1. Record Nr. UNINA9910777573203321 Autore Cross Gary S. **Titolo** The playful crowd: pleasure places in the twentieth century / / Gary S. Cross, John K. Walton New York:,: Columbia University Press,, 2005 Pubbl/distr/stampa **ISBN** 0-231-50283-4 Descrizione fisica 1 online resource (321 p.) Disciplina 791/.06873/0904 Soggetti Amusement parks - Social aspects - United States - History - 20th century Amusement parks - Social aspects - England - History - 20th century Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Description based upon print version of record. Note generali Nota di bibliografia Includes bibliographical references and index. Nota di contenuto Frontmatter -- Contents -- Preface -- Introduction -- 1. Making the Popular Resort: Coney Island and Blackpool about 1900 -- 2. Industrial Saturnalia and the Playful Crowd -- 3. The Crowd and its Critics -- 4. Decline and Reinvention: Conev Island and Blackpool -- 5. The Disney Challenge -- 6. "Enrichment through Enjoyment": The Beamish Museum in a Theme Park Age -- 7. The Crowd Transformed? -- Notes -- Index Sommario/riassunto During the first part of the twentieth century thousands of workingclass New Yorkers flocked to Coney Island in search of a release from their workaday lives and the values of bourgeois society. On the other side of the Atlantic, British workers headed off to the beach resort of Blackpool for entertainment and relaxation. However, by the middle of the century, a new type of park began to emerge, providing wellordered, squeaky-clean, and carefully orchestrated corporate entertainment. Contrasting the experiences of Coney Island and Blackpool with those of Disneyland and Beamish, Gary S. Cross and John K. Walton explore playful crowds and the pursuit of pleasure in the twentieth century to offer a transatlantic perspective on changing ideas about leisure, class, and mass culture. Blackpool and Coney Island were the definitive playgrounds of the industrial working class. Teeming

> crowds partook of a gritty vulgarity that offered a variety of pleasures and thrills from roller coaster rides and freak shows to dance halls and dioramas of exotic locales. Responding to the new money and mobility

of the working class, the purveyors of Coney Island and Blackpool offered the playful crowd an "industrial saturnalia." Cross and Walton capture the sights and sounds of Blackpool and Coney Island and consider how these "Sodoms by the sea" flouted the social and cultural status quo. The authors also examine the resorts' very different fates as Coney Island has now become a mere shadow of its former self while Blackpool continues to lure visitors and offer new attractions. The authors also explore the experiences offered at Disneyland and Beamish, a heritage park that celebrates Britain's industrial and social history. While both parks borrowed elements from their predecessors, they also adapted to the longings and concerns of postwar consumer culture. Appealing to middle-class families, Disney provided crowds a chance to indulge in child-like innocence and a nostalgia for a simpler time. At Beamish, crowds gathered to find an escape from the fragmented and hedonistic life of modern society in a reconstructed realm of the past where local traditions and nature prevail.