

SOURCES

U.S. release title (if different), followed by the production company, director, cinematographer, screenwriter, and main actors. Each entry is enhanced by a memorable quote from the film, a rating based on the five-star system, and a brief synopsis of the film with author commentary.

Researchers will also find useful appendixes categorizing films by rating, release date, director, and cinematographer, as well as a selected bibliography and index. As there is no treatment this extensive for exclusively British films in this genre, this work is recommended for public and academic libraries supporting a film studies collection.—*Robin Imhof, Reference Librarian, University of the Pacific, Stockton, California*

Career Opportunities in the Internet, Video Games, and Multimedia. By Allan Taylor and James R. Parish. New York: Ferguson, 2008. 384p. acid free \$49.50 (ISBN 978-0-8160-6314-7).

The bible for basic career planning has long been the U.S. Bureau of Labor's annual *Occupational Outlook Handbook* (available in print and free online). The *Handbook* provides information on qualifications needed for particular jobs, the future outlook for those jobs, and expected salaries. It deals with broad job categories, such as computer programmer, and not subsets, such as specific types of programmers. That's where this volume comes in. This reference book provides career opportunity data for eighty-two positions in multimedia, the Internet, and the video-gaming world.

The book is divided into four main sections: The Internet and the Web; Video Games; Multimedia and Consumer Electronics; and Multimedia and Education. Each of these four sections is then further arranged by a variety of applicable subsections, such as programming, sales, audio, design, management, and production. Each entry is headed by a brief career profile that abstracts the key information from the full entry. The entry text itself is broken down into consistent categories: position description; salaries; advancement prospects; education and training; experience, skills and personality traits; unions and associations; and tips for entry.

As noted above, the structure is very similar to *Occupational Outlook Handbook*, but here the approach is a bit more personable and the job listings are more precise. For example, the reader will find video games animator, video games composer, game tester, e-commerce strategy manager, Web security manager, and even media specialist librarian. By the way, the media specialist librarian has fair to good job prospects but poor to fair advancement and a wide salary range (\$29,000–\$70,000).

Four appendixes list educational institutions with related programs, pertinent directories and periodicals, professional organizations, and useful websites. The book also includes a glossary, a bibliography, and an index.

The authors gathered their information from their own experiences in the business; interviews with professionals; and facts, surveys, and reports from job data banks and federal and educational sources. The book is obviously aimed

at high school and college students trying to imagine working in a world like the one they already know from their daily lives. It is clear, concise, detailed, and authoritative. The only caveat would be whether it will be updated in the future. Recommended for all school and public libraries.—*John Maxymuk, Reference Librarian, Rutgers University, Camden, New Jersey*

Debt Information for Teens. Ed. by Karen Bellenir. Teen Finance Series. Detroit, Michigan: Omnigraphics, 2008. 413p. alkaline \$58 (ISBN 978-0-7808-0989-5).

As a part of the Teen Finance Series, this book provides information to young adults on the responsible use of debt as a financial tool. It begins with a look at the way our country's economic policies affect our society in general and teens in particular. Next is an in-depth look at the use and abuse of credit and methods for preventing and resolving credit problems. The volume concludes with supplementary material on credit statistics, a list of financial literacy resources, and a bibliography of additional reading.

In a similar manner with the other volumes in this series, this title includes inserted materials—"Quick Tips" and "It's a Fact!"—and is a compilation of straightforward information previously published by a variety of sources, including the U.S. Department of Education, the Federal Trade Commission, the National Consumers League, and the Federal Deposit Insurance Corporation. The format of the text makes it easy for readers to find answers to specific questions related to debt and credit as well as to see the larger context of the situation.

Many fine books dealing with financial matters for young people are available. Some speak directly to teens while others address parents and include tips for raising fiscally responsible children. Most, however, are an overview of finances in general. The title under review is specific to the areas of debt and credit.

Money: Getting It, Using It, and Avoiding the Traps: The Ultimate Teen Guide by Robin F. Brancato (Scarecrow, 2007) is an example of an appealing book written for teens. Its goal is to help teens use their money well, and it contains pertinent anecdotes and photographs.

Another title aimed at teen readers is *SpendRight . . . The Smart Start for Students* by Craig and Lisa Feeley (CMK, 2005). Its motivational approach advises that young adults have the choice to be financially fit and that being smart about money is fun. The workbook sections provide reader interaction.

Smart Money: How to Manage Your Cash by Danielle Denega (Franklin Watts, 2008) is part of the Scholastic Choices Series and provides teens with brief and very accessible advice on spending, saving, and debt, described in a case study format.

There are a good number of books aimed at parents of teenagers. *Prodigal Sons and Material Girls: How Not to be Your Child's ATM* by Nathan Dungan (Wiley, 2003) emphasizes the effects of mass marketing on children and teens while helping