management, and popular culture. Organized into historical, institutional, spectator, and critical studies perspectives, this volume brings together the work of many researchers into one quintessential volume, defining the full scope of the subject area. Editors Arthur Raney and Jennings Bryant have recruited contributors from around the world to identify and synthesize the research representing numerous facets of the sports-media relationship. As a unique collection on a very timely topic, the volume offers chapters examining the development of sports media; production, coverage, and economics of sports media; sports media audiences; sports promotion; and race and gender issues in sports and media. Unique in its orientation and breadth, the Handbook of Sports and Media is destined to play a major role in the future development of this fast-growing area of study. It is a must-have work for scholars, researchers, and graduate students working in media entertainment, media psychology, mass media/mass communication, sports marketing and management, popular communication, popular culture, and cultural studies.

Electronic Media Sep 30 2020 Electronic Media connects the traditional world of broadcasting with the contemporary universe of digital electronic media. It provides a synopsis of the beginnings of electronic media in broadcasting, and the subsequent advancements into digital media. Underlying the structure of the book is a "See It Then, See It Now, See It Later" approach that focuses on how past innovations lay the groundwork for changing trends in technology, providing the opportunity and demand for change in both broadcasting and digital media. FYI and Zoom-In boxes point to further information, tying together the immediate and long-ranging issues surrounding electronic media. Career Tracks feature the experiences of industry experts and share tips in how to approach this challenging industry. Check out the companion website at <http://www.routledge.com/cw/medoff-9780240812564/> for materials for both students and instructors.

Telecommunications and Business Strategy Mar 05 2021 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.

FCC Record Feb 16 2022

Bewitched Again Dec 14 2021 Starting in 1996, U.S. television saw an influx of superhuman female characters who could materialize objects like Sabrina, the Teenage Witch, defeat evil like Buffy the Vampire Slayer and have premonitions like Charmed's Phoebe. The extraordinary abilities of these women showed resistance to traditional gender roles, although these characters experienced infringements on their abilities in ways superpowered men did not. Supernaturally powerful women and girls have remained on television, including the heavenly connected Grace (of Saving Grace), telepathic Sookie (of True Blood), and magical Cassie (of The Secret Circle). These more recent characters also face numerous constraints on their powers. As a result, superpowers become a narrative technique to diminish these characters, a technique that began with television's first superpowered woman, Samantha (of Bewitched). They all illustrate a paradox of women's power: are these characters ever truly powerful, much less superpowerful, if they cannot use their abilities fully? The superwoman has endured as a metaphor for women trying to "have it all"; therefore, the travails of these television examples parallel those of their off-screen counterparts.

Television & Cable Factbook Nov 25 2022

Recruiter Journal Oct 24 2022

Baseball For Dummies Sep 11 2021 Play, watch, and understand America's favorite pastime Baseball continues to be a popular game both as a spectator sport and as a pastime. Since the publication of *Baseball For Dummies*, 3rd Edition, baseball teams have changed, new MLB stadiums have been built, and rules have been updated. This updated 4th Edition brings you the latest information on the players, the places, and above all, the game. *Baseball For Dummies* is for baseball fans at all levels, from players and coaches to spectators who love the game. Baseball Hall of Fame player Joe Morgan explains baseball with remarkable insight, using down-to-earth language so everyone from the casual observer to the die-hard fan can gain a fuller appreciation of the sport. Improve your hitting, pitching, and fielding Find a baseball team to play on, from Little League on up Evaluate stats, players, and records Coach baseball or umpire effectively Get more out of a trip to the ballpark The latest on baseball stats and sabermetrics Complete with Morgan's personal lists of top-ten toughest pitchers, smartest players, and most strategic managers, *Baseball For Dummies* gives you all the inside tips, facts, and stats so you can have Major League fun!

Hold On, Honey, I'll Take You to the Hospital at Halftime Jan 03 2021 It started 50 years ago with a few TV baseball games. Now, every man who's not out in the woods finding his inner wild man is plunked down in front of a 27-inch diagonal screen watching football, basketball, hockey, darts, the Olympics--anything that even faintly resembles a "sport". This hilarious, biting, incisive book takes a look at the hugely popular phenomenon of television sports.

Head's Broadcasting in America Jun 20 2022 This book documents the dramatic changes in the field of electronic media in the past decade and provides informed insights in the exciting, and changes yet to come. It examines the transition in broadcasting from analog to digital transmission and the changing business models of electronic media.

