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2 Pastimes: The Context of Contemporary Leisure To have leisure is one of the oldest dreams of human beings: to be free to pursue what we want, to spend our time meaningfully in pleasurable ways, to live in a state of grace (Godbey, 2008, p. 1). In this

The Context of Contemporary Leisure

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Pastimes: The Context of Contemporary Leisure by Russell ...

Pastimes (7th ed.) introduces the phenomenon of leisure and reflects a wide range of material from the disciplines of leisure studies, sociology, psychology, economics, political science, history, anthropology, geography, the humanities, and media and cultural studies.

Pastimes, 7th ed. | Sagamore Venture Publishing

Pastimes is also a point of view. This text presents leisure as a human phenomenon that is individual and collective, vital for survival, frivolous, historical, contemporary, good, and bad. Pastimes, 3rd Edition continues with its contemporary introduction to leisure, while emphasizing new concepts.

This sixth edition reflects almost 40 years of scholarship as well as professional and personal practice in recreation, parks, and tourism. The text has become one of the most widely adopted titles in university courses worldwide. In this new edition of the book, the phenomenon of leisure is presented through new research findings and contemporary societal dilemmas to suggest that leisure is one of the most interesting, relevant, and exciting subjects of study today. The book reflects a wide range of material from the disciplines of leisure studies, sociology, psychology, economics, political science, anthropology, geography, the humanities, and media and cultural studies. Indeed, more than a textbook, this is very much a point of view. Leisure is presented as a human phenomenon that is individual and collective, vital and frivolous, historical and contemporary, factual and subjective, and good and bad. As a learning tool, this sixth edition teaches more. It contains updated and new illustrations of concepts through field-based cases, biographical features, exploratory activities, and research studies. In the first part, leisure is defined as a condition of humanity. Its meanings are traced through the humanities and history, as well as in today's connotations. The benefits of leisure are presented, ranging from freedom to pleasure to risk to spirituality, and leisure's benefit to healthful well-being is demonstrated. As well, part one of the text presents theories for explaining leisure behavior. Part Two discusses leisure as a cultural mirror -- its societal context. Chapters include leisure and anthropology, geography, technology, popular culture, and taboo recreation. Finally, in Part Three, the functional side of leisure is explored in terms of its instrumental relationship to work, money, time, and equity. Leisure systems of public, private, and commercial sponsorship are described to confirm leisure's utility. Instructor resources and a website for student resources available.

Katharina Bonzel unravels the delicate matrix of national identity, sports, and emotion through the lens of popular sports films in comparative national contexts.

We are entering a new era of leisure. Quality rather than quantity is now the focus of researchers, policymakers and managers. Technological change, an ageing population and a harsh economic climate are changing the values and practices of leisure, as well as the relationship between leisure, society and the individual. Contemporary Perspectives in Leisure uses a variety of disciplinary approaches to introduce the most important trends in contemporary leisure in the Twenty-First Century. With contributions from some of the leading international figures in modern leisure studies, the book examines key philosophical and theoretical debates around leisure, with reference to concepts such as happiness, enjoyment and quality of life, as well as the most interesting contemporary themes in leisure studies, from youth leisure and 'dark' leisure to technology and adventure. Understanding changes in leisure helps us to better understand changes in wider society. Contemporary Perspectives in Leisure is a perfect companion to any course in leisure studies, and useful reading for any student or scholar working in sociology, cultural studies, recreation, tourism, sport, or social psychology.

In Kanbunmyaku: The Literary Sinitic Context and the Birth of Modern Japanese Language and Literature, Saito Mareshi demonstrates the centrality of kanbun and kanshi in the creation of modern literary Japanese and problematizes the modern antagonism between kanbun and Japanese.

Samling af artikler om filippinsk film - instruktører, skuespillere, genrer o.a.

This book contains the full proceedings of the 2015 Academy of Marketing Science Annual Conference held in Denver, Colorado. Marketing has become ubiquitous: it doesn't matter who you are, where you

are or what you are doing, you cannot escape it. In these times of instantaneous news, information and entertainment, everyone is exposed to messages from the moment they awake until the minute they drift off to sleep. America spends the most money in the world on advertising and other marketing communication. So, it could be said that marketing is America's pastime, as much so as the classics: baseball, hot dogs, and apple pie. Under the theme of "Celebrating America's Pastimes: Baseball, Hot Dogs, Apple Pie and Marketing", this volume discusses all of the good things that marketing can do. Showcasing research from academics, scholars and practitioners from around the world, this volume provides insight and strategies that will help marketers move forward and focus on the positive that marketing can provide to consumers, stakeholders and society. Founded in 1971, the Academy of Marketing Science is an international organization dedicated to promoting timely explorations of phenomena related to the science of marketing in theory, research, and practice. Among its services to members and the community at large, the Academy offers conferences, congresses and symposia that attract delegates from around the world. Presentations from these events are published in this Proceedings series, which offers a comprehensive archive of volumes reflecting the evolution of the field. Volumes deliver cutting-edge research and insights, complimenting the Academy's flagship journals, Journal of the Academy of Marketing Science (JAMS) and AMS Review. Volumes are edited by leading scholars and practitioners across a wide range of subject areas in marketing science.

How has a game brought together Americans and defined separate ethnic communities? This book tells the first history of mahjong and its meaning in American culture. Click-click-click. The sound of mahjong tiles connects American expatriates in Shanghai, Jazz Age white Americans, urban Chinese Americans in the 1930s, incarcerated Japanese Americans in wartime, Jewish American suburban mothers, and Air Force officers' wives in the postwar era. Mahjong: A Chinese Game and the Making of Modern American Culture illustrates how the spaces between tiles and the moments between games have fostered distinct social cultures in the United States. This mass-produced game crossed the Pacific, creating waves of popularity over the twentieth century. Annelise Heinz narrates the history of this game to show how it has created a variety of meanings, among them American modernity, Chinese American heritage, and Jewish American women's culture. As it traveled from China to the United States and caught on with Hollywood starlets, high society, middle-class housewives, and immigrants alike, mahjong became a quintessentially American game. Heinz also reveals the ways in which women leveraged a game to gain access to respectable leisure. The result was the forging of friendships that lasted decades and the creation of organizations that raised funds for the war effort and philanthropy. No other game has signified both belonging and standing apart in American culture. Drawing on photographs, advertising, popular media, and dozens of oral histories, Heinz's rich and colorful account offers the first history of the wildly popular game of mahjong.

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