Index

‘57 Channels and nothing on’ (song) 92
Abdullah, of Jordan (King) 496, 504
absenteeism 115–17
Adams, J.S. 115
addiction
comfort goods 26–8
sexual activities 521
sports 63, 169–70
video gaming 423–4
workaholism 116
Adelman, M. 180
age
and home improvements 202–3
and internet use, by women 504
and leisure satisfaction 61
of video game consumers 414–15, 418–19
see also retirement
Ahuvia, A. 180
Akerlof, G.S. 135, 204, 207
al-Qaradawi, Imam Yusuf 497
Al-Qudair, K.H.A. 232
Alam Ara (film) 300
alcohol
leisure expenditure 321–2, 326, 338–9, 341
and retirement 123
Alesina, A. 15–16, 31
Algeria
internet diffusion trends 503
Alice in Wonderland (film) 84
Allenby, B. 147
Andresky Fraser, J. 111
Anne Summers 527
anonymity, in internet use 481–2, 489–90
anthropology
group structure, classification 485
nomadic tribes’ leisure patterns, studies 155–7
socialization, studies 488
Apperly, T.H. 420
Apps, P. 56
Arab Human Development Report 502
Arab-Moghaddam, Narges 500
Aristotle 154
arousal
comfort goods, influence on 26–8
optimal arousal, and boredom 79
Ashley, Jackie 161
Ashworth, J. 226–8
Asia
culture and life satisfaction studies 71
see also individual countries by name
AsiaBarometer 60
Atari 408
Ateca-Amestoy, V.R. 65
Atkinson, M. 23–4
Austen, Jane 31
Austin, B. 272, 288
Australia
diet and health 161
home improvements industry 212
international tourism trends 231–2
leisure satisfaction surveys 60
work–life balance, influences on 101, 120
working from home, trends 145
Australian Football League attendance study
basis and method 361–2, 364–8
competitive balance initiatives, influence of 372–8
data samples 364–7
and income 369–72
and population 368–70, 372
and ticket price 371
and unemployment 369, 371–2
and working hours 369, 371–2
history and characteristics 362–4
structural changes in 372–8
Austria
diet and health 161
work–life balance, influences on 101
working from home, trends 141