Public, Educational, and Governmental (PEG) Services in the Digital TV Age Dec 22 2019

Unlocking Creativity Jun 08 2021 Tear down the obstacles to creative innovation in your organization *Unlocking Creativity* is an exploration of the creative process and how organizations can clear the way for innovation. In many organizations, creative individuals face stubborn resistance to new ideas. Managers and executives oftentimes reject innovation and unconventional approaches due to misplaced allegiance to the status quo.

Questioning established practices or challenging prevailing sentiments is frequently met with stiff resistance. In this climate of stifled creativity and inflexible adherence to conventional wisdom, potentially game-changing ideas are dismissed outright. Senior leaders claim to value creativity, yet often lack the knowledge to provide a creative framework. *Unlocking Creativity* offers effective methods and real-world examples of how the most successful organizations create cultures of innovation and experimentation. Best-selling author and scholar Michael Roberto presents a thorough investigation of organizational obstacles to creative thought. Highly relevant to the growth crises many enterprises face in today's economic landscape, this book examines how to break barriers to spark creativity and foster new ideas. This insightful and informative work allows business executives, senior managers, and organization leaders to: Recognize the six organizational mindsets that impede creativity and innovation Learn how to tear down the barriers that obstruct the creative process Create an environment that allows talented people to thrive Encourage creative collaboration in teams throughout an organization Leaders do not have to conceive innovative ideas, but rather open the path for curious and creative employees within their organization. *Unlocking Creativity: How to Solve Any Problem and Make the Best Decisions* aids organizations in removing obstacles to the creative process and helps to form an atmosphere of imagination and innovation.

Ebook: Advertising and Promotion May 07 2021 Ebook: Advertising and Promotion

Media Promotion & Marketing for Broadcasting, Cable & the Internet Nov 13 2021 This fifth edition of the successful *Promotion and Marketing for Broadcasting, Cable, and the Web*, 4ed takes an important, timely look at the newest media venue, the Internet. Under its new title, *Media Promotion and Marketing for Broadcast, Cable and the Internet*, 5ed it takes a fresh look at the industry and the latest strategies for media promotion and marketing. The book explores the scope and goals of media production from the perspectives of network and local television, cable, Internet and radio, including public broadcasting. Topics include: goals of promotion; research in promotion; on-air, print, and Web message design; radio promotion; television network and station promotion and new campaigns; non-commercial radio and television promotion; cable marketing and promotion; research and budgeting for promotion; syndicated program marketing; global and international promotion and marketing; and online marketing and promotion.

Stay Tuned Oct 20 2019 Since its initial publication in 1978, *Stay Tuned* has been recognized as the most comprehensive and useful single-volume history of American broadcasting and electronic media available. This third edition has been thoroughly revised and updated to bring the story of American broadcasting forward to the 21st century, affording readers not only the history of the most important and pervasive institution affecting our society, but also providing a contextual transition to the Internet and other modern media. The enthusiasm of authors Christopher H. Sterling and John Michael Kittross is apparent as they lead readers through the development of American electronic mass media, from the first electrical communication (telegraph and telephone); through radio and television; to the present convergence of media, business entities, programming, and delivery systems, including the Internet. Their presentation is engaging, as well as informative, promoting an interest in history and making the connections between the developments of yesterday and the industry of today. Features of this third edition include: *chronological and topical tables of contents; *new material reflecting modern research in the field; *a new chapter describing historical developments from 1988 through to the current day; *an expanded bibliography, including Web site and museum listings; *an updated and expanded glossary and chronology; and *extensive statistical data of the development of television and radio stations, networks, advertising, programming, audiences, and other aspects of broadcasting. Designed for use in undergraduate and graduate courses on the history of American mass media, broadcasting, and electronic media, *Stay Tuned* also fits well into mass communication survey courses as an introduction to electronic media topics. As a chronicle of American broadcasting, this volume is also engaging reading for anyone interested in old radio, early television, and the origins and development of American

broadcasting.

