

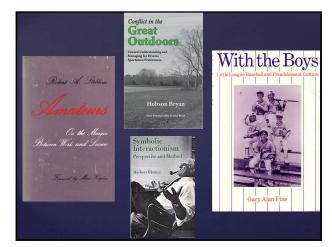




Play (leisure) promotes the <u>formation of play groups</u>





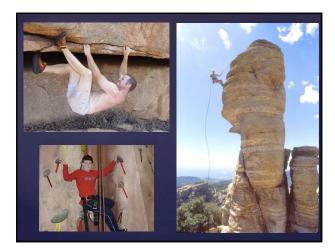




Social worlds are amorphous collections of actors, organizations, events, and practices that have coalesced into spheres of interest (or culture areas) (Unrh, 1980)



8

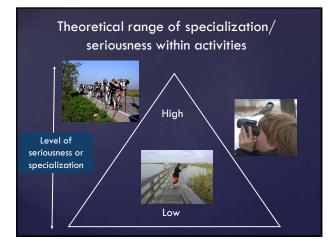




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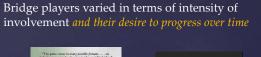
Guiding research questions

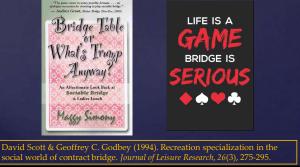
- What are the various segments within the bridge world?
 - How is segmentation related to patterns of activity?
- What does participation mean to
 - What types of players are there in the social world of contract bridge?
 - What indicators are useful in differentiating among players?
 - Are the types of bridge players sequentially organized as stages along a continuum?

14



15





16





Wall Street Journal, April 29, 2019

David Scott. (1991). A narrative analysis of a declining social world: The case of contract bridge. *Play and Culture*, 4(1), 11-23..

"What comes to mind when I think of bridge players? The older generation! My grandmother always asked me, 'Don't you kids ever play bridge?' To me it is a game for older people. I mostly picture little blue haired ladies playing."



19

Bridge groups facilitated *and* constrained people's participation in the game



Wall Street Journal, April 29, 2019

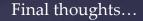
David Scott. (1991). The problematic nature of participation in contract bridge: A qualitative study of group-related constraints. *Leisure Sciences*, 13(4), 271-236

20

22



21



- Leisure scholars often ignore "the connectedness of humans" (Meyersohn, 1969)
- Unwise to assume participants naturally
- progress
- Leisure social worlds are highly racialized and gendered
- Social world members coalesce on the meaning they ascribe to activity