Bahrain
internet diffusion trends 503

Baker, K. 202
Bakhtin, M. 267
Bambra, C.L. 114
Barber, B. 166
Bargh, J.A. 481
Baumol, W.J. 446
Bayus, B.L. 412
Beard, J.G. 57
Becker, G. 6, 116
household production theory 2, 18–20, 41
children, rational processes regarding 108
constraints 18–19
developments on 32–4
family, purpose of 108
Gronau version 17, 23–4
household economics, importance of 20, 32
labour, separation of 17–20, 23–5, 128
leisure, defined under 19
market forces, impact of 20
psychic income 381–2
and taxation 23–4
and work–life balance 108
on marriage 179
Beckham, S.C. 165
beds 91
behaviour
 economists’ focus on 24, 29–30
influences on 478–9
procrastination 203–5
’Being Boring’ (song) 82
Beinhocker, E.D. 155
Belgium
diet and health 161
work–life balance, influences on 101
working from home, trends 141
benefits culture 159
Benesch, C. 68, 70–71
Benin 232
Bergstrom, T.C. 95
bingo 5
Blair, Tony 159
Blanchard, O. 30
Bloomfield, L.J. 7
Blu-Ray 410
Bollywood see under film industry
Bonke, J. 56, 65, 72
Booth, D.R. 372–3
boredom 3
ennui 82–3
and equilibrium, states of 85–6
frustration 85–6
influences on comfort goods 26–8
overstimulation 87, 116
race and gender 94–5
sensation-seeking 92–4
variety, need for 92–4
jadedness 83
and job satisfaction 96–7
optimal arousal 79
philosophy of 81–2
popular culture, expressions in literature 82–3
music 82–3, 92
quantity 94–5
and retirement 123
satiation problem 86, 95–6
and sleep, relationship between 84
students 94–5
susceptibility to, scales of 93–4
types of 93–4
’Boredom’ (song) 82
Bourdieu, Pierre 4, 39
on cultural and economic capital 41–2
lifestyles, classification of 41–5
and conspicuous consumption, compared 42–3
cross-migration in 44–5
habitus, role of 44–5
Bowling Alone (book) 498–9
Brady, Dorothy 320–21
brand communities 243–4
brand equity 246
brand loyalty 383
market mavens 247
see also consumer groups
Braun, C.M. 418
Brazil
work–life balance, influences on 100
Brentano, Luis 319
Brighton Festival 253
British Household Panel Surveys (BHPS) 60
Bronze Age, leisure patterns in 157
Bruni, L. 67–8
Buchanan, J. 245, 474–5
Buckley, R. M. 114
Bucknell, Barry 206
‘Bucknell’s House’ (TV show) 206
Bulgaria
  working from home, trends 141
Bull, C. 436
Burda, M. C. 56
burlesque see live entertainment
Burning Man Festival 265–6
burnout 114–15
Buzzcocks 82
Byron, Lord 83
Callister, P. 145
Cameron, S. 283, 519, 532–4
camping
  and recreational vehicles 433–5
  social element of 434–5
Canada
diet and health 161
international tourism trends 222, 228
work–life balance, influences on
  100–101
working from home, trends 133, 145
capital, cultural versus economic 41–5
capitalism
  influence on leisure 159–60
  of leisure, opportunities arising from
  3–4, 8, 260, 476–7
caravans see under recreational vehicles
Carlyle, T. 25
carnival, and music festivals 266–8
casinos 5
Castells, M. 496
Caucutt, E. 180
celebrities
  fans, and leisure tribes 245–7
  market mavens 247
Champion, Henry H. 319
Channel 4 (TV channel) 463–4
Chaplin, D. 202
charity
  leisure expenditure 320–22, 325–6,
  338–9, 341–2
children
  childcare, and work–life balance
    101–2, 118, 120–21, 131
  and leisure satisfaction 64–5
  leisure time of 10
  parents’ leisure time, influence on 10
  as rational choices 108
  and work–life balance 108
  and working from home 131
China
  international tourism trends 222–3,
  232
Cialis 525
 cinemas
  concession revenues 288
  emergence, impact of
    leisure demand 329–37
    leisure expenditure 337–47
  studies comparing US, UK and
    France 329–47
  guerilla drive-ins/MobMobs 290–93
  live entertainment, impact on
    329–37, 348–9
  multiplexes, development and
    growth 285–7
  revenue/cost trends 287–8
  see also drive-in cinemas; film industry
civil engagement, and television/
  internet use 498–9
Clark, R. 434
class
  and diet 43, 160–61, 171–3
  leisure associated with 2–3, 28, 31,
  39–41
  leisure class, Veblen’s theory of
    39–41
  see also social status
Clements, M. T. 416
clothing
  leisure-specific 4
  leisurewear industry 4
clubs, economic theory of 245, 474–5
Coachmen Industries 447
Cobain, Kurt 83
Cokaygne 267
Colins, A. 519
collective consumption see consumer
groups
Collins, A. 532–4
comfort goods 26–8
communication and job satisfaction 133
social compensation hypothesis 481
technology, interference caused by 480–81, 486, 491
and working from home 144
communications technology influences of 8–9, 471–2, 480–81
negative aspects of 8–9, 480–81, 489–90
see also social networking sites
commuting 8–9, 115
and working from home 132, 147
companionable others 56, 62, 72
compensation, leisure activities as 3, 103, 136–7
computers see communications technology; internet; video games
condoms 526–7
Connell, J. 260, 263–4, 267
conspicuous consumption class associations 40–41
and lifestyle classification, compared 42–3
and social status 28–9, 63
Veblen on 16, 28–9, 42–3, 163–4, 432
consumer groups/tribes as activators 242
adventurous consumers 247
brand communities 243–4, 246
brand equity 246
celebrities and fandom 245–7
clubs, economic theory of 245
as double agents 242
economic influences on 242–3
as entrepreneurs 242
and leadership 245
linking factors 239–40
market mavens 247
neo-tribalism 240–41
as plunderers 242
and social identity theory 244–5
types of 239, 242
Consumer Tribes (book) 241–3
Cook, D.T. 432
Cordes, C.L. 114
Corneo, G. 66–7
The Costs of Economic Growth (book) 121
Cova, B. 239–43
Coward, Noel 83
Cox, Harold 319
Crandall, R.W. 416–17

cricket
county championships 2010 rebranding 399–401
attendance trends 388–93
derby competitions 391–2, 395
format 384–5, 387–8
grounds, capacity and quality 391–2
status of 393
Twenty20 impact on 390–91, 393–9
Gillette Cup 384, 388
history 383–4
Indian Premier League 389, 401
international test matches, demand and attendance 386–7
leisure time needs for 381
one-day games 384–5, 388
opportunity cost 381
peculiar economics of 383
sport characteristics 381–5
Twenty20 attendance trends 382, 389–93
impact on traditional domestic cricket 390–91, 393–9
Crouch, L. 226, 228, 230
Csikszentmihalyi, M. 2
culture
cultural capital 41–2
UK study 46–8, 50–51
definition, difficulties with 70
impact on fertility 31
impact on leisure activities American and European, differences between 15–16, 30–31
and life satisfaction 68–72
music festivals, as cultural activity 251, 263–6
and work–life choices 109
Curtin, R. 439
cybercrime 489–90
Index 543

