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Collana	Leisure Studies in a Global Era
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Soggetti	Sports - Sociological aspects Culture - Study and teaching Culture Sociology, Urban Youth - Social life and customs Art Cosplay Sociology of Sport and Leisure Cultural Studies Sociology of Culture Urban Studies/Sociology Youth Culture Fine Arts
Lingua di pubblicazione	Inglese
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Nota di contenuto	1. Introduction: What Is Cosplay? -- 2. Contextualising the Artwork -- 3. Cosplay and Art as Research Method -- 4. Cosplay as Subculture -- 5. Identity and Performance -- 6. Crafting Cosplay -- 7. Playful Cultures and the Appropriation of Urban Space -- 8. Conclusion: Decentring Cosplay.
Sommario/riassunto	This book is an introduction to cosplay as a subculture and community, built around playful spaces and the everyday practices of crafting

costumes, identities, and performances. Drawing on new and original ethnographic data, as well as the innovative use of arts-led research, this book adds to our understanding of a popular, global cultural practice. In turn, this pushes forward our understanding of play, fan practices, subcultures, practice-led research, and uses of urban spaces. *Cosplay and the Art of Play* offers a significant addition to key contemporary debates on the meaning and uses of popular culture in the 21st century, and will be of importance to students and scholars interested in communities, fandom, identity, leisure, participatory cultures, performance, and play.
