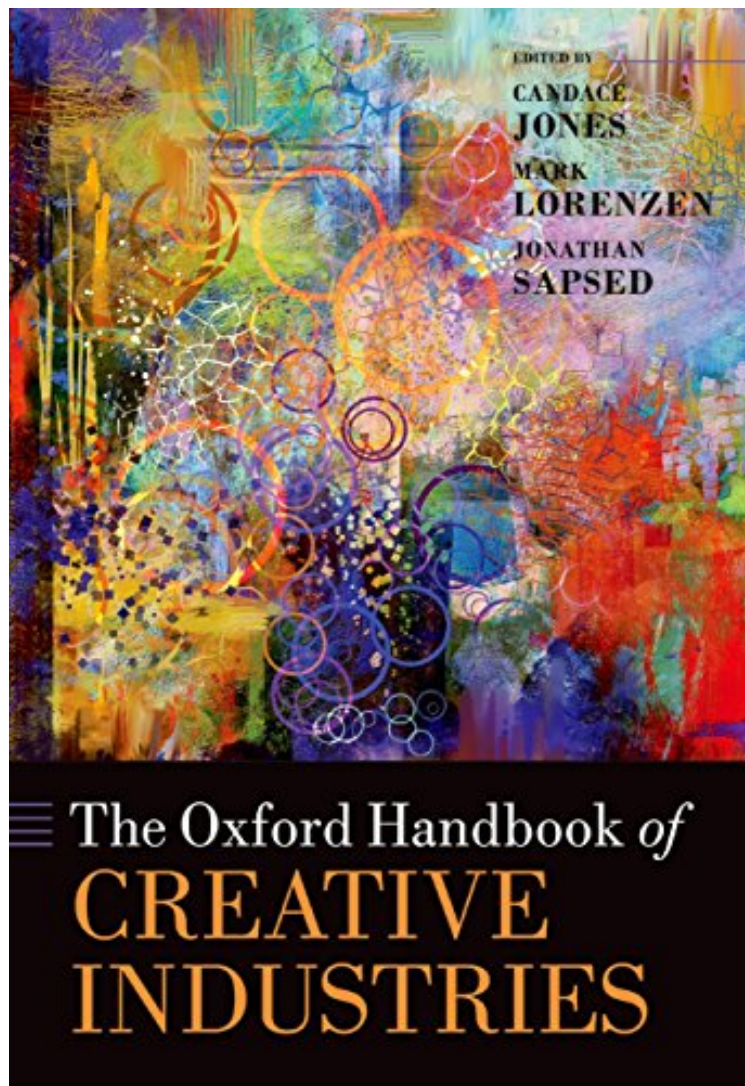


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## The Oxford Handbook of Creative Industries (Oxford Handbooks in Business and Management)

*From OUP Oxford*

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**From OUP Oxford : The Oxford Handbook of Creative Industries (Oxford Handbooks in Business and Management)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Oxford Handbook of Creative Industries (Oxford Handbooks in Business and Management):

The Oxford Handbook of Creative Industries is a reference work, bringing together many of the world's leading

scholars in the application of creativity in economics, business and management, law, policy studies, organization studies, and psychology. Creative industries research has become a regular theme in academic journals and conferences across these subjects and is also an important agenda for governments throughout the world, while business people from established companies and entrepreneurs reevaluate and innovate their models in creative industries. The Handbook is organized into four parts: Following the editors' introduction, Part One on Creativity includes individual creativity and how this scales up to teams, social networks, cities, and labour markets. Part Two addresses Generating and Appropriating Value from Creativity, as achieved by agents and organizations, such as entrepreneurs, stars and markets for symbolic goods, and considers how performance is measured in the creative industries. Part Three covers the mechanics of Managing and Organizing Creative Industries, with chapters on the role of brokerage and mediation in creative industry networks, disintermediation and glocalisation due to digital technology, the management of project-based organizations in creative industries, organizing events in creative fields, project ecologies, Global Production Networks, genres and classification and sunk costs and dynamics of creative industries. Part Four on Creative Industries, Culture and the Economy offers chapters on cultural change and entrepreneurship, on development, on copyright, economic spillovers and government policy. This authoritative collection is the most comprehensive source of the state of knowledge in the increasingly important field of creative industries research. Covering emerging economies and new technologies, it will be of interest to scholars and students of the arts, business, innovation, and policy.

"The Oxford Handbook of Creative Industries is a comprehensive compendium of up-to-date scholarly works on the formation, dynamics, and outcomes of creative industries. Two distinctive strengths of this handbook are the breadth of topics covered and the diversity of disciplinary perspectives brought to bear to examine such topics. In fact, the volume is appealing because its sum is greater than its parts: not only do the editors connect the various contributions through their theoretical framework in the introduction, but several chapters engage with and refer to each other in the volume. The other chapters of the handbook reflect a deep understanding of the specific theoretical and practical issues summarized above and provide rich descriptions and analyses of the different case studies and creative industries examined." -- Administrative Science Quarterly

About the Author  
Candace Jones, Associate Professor, Boston College  
Mark Lorenzen, Professor, Copenhagen Business School  
Jonathan Sapsed, Principal Research Fellow, University of Brighton  
Candace Jones is an Associate Professor at the Carrol School of Management, Boston College. Her research interests focus on cultural frameworks, cultural meaning and social structures. She is currently on the editorial review boards of Organization Science, Strategic Management Journal, Journal of Management Studies and Organization Studies, where she was a Senior Editor from 2008-2012. Professor Jones was elected Division Chair for Organization and Management Division of the Academy of Management 2012-2015, and served as Representative at Large from 2008-2010.  
Mark Lorenzen is a Professor at the Copenhagen Business School. He researches relations between innovation and economic organization in networks, projects, and clusters. Mark has published widely, convened sessions at DRUID, AOM, EGOS and AAG, raised extensive research funding and received awards for research excellence. He is editor-in-chief of Industry and Innovation and editor of Routledge Studies in Industrial Dynamics. He is a member of the executive committee of the DRUID Society, is a keynote speaker and commentator and has received CBS award for excellence in research dissemination.  
Dr Jonathan Sapsed is Academic Director of the Brighton Fuse project. He is a Principal Research Fellow at CENTRIM in University of Brighton's Business School and was an Innovation Fellow of the Advanced Institute of Management Research (AIM). He has researched creativity and innovation in digital creative firms in Silicon Valley in the US, UK video games developers, as well as companies such as Sun Microsystems, Ericsson, and QinetiQ. His research is published in journals such as Research Policy and Organization Studies.