Cyprus
working from home, trends 141

Czech Republic
diet and health 161
international tourism trends 223–4
work–life balance, influences on 101
working from home, trends 141
dating, as leisure activity
demand trends 186–95
economic principles of 181–5
income versus time, relevance of 181–5, 193–4
influences on 180
matchmaking agencies 179–80
online dating, trends 180–81
online infidelity 489–90
opportunity cost 180, 183
and sexual health 185–6
speed-dating 179–80
studies 179–81, 185–94

Davidson, M. 209
de Grazia, S. 115

Denmark
diet and health 161
leisure satisfaction studies 65, 72
pornography and sex offences, study 528
work–life balance, influences on 101
working from home, trends 140–41

Department of Labor (US), study 1917–1919 338
Di Tella, R. 122
Dickerson, M.D. 415–16
Diener, E. 58
diet, and social class 43, 160–61, 171–3
disabled persons
and erotic dancing clubs 530
and recreational vehicles, in US 436–8
Distinction (book) 39
Divisekera, S. 227
divorce 114
Dixon, S. 145
DIY see home improvements
Dodd, Ken 84
dogging 532
Dolores Park Movie Night 291–2
domain satisfaction 59
domestic appliances 6, 180
Don Juan (book) 83
double-bind argument 8–9
Dougherty, T.W. 114
Douglas, Mary 485
Dowd, T. 266
Downs, A. 278–9
Drewnowski, A. 161

drive-in cinemas
advantages and disadvantages 273–5
audience conduct rules 280–82
characteristics 278–9, 289–90
concessions and consumption patterns 278–9, 288
as family leisure experience 278–9
guerilla drive-ins/MobMovs 290–93
history
decline 272, 282–90, 293–4
growth 275–8
introduction 271–2
influences on
cost/revenue changes 287–8
location 289–90
multiplexes 285–7
technology 283–5, 290–93
television/media 283–5
patents 271, 277
social interaction appeal 279–82
Drive-in Theaters: A History from their Inception in 1933 (book) 272
drugs
for sexual performance 523–5
for sleep 79, 89–91
Duesenberry, J. 38
Dunbar, R. 488–9
Duncan, Andy 464
Durex Global Sex Surveys 186, 523
Durwood, Stanley 285
Dwivedi, Y.K. 144
Dyer-Smith, M.B.A. 116–17

Earl, P.E. 205
Easterlin, Richard 52–3, 121–2
eating see diet
Eavis, M. 269
economic performance
GDP as indicator of 52, 56, 58, 142–3

The Economics of Fatigue and Unrest (book) 96
education 30
Edwards, A. 229
Egypt
  international tourism trends 232
  internet diffusion trends 503
Eight Hours Act 1912 (US) 317
eldercare 101–2, 118, 120
Ellaway, A. 160
Elliot, R.H. 165
Elster, J. 85
employers
  work–leisure choices, controls over 128, 471
ennui 82–3
  see also boredom
erotic dancing 529–31
Estonia
  working from home, trends 141
Europe
  compared with America
    hours work/leisure time 15–16, 101–2
    leisure as status symbol 30–31
    trade unionization 16
  international tourism trends 222–4
  leisure satisfaction surveys 60
  working from home, trends 140–41
European Community Household Panel (ECHP) 60
Facebook 97, 419, 479, 485, 488
  see also social networking sites
Fair Labor Standards Act 1938 (US) 317
family composition, and leisure satisfaction 61, 64–5
fans and fandom 245–7
fantasy, online video games 421–4
Felstead, A. 133, 137, 140, 144
Ferguson, Adam 158
Ferrier-i-Carbonnell, A. 64–6
fertility, cultural impact on 31
festivals see music festivals
film industry 4
  Bollywood/Hindi film industry
    characteristics 306–7
    consumer trends 307–8
    cultural impact of 306–7, 313
    economic impact of 308–10
    export 311–12
financial performance trends 310–11
  financing 299–300, 310–11
  history and growth 299–306, 312–13
  as leisure activity, position of 300, 306–8, 312–13
  scope and scale 299–300
  pornography 528–9
  revenue, compared with video games 407
Finland
  diet and health 161
  work–life balance, influences on 100–101
  working from home, trends 140–41
Fisman, R. 179
Five Forces Model (Porter) 428, 448
Fleetwood Enterprises 444, 446–7
flexitime arrangements 119–20
Folk theorem 33
food
  as cultural capital 42–3
  social and class differences over 42–3, 160–61
  and subjective well-being 69
football see Australian Football League
Framework Agreement on Telework (EU) 146
France
  diet and health 161
  international tourism trends 222
  leisure expenditure 352
    before cinema 322–3, 327–9
    on cinema 347–8, 350
    cinema’s impact on 346–7, 352–3
    and income 327–9, 349, 352–3
    on live entertainment 346–53
  online dating trends 181
  swinging, study 532–4
  work–life balance, influences on 100–101
  working from home, trends 141
  working hours, historical trends 316–18
Francis, Nick 84
Frank, R. 16, 30
Frankel, M. 215
Frey, Bruno 52, 60, 67–8, 70–71
Index