Crimes of the Powerful Aug 18 2019 As politicians and the media perpetuate the stereotype of the "common criminal," crimes committed by the powerful remain for the most part invisible, or are reframed as a "bad decision" or a "rare mistake." This is a topic that remains marginalized within the field of criminology and criminal justice, yet crimes of the powerful cause more harm, perpetuate more inequalities, and result in more victimization than street crimes. *Crimes of the Powerful: An introduction* is the first textbook to bring together and show the symbiotic relationships between the related fields of state crime, white-collar crime, corporate crime, financial crime, organized crime, and environmental crime. Dawn L. Rothe and David Kauzlarich introduce the many types of crimes, methodological issues associated with research, theoretical relevance, and issues surrounding regulations and social controls for crimes of the powerful. Themes covered include: media, culture, and the Hollywoodization of crimes of the powerful; theoretical understanding and the study of the crimes of the powerful; a typology of crimes of the powerful with examples and case studies; victims of the crimes of the powerful; the regulation and resistance of elite crime. An ideal introductory text for both undergraduate and postgraduate students taking modules on the crimes of the powerful, white-collar crime, state crime, and green criminology, this text includes chapter summaries, activities and discussion questions, and lists of additional resources including films, websites, and additional readings.

Nephilim Apocalypse Jan 15 2022 Is humanity being steered towards a Nephilim Apocalypse? What events triggered the worldwide flood in the days of Noah, what has Atlantis or the Nephilim got to do with this and are these things happening again? Ever wondered what happened to the fallen angels mentioned in the bible, their giant offspring who ruled the earth, and what has become of their bloodlines ever since? Do you think they still play a role in world governance? Do you think some of the fallen angel's offspring might still be alive and have survived through the ages? Drawing upon his powers of foreshadowing, prefiguring and prophecy Dr Joseph Opere uncovered the connections between major historical events and our present day reality. This book was formerly titled "The New Age Of Atlantis" because it connects the lost continent with the Nephilim. Inside this book You're going to learn the truth about ancient technology, bloodlines and the evil powers who walk the earth amongst us and how to protect yourself from them. Not only that, you'll hear about the occult connections between Atlantis, Babylon, The Nazi's and English Occult Grandmasters like Sir John Dee. Follow Dr Joseph Opere on an exploration of Matthew 24 and ancient world history which uncovers a plot by evil forces to resurrect a technological world under the banner of a "Novus Ordo Seclorum," the Latin words for New Age Order or New World Order. Don't live without this prophetic knowledge. This insight will help prepare you for things to come. A New World Order is rising, the question is: on which side will you be?

Television and Cable Factbook 2006 Aug 30 2020

The Essential Guide to the Business & Law of Esports & Professional Video Gaming Sep 23 2022 "As esports has grown, the need for professional legal representation has grown with it. Justin's Essential Guide to the Business & Law of Esports & Professional Video Gaming provides a great baseline and will help prevent the legal horror stories of esports in the past." Mitch Reames, AdWeek and Esports Insider "Justin's exploration of the business and law side of the esports sector fills a gap of knowledge that is an absolute necessity in truly understanding the esports space." Kevin Hitt, The Esports Observer The Essential Guide to the Business & Law of Esports & Professional Video Gaming covers everything you need to know about the past, present, and future of esports and professional video gaming. The book is written by one of the foremost attorneys and business practitioners in today's esports and professional gaming scene, Justin M. Jacobson, Esq. This guide is meant to provide you with an in-depth look at the business and legal matters associated with the esports world. • Includes coverage of the stakeholders in the esports business "ecosystem," including the talent, the teams, the publishers, and the event organizers. • Explores various legal fields involved with esports, including intellectual property, employment and player unions, business investments and tax "write-offs," immigration and visas, event operation tips, social media and on-

stream promotions, and much more. • The most current book on the market, with actual contract provisions modeled on existing major esports player, coach, shoutcaster, and sponsorship agreements. About the Author Justin M. Jacobson, Esq. is an entertainment and esports attorney located in New York City. For the last decade, he has worked with professional athletes, musicians, producers, DJs, record labels, fashion designers, as well as professional gamers, streamers, coaches, on-air talent, and esports organizations. He assists these creative individuals with their contract, copyright, trademark, immigration, tax, and related business, marketing, and legal issues. He is a frequent contributor to many industry publications and has been featured on a variety of entertainment, music, and esports publications and podcasts, including Business Insider, The Esports Observer, Esports Insider, Tunecore, and Sport Techie. Justin has positioned himself as a top esports business professional working with talent in a variety of franchise leagues including the Overwatch League, Overwatch Contenders, and Call of Duty Pro League as well as in many popular competitive titles such as Fortnite, CS:GO, Gears of War, Halo, Super Smash Brothers, Rainbow 6, PUBG, Madden, and FIFA and mobile games such as Brawlhalla, Clash of Clans, and Call of Duty mobile. Previously, he worked with various esports talent agencies as well as in an official capacity on behalf of several esports teams and brands.

