



“*Encyclopedia of Recreation and Leisure in America* is highly recommended to all libraries developing their collections in American history, popular culture, and social issues. High-school and college students will find it useful for assignments, and the general reader interested in culture and leisure can enjoy reading well-written entries on a variety of topics.”

– *Booklist* (January 2005)

# Encyclopedia of Recreation and Leisure in America

## FROM RODEOS TO RACE CARS

Despite long hours and minimal vacation days, American workers take their leisure time very seriously. Entire industries have been formed around the diverse recreation and leisure activities of the average American citizen, such as extreme sports, listening to and collecting CDs, hiking, pet care, theme and amusement parks, shopping, small-scale modeling (cars, tanks, airplanes, etc.), wine tasting and much more.

The new *Encyclopedia of Recreation and Leisure in America* takes an in-depth look at how Americans have used their free time from Colonial times to present day. As part of the award-winning *Scribner American Civilization* series, this two-volume set contains approximately 275 A-to-Z articles that cover all facets of American leisure, from church socials of the past — to cyber dating of today.

## CONTENT CROSSES THE CURRICULUM

Drawn from the fields of American studies; cultural studies; sociology; recreation, sport and leisure studies; as well as history and other disciplines, the *Encyclopedia of Recreation and Leisure in America* provides a thorough examination of American history by focusing on the social aspects of leisure and recreation. Entries go beyond simple explanations — they uncover how certain activities have impacted a variety of socioeconomic levels. The articles also examine how recreation and leisure may be the cause or consequence of economic, technological and social change in America.

## IN-DEPTH ENTRIES GO BEYOND THE BASICS

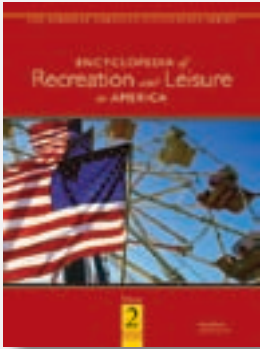
Entries explore specific types of leisure, such as gardening clubs, tourism and hobbies and crafts. While encyclopedic in nature, the *Encyclopedia of Recreation and Leisure in America* offers varied content through sidebars, photographs, and tables and charts.

### Content includes:

- Approximately 900 pages in two volumes
- Approximately 275 A-to-Z in-depth articles, ranging from 500 to 5,000 words
- Approximately 200 photos, including historical images
- Sidebars that cover interesting people, events and places
- Bibliography within each entry
- Cross-references to other topics in each article
- Comprehensive index
- And much more

## AN IMPORTANT REFERENCE

The *Encyclopedia of Recreation and Leisure in America* presents a serious and comprehensive review of past, present and future recreation and leisure topics, offering the type of coverage that is unavailable in existing references. This unique resource can be used in a variety of subject areas, such as American studies, cultural studies, English, history, physical education, popular culture and more.



## BROAD CATEGORIES ENRICH UNDERSTANDING

From entries on specific types of recreational activities to discussions of important themes in the history of leisure, the *Encyclopedia of Recreation and Leisure in America* provides a unique view on the impact of recreation and leisure in American history. Although the entries are arranged from A-to-Z, the *Encyclopedia* is composed of seven major areas that cover a broad range of interests.

### Major subject categories are:

- Ceremonial Occasions
- Leisure Activities, Past and Present
- Leisure Sites
- People: Identities, Interactions and Institutions
- Processes: Impact of Technologies
- Social Development of Leisure in America
- Trends

Major subject categories are further divided into subcategories. For example, the subcategories of the Social Development of Leisure in America subject area illustrate the comprehensiveness of the content:

- Colonial-Era Leisure and Recreation
- Contemporary Leisure Patterns
- Early National Leisure and Recreation
- Gilded Age Leisure and Recreation
- Interwar Leisure and Recreation
- Postwar to 1980 Leisure and Recreation
- Progressive-Era Leisure and Recreation
- Puritans at Leisure

## Approximately 275 A-to-Z articles include:

- African American Leisure Lifestyles
- Amateur Radio
- Antiques
- Auto Racing
- Barbershop Quartets
- Bars
- Board Games
- Body Culture
- Camping
- Childhood and Play
- Christmas
- Civic Clubs
- Collecting
- Computer/Video Games
- Drinking
- Fads
- Fantasy Sports
- Fast Food
- Gambling
- Hobbies and Crafts
- Media, Technology and Leisure
- Movies' Impact on Popular Culture
- Parades
- Park Movements
- Patriotism and Leisure
- Professionalization of Sport
- Prohibition and Temperance
- Rites of Passage
- Television's Impact of Youth and Children's Play
- Theater, Live
- Tourism
- Urbanization of Leisure
- Vacations
- And much more

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