Friedman, M. 29–30
Fuat Firat, A. 264

Gajendran, R.A. 128, 133
gambling 4–5, 40
Game, A.M. 96, 117
GameCube (game console) 409
Gandossy, T. 291
GDP
  as indicator of economic performance 52, 56, 58, 142–3
  and leisure expenditure, study comparing US, UK and France 351–4
  and working hours 318
gender
  and boredom 95
  home improvements role 197
  influences on leisure
    dating 179–80, 192–3
    family composition 61
    leisure gap 56–7
    social norms 57
  and leisure satisfaction 61, 64–5, 72
  video game use 418–19
  work–life balance, influences on 100, 118, 120–21
see also women
Gentry, J.W. 415–16
Gephart, R.P. 150
Germany
  diet and health 161
  international tourism trends 222
  leisure satisfaction studies 60, 66
  online dating trends 181
  work–life balance, influences on 101
  working from home, trends 141
Gertler, P. 521
Gibson, C. 260, 263–4, 267
Gillette Cup (cricket) 384, 388
Giroux, J. 418
Glastonbury Festival 253–5, 262, 267–9
Glastonbury Festival Tales (book) 268
Global Gathering (music festival) 259
globalization
  and brand image 460–62
  influence on leisure 158–9
  in magazine publishing 459–62, 466–7
  of media 460–67
Goffman, E. 484–6
Golden, L. 113
golf 112
Gomery, Douglas 272
Gould, E. 180
government policies
  on health and fitness 153, 168–9, 171
  and sleep 79, 81
  on working from home 146–7, 149
  on working hours 113, 149–50
Gowdy, J.M. 157
‘Grand Theft Auto IV’ (video game) 407, 414
Granovetter, M. 486–7
Greece
  diet and health 161
  work–life balance, influences on 100–101
  working from home, trends 141
Griffuelhes, Victor 319
Gronau, R. 17, 23–4
Grossi, E. 69
groups
  importance of, relative 486–7
  structure
    classification of 485
    influences on 485–6
  technology, influences on 482–90
see also consumer groups
guerrilla drive-ins 290–93
Gunton, George 319
gyms see health and fitness leisure
Haines, Michael 321
Halbesleben, J.R.B. 114
Halliday, R. 205–6
‘Halo 3’ (video game) 418
Hammermesh, D.S. 60, 71
Handicapped Travel Club 437–8
Haninger, K. 420–21
happiness 7
  Easterlin Paradox 52–3, 121–2
  leisure, role in 25
  psychology of human satisfaction 26–8
  and relative situation/status 63
  studies 25–8
  and US Constitution 121
  and well-being 58–9
Handbook on the economics of leisure

Harris, J. 422
Harrison, D.A. 128, 133
Harry Potter and the Deathly Hallows (film) 407
Harvey, A.A. 365–6
health
and boredom 79
definition 153
influences on
diet 43, 160–61, 171–3
government policies 153, 168–9, 171
income inequality 160–61
sleep 79
social class 43, 160–61, 171–2
and leisure satisfaction 61, 63
obesity, trends 153–4, 160–62
personal responsibility for 166
poor leisure choices 7
see also health and fitness leisure
health and fitness leisure 7–8
commodification of 164–6
consumption paradox 164–5
definitions 153
home gym equipment 166
and income levels 154, 163
industry focus 165–6
as lifestyle choice 165–7
public funding 161, 163, 167–8
studies 8, 167–72
technology 164
trends 153
work patterns 164
working from home 135
working hours 113
Henderson, K.A. 500
Hills, S. 202
Hillygus, D.S. 481, 483–4
Hirschman, E. 179
History of American Cinema (book) 272
Hitchcock, Alfred 83
Hitlin, R. 430, 433–4
hobby interests 3, 112
Hodgson, G.M. 205
Hogg, M. 245
holidays
expenditure on, study comparing
national statutory entitlements 100–102, 118, 120, 317
Holidays with Pay Act 1938 (UK) 317
Hollingshead, Richard 271–2
home, working from see working from home
Home Depot 197, 209
home improvements 8
barriers to and avoidance 202–5
budget overruns 213–17
definition 198–9
growth trends 197
influences on
age and gender 202–3
style trends 206–7
as leisure or production function 197, 217
and leisure satisfaction 201–2
motivations for 199–202, 206–7
opportunity cost 197–8, 200
outsourcing versus DIY 208–13
key difficulties 209–11
tradesmen, choice of 211–12
physical risks 212
and rational choice theory 213–17
reluctant DIYers 209–10
shopping processes, as leisure 205–8
significance of 197–8
studies 209
television shows 205–6, 209, 213
transactions costs 209–10
Home Work Convention 1996 (ILO) 146
Horne, Jim 81
horses, class-related leisure pursuits 2, 40
Household, Income and Labour Dynamics in Australia Survey (HILDA) 60
household expenditure, on leisure see leisure expenditure
household production theory 2, 18–20, 41
children, rational processes
regarding 108
constraints 18–19
developments on 32–4
family, purpose of 108
Gronau version 17, 23–4
Index 547

household economics, importance of 20, 32
labour, separation of 17–20, 23–5, 128
leisure, defined under 19
market forces, impact of 20
psychic income 381–2
and taxation 23–4
and work–life balance 108
Hozor, D.B. 133
Hungary
diet and health 161
international tourism trends 223–4
work–life balance, influences on 101
working from home, trends 141
hunter-gatherers, leisure patterns 155–6
Hyman, J. 135

‘I Get a Kick Out of You’ (song) 83
IBM 133
Iceland
diet and health 161
work–life balance, influences on 101
Iggy Pop 82
illegal activities
pornography 528–9
working from home 130–31
T’m Bored’ (song) 82
Incentives in Repetitive Work (report) 96–7
income
and dating 181–5, 193–4
and health and fitness leisure 154, 163
and leisure expenditure, study
comparing US, UK and France 315, 321–2, 324–9, 338–43, 347–9, 352–3
and leisure goods 382
in leisure satisfaction surveys 60–61
psychic income 381–2
and recreational vehicles, in US 429, 431
and sport attendance 369–72
substitution effect of leisure time 381

versus time, relevance of 181–5, 193–4
and time stress 60–61, 64–5
and tourism demand 226–8
and video game use 415–16
India
Bollywood/Hindi film industry
characteristics 306–7
consumer trends 307–8
cultural impact of 306–7, 313
economic impact of 308–10
export of 311–12
financial performance trends 310–11
financing basis 299–300, 310–11
history and growth 299–306, 312–13
as leisure activity, position of 300, 306–8, 312–13
scope and scale 299–300
cricket 389
leisure activities, relative popularity 308–10
media and entertainment industry, growth trends 309–10
Industrial Revolution, leisure patterns in 157–8
information overload 86
International Labour Organization (ILO) 146
internet use
and anonymity 481–2, 489–90
and civil engagement 498–9
computer ownership, US trends 478
cybercrime 489–90
internet paradox 480
as leisure
online dating 180–81, 489–90
online magazine publishing 462–7
online video gaming 418–19, 421–4
and social displacement 481, 483–4, 491
use time, US trends 483–4
by women, Jordanian study and age 504
impact of 497–8, 506–12
and making friends/meeting men 510–12
promotion of 496
study basis and method 504–5
study interview questions 515–16
Intrinsa 525
Iran
  internet diffusion trends 503
  women’s leisure practices, study 500
Iraq
  internet diffusion trends 503
Ireland
  diet and health 161
  work–life balance, influences on 101
  working from home, trends 141
Islamic countries
  international tourism and trade 232
  internet diffusion trends 503
  internet use, by women 496–512, 515–16
Italy
  arts and life satisfaction study 69
  diet and health 161
  international tourism trends 222
  work–life balance, influences on 101
  working from home, trends 141
Iwasaki, Y. 71
Jacobs, Karrie 92
jadedness 83
  see also boredom
Jagodzinski, W. 71
James, Henry 15–16
Japan
  diet and health 161
  international tourism trends 222, 231–2
  video game preferences 417–18
  work–life balance, influences on 101, 110–11
Jenkins, R. 244–5
Jenkins, S.P. 56
Jermyn, H. 262
Jewson, N. 133
job satisfaction
  and boredom 96–7
  and communication 133
  and leisure satisfaction 65
Johnson, A.J. 123
Johnson, L.C. 133
Johnson, P. 226–8
Jordan
  general leisure practices 499–500
  international tourism trends 232
  internet access, development in
  502–3
internet use by women
  and age 504
  impact of 497–8, 506–12
  and making friends/meeting men
  510–12
  promotion of 496
  study basis and method 504–5
  study interview questions 515–16
  leisure space, women’s need for
  500
  literacy levels, for women 504
Jowett, G. 283
The Joyless Economy (book) 85, 92
Judge, G. 532
Kaiser Chiefs 82
karoshi (death by overwork) 110–11
Kass, S.J. 83–4, 93–7
Kaul, B. 202
Keith, B. 114
Kelly, J.R. 54–5
Kendall, T. 529
Kerrang! (TV channel/radio station) 463
Keynes, John Maynard 38
Kiesler, S. 480
Kim, H. 69
King, S. 251
King Harischandra (film) 299–300
The Kinks 100
Kinnock, Neil 45
Klapp, O.E. 86
Klein, B. 208
Kleiner, B.H. 129
Korea, South, Republic of
  diet and health 161
  international tourism trends 222
  life satisfaction studies 69, 71
  work–life balance, influences on
  101
Kraut, R. 480
Kulendran, N. 231–4
Kung 155
Küng, L. 457
Kurkowski, J. 439
Kutchinsky, B. 528
Kuwait
  internet diffusion trends 503
  women’s internet use in 500
Kyle, G. 434