PC Mag Mar 17 2022 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Cable Television Business Feb 04 2021

Mega Mergers and Acquisitions Mar 25 2020 A casebook that discusses all the mega mergers and acquisitions in terms of value, that have happened in different industry sectors such as pharmacy, technology, telecommunications, media and entertainment, electrical and electronics, energy, finance, consumer goods, metals, and automobile and airlines.

A Gentle Introduction to Effective Computing in Quantitative Research Jun 27 2020 A practical guide to using modern software effectively in quantitative research in the social and natural sciences. This book offers a practical guide to the computational methods at the heart of most modern quantitative research. It will be essential reading for research assistants needing hands-on experience; students entering PhD programs in business, economics, and other social or natural sciences; and those seeking quantitative jobs in industry. No background in computer science is assumed; a learner need only have a computer with access to the Internet. Using the example as its principal pedagogical device, the book offers tried-and-true prototypes that illustrate many important computational tasks required in quantitative research. The best way to use the book is to read it at the computer keyboard and learn by doing. The book begins by introducing basic skills: how to use the operating system, how to organize data, and how to complete simple programming tasks. For its demonstrations, the book uses a UNIX-based operating system and a set of free software tools: the scripting language Python for programming tasks; the database management system SQLite; and the freely available R for statistical computing and graphics. The book goes on to describe particular tasks: analyzing data, implementing commonly used numerical and simulation methods, and creating extensions to Python to reduce cycle time. Finally, the book describes the use of LaTeX, a document markup language and preparation system.

Practical Practice Reading: Directories & Guides Oct 12 2021

Proceedings of the 2001 Northeastern Recreation Research Symposium, April 1-3, 2001, The Sagamore on Lake George in Bolton Landing, New York Jul 09 2021

TV Guide Dec 26 2022

Sports Fans 2.0 May 19 2022 As of 2012, Twitter has over 100 million active users worldwide, and sports fans and athletes have proven to be some

of the most prolific and adept users of Twitter and other social media platforms. In *Sports Fans 2.0*, David M. Sutera explores the increasingly participatory nature of contemporary sports fandom and spectatorship. He examines the ways in which digital media has created and facilitated new channels for sports fan engagement, and how technology has enhanced the fan's perception of participating in America's sports culture. In addition, Sutera shows how high-profile athletes are using social media to increase their fan base and promote their own celebrity status, creating the sense that they are more accessible to their fans. Covering a wide range of sports and social media outlets, *Sports Fans 2.0* is an accessible examination of how technology has changed—and will continue to change—the world of sports.

Global Entertainment Media Jul 29 2020 A critical cultural materialist introduction to the study of global entertainment media. In *Global Entertainment Media*, Tanner Mirrlees undertakes an analysis of the ownership, production, distribution, marketing, exhibition and consumption of global films and television shows, with an eye to political economy and cultural studies. Among other topics, Mirrlees examines: Paradigms of global entertainment media such as cultural imperialism and cultural globalization. The business of entertainment media: the structure of capitalist culture/creative industries (financers, producers, distributors and exhibitors) and trends in the global political economy of entertainment media. The "governance" of global entertainment media: state and inter-state media and cultural policies and regulations that govern the production, distribution and exhibition of entertainment media and enable or impede its cross-border flow. The new international division of cultural labor (NICL): the cross-border production of entertainment by cultural workers in asymmetrically interdependent media capitals, and economic and cultural concerns surrounding runaway productions and co-productions. The economic motivations and textual design features of globally popular entertainment forms such as blockbuster event films, TV formats, glocalized lifestyle brands and synergistic media. The cross-cultural reception and effects of TV shows and films. *The World Wide Web*, digitization and convergence culture.

Cruising World Nov 20 2019

Career Opportunities in the Sports Industry, Third Edition Apr 25 2020

TVC. Aug 10 2021

The Impact of Media Violence on Children Jul 21 2022

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