

1. Record Nr.	UNINA9910337730603321
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Titolo	Cosplay and the Art of Play : Exploring Sub-Culture Through Art / / by Garry Crawford, David Hancock
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Palgrave Macmillan, , 2019
ISBN	9783030159665 3030159663
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (265 pages)
Collana	Leisure Studies in a Global Era, , 2946-3181
Disciplina	746.92 793.93
Soggetti	Sports - Sociological aspects Culture - Study and teaching Culture Sociology, Urban Youth - Social life and customs Arts Sport Sociology Cultural Studies Sociology of Culture Urban Sociology Youth Culture Fine Art
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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.