labour
employers’ controls over 128, 136–40, 149–50
job satisfaction, and boredom 96–7
labour-saving devices, impact of 7–8, 164–5
self-employment 60, 145
separation of 17–20, 23–5, 128
taxation versus commodity debate 23–4
unemployment
government policy focus on 149
and leisure satisfaction 60
and sport attendance 369, 371–2
as voluntary choice 38
working from home 136–40, 145
Lagrosen, S. 163
Lal, B. 144
Lancaster, K. 18
Larsen, G. 265, 268
Latvia
working from home, trends 141
le Play, Frédéric 320
Leather, P. 199, 209
Lebanon
internet diffusion trends 503
Lee, J. 60, 71
Leeds Music Festival 253, 255–7, 260
LeFevre, J. 2
Leffler, K. 208
Leibenstein, H. 135
leisure, generally
commercialization 3–4, 8, 54, 260, 471, 476–7
definition 154, 158–60
leisure patterns, historical development 155–60
leisure activities, generally
class associations 2–3, 28, 31, 39–41
as commodities 54
and conspicuous consumption 40–41
definition 2–3, 53–5
economics of, studies 1–2
and freedom of choice 54
good use 3, 7, 25
influences on 8
economic 38–9
gender 56–7
non-economic 33–4
peers/companionable others 56, 62, 72
social norms 57
and leisure networks 473–7, 490–91
production and consumption, separation of 54
profit opportunities from 3–4, 8, 54, 260, 471, 476–7
purpose of 1–3
social leisure type 66–7
and social status, historical trends 28, 31, 39–41
solitary leisure type 66–7
leisure boredom see boredom
leisure expenditure
study comparing US, UK and France
on church and charity 320–22, 325–6, 338–9, 341–2
before cinema 320–29
on cinema 341–2, 346–8, 349–50
cinema’s impact on leisure demand 329–37, 352–5
and GDP 351–4
and income 315, 321–2, 324–9, 338–43, 347–9, 352–3
on live entertainment 338–44, 346–55
on reading 320, 322, 339–40
on tobacco and alcohol 321–2, 326, 338–9, 341
leisure goods
comfort goods 26–8
and commercialization of leisure 471
constraints on 479
and income increases 382
industry specific nature of 360
and leisure satisfaction 63, 66–8
network goods 474–5
positional goods 30, 63
relational goods 63, 66–8
and social status 30, 63
leisure networks 473–7, 490–91
clubs, economic theory of 245, 474–5
definition 474
groups, relative importance in 486–7
network goods 474–5
sports fans, benefits for 475
leisure satisfaction
definition 57–9
and freedom of choice 61–2
and home improvements 201–2
influences on
age 61
culture 68–72
employment/unemployment 60
family composition 61, 64–5
gender 61, 64–5, 72
health 61, 63
peers/companionable others 56, 62, 72
and job satisfaction 65
and leisure time 60, 64–5, 71
and life satisfaction
link between 65–6
studies 66–71
measurement
criteria for 60–62
difficulties with 59–62, 64
income 60
labour status 60
studies 59–62, 64–6
and media/newspapers/TV 68
and need theory 70
and novelty 63
principles of 54–5
and relational goods 63, 66–8
and social capital 64
in sport 63, 70
and work–life balance 65
leisure time
and dating, as leisure activity 181–5, 193–4
good use of 7, 25
influences on 71–2
children and parents 10
income 60–61, 64–5, 181–5, 193–4, 381
labour-saving devices 7–8, 164–5
work–life balance 8, 113, 115, 134
and leisure satisfaction 60, 64–5, 71
measurement 60, 64–5
opportunity cost 18–19, 61–2
properties of 55–6
recreational vehicle use in US, study 429–30
sport, needs for 381
time allocation 17–21, 55–6
time elasticity 134
and time stress 60–61, 64–5
time surplus 4, 8
working patterns 15–16, 101–2, 119–20, 130, 134–5, 145
leisure tribes see consumer groups/tribes
leisurewear industry 4
Lenten, L.J.A. 361, 364
Levitra 525
Lewis-Williams, D. 156
Libya
internet diffusion trends 503
life satisfaction
and arts and culture 68–72
definition 58–9
habit and motivation 122
and leisure satisfaction
link between 65–6
studies 66–71
television watching 66–8
and need theory 70
and well-being 59
lifestyle choices
classification of 41–5
and conspicuous consumption 42–3
and health and fitness leisure 165–7
men's lifestyle magazines 458–9
UK study 46–8, 50–51
Lim, C. 226–30
Linder, S. 25–8, 100, 160
Lithuania
working from home, trends 141
Little, J.S. 229
live entertainment
cinema's impact on 329–39, 341–2, 348–9
demand trends, US study 329–37
leisure expenditure study, comparing US, UK and France 338–44, 346–55
opportunity cost 337–8, 370–71, 381–2
price trends, US study 334–7
‘lonely crowd’ 3, 5, 487
Index 551

love, economics of 20–21
  see also dating; sexual activities

Love and the Internet (book) 497
Lovin’ Spoonful 82
Lundberg, S. 33–4
Luxembourg
diet and health 161
work–life balance, influences on 102
working from home, trends 141, 143

MacCulloch, R. 122
Macintyre, S. 160
Madonna 246
Maffesoli, M. 240–41

magazines
  alternative delivery platforms 453, 462–7
  branding, importance of 454, 460–62, 465
demand for
  and economic cycles 454–5, 457–8
  magazine life expectancy 458
  studies 454
differences from other media forms 453–4
  and economies of scale 455–6
  financial basis for 454
  franchising 461–2
growth trends 453, 455
  men’s lifestyle magazines 458–9
  niche titles 455–6
  online editions 457–8, 462–7
  technology, influence of 456–7, 462–5
  UK consumer expenditure trends 456–7
  internationalization 453, 459–62, 466–7
  and local partnering 461–2
  pornography 528–9
Malaysia
  international tourism trends 222–3, 232
Malta
  working from home, trends 141
Mann, Tom 319
Marcuse, H. 148
market mavens 247
marriage
  and children, as rational choices 108
  definition 179
  divorce 114
  economic influences on decisions of 33–4
  and game theory 33
  as resource exchange 179
  shift work, influence on 114
  and work–life balance 120
  see also dating
Marris, R. 247
Marshall, Alfred 7, 25
Martin, C. 228
massage services 531–2
Matarasso, F. 261
Matthews, Karen 159
Maugans, H. 423
McAfee, R. 103
McGrath, Kenneth 530
McKenna, K.Y.A. 481
McPherson, M. 482–3
Mexico
diet and health 161
work–life balance, influences on 102
Meyrowitz, Joshua 499
Michalos, A. 68–9
Microsoft 409–10, 414
Middle East, internet use
  regional diffusion trends 503
  by women
    general trends 496–7
    in Jordan, study 498–513, 515–16
    in Kuwait 500
Milgram, S. 471
Mishan, Ezra 121
Mississippi Delta Festival 263–6
MMORPG (Massively Multiplayer Online Roleplaying Games) 421–4
mobile telephones 142, 144
MobMovers 290–93
Moen, P. 120
Monaco Coach 440–42, 447
Moore, J. 140
moral crusading 111–12
Morocco
  internet diffusion trends 503
Morse, S.J. 291
Moss, Kate 246
motivations, for leisure
  habit 122
  home improvements 199–202, 206–7
life satisfaction 122
Veblen on 431–2
and working from home 140
movies see film industry
Mulhall, Michael 320
multiplex cinemas 285–7
Muñiz, A. 243
Munro, M. 199
Murphy, K.M. 116
music 3–4
boredom, portrayal of 82, 92
classical
as cultural capital 41–2
and well-being 69
music festivals
as carnival 266–8
classical
characteristics 251–2, 268–9
commercial festivals
as consumer group activity 260–68
cultural activity 251, 263–5
definition 250–51
economic opportunities 260
local/regional impact of 262–3
origins 250
and scenes, concept of 266
social impact 261–3
studies 251
symbolism of 263–5
as temporary communities 265–6
utopian nature of 252, 266–8
MySpace 479
Nardi, B. 422
National African-American RVers
Association Inc (NAARVA) 437–8
National Lottery 5
Neale, W. 383
needs, basic human 53
need theory, and leisure/life
satisfaction 70
neo-tribes see consumer groups/tribes
Netherlands
diet and health 161
video game addiction clinic 424
work–life balance, influences on 100, 102, 122
working from home, trends 140–41
‘Never Miss A Beat’ (song) 82
New Zealand
diet and health 161
international tourism trends 231–2
work–life balance, influences on 102–3
working from home, trends 145
Newspapers
and civic engagement 499
and leisure satisfaction 68
readership, UK study 46–7, 50–51
see also magazines
Ngai, A.C.Y. 417
Nie, N.H. 481, 483–4
Nintendo 408–11, 414, 416, 419
Noll, R.G. 361
nomadic tribes, leisure patterns 155
Norway
diet and health 161
work–life balance, influences on 102
working from home, trends 141
obesity 153–4, 160–62
O’Donoghue, T. 204
O’Guinn, T. 243
Ohashi, H. 416
‘Oklahoma U.S.A’ (song) 100
Olson, M. 487
Olympic Games 223, 250
Oman
internet diffusion trends 503–4
opportunity cost, of leisure
in dating 180, 183
in home improvements 197–8, 200
influences on
family composition 62, 64
gender 56–7, 64
retirement 122
leisure time 18–19, 61–2
of live entertainment/sports 337–8, 370–71, 381–2
family composition 62, 64
and social networking sites 479
television watching 67
travel and tourism 228
video gaming 415
voluntary work 112
O’Reilly, D. 268
Osberg, L. 56
Oswald, A.J. 121
Index

overtime 113
  bringing work home 130, 135, 145
Owen, J.D. 353–4

parental leave 101–2, 118
Paserman, D. 180
Patel, R. 160
Patil, Devi 307
Pearce, D. 156
peer effects 56, 63, 72
Peng, T.-C. 204, 212, 214
Pet Shop Boys 82
pets/pet ownership 10, 123
Philipp, S. 437
Pickett, K. 161
Playstation (game console) 409–10, 412, 414, 416
Poland
  international tourism trends 223–4
  work–life balance, influences on 102
  working from home, trends 141
Pollak, R. 33–4
polo 2, 40
‘Pong’ (video game) 408
pornography 528–9
Porter, Michael 428
Portugal
  diet and health 161
  work–life balance, influences on 102
  working from home, trends 141
  positional goods, and social status 30, 63
post office boxes 528–9
post-war period, leisure pattern trends after 158–60
Potts, J. 205
Powdermaker, H. 283
power naps 117
Prescott, E. 15
Principles of Economics (book) 7, 25
Pritchard, M.P. 228
procrastination, in home improvements 203–5
Procol Harum 82
Project for Public Spaces 292
prostitution 130, 519, 521–2, 531–2, 534
‘psychic thermidor’ 148
psychology, of human satisfaction, studies 26–8
public spaces, attributes for 292
Puritans 110
Pussy Cat Club 530
Putnam, R.D. 291–2, 480, 483, 486–7, 498–9
Qatar
  internet diffusion trends 503
Rabbit (sex toy) 527–8
Rabin, M. 204
Ragheb, M.G. 57
Ramsey, F. 21
Rania, of Jordan (Queen) 496, 501
reading
  leisure expenditure 320, 322, 339–40
magazines
  alternative delivery platforms 453, 462–7
  branding, importance of 454, 460–62, 465
  demand for 454–5, 457–8
  differences from other media forms 453–4
  and economies of scale 455–6
  financial basis for 454
  franchising 461–2
  growth trends 453, 455–9, 458–9, 462–7
  internationalization 453, 459–62, 466–7
  men’s lifestyle magazines 458–9
newspapers
  and leisure satisfaction 68
  readership, UK study 46–7, 50–51
Reading Music Festival 253, 255–7, 260
recreational vehicles
  and caravans, in UK 434–5
  definition and types 428
  in United States, study
    buyer, position and powers of 430–33
    and camping 433–5
    competition in industry 444–8
    complementary products 433
    dealerships 440–41
    demand, influences on 430–40
    entry barriers 443–4
    Go RVing campaigns 432–3
income, relevance of 429, 431
and leisure time 429–30
market, share and growth trends 445–7
and minority groups 436–8
owners’ clubs 435–8
ownership demographics 429, 446–7
purchase and choice, influences on 431
regulation, of manufacturing 443–4
rental vehicles 438–9
social element of 434–5
suppliers, position and powers of 441–3
used vehicles 439–40
Reid, D.A. 471
relational goods, and leisure satisfaction 63, 66–8
relaxation, and work–life balance 117
religious worship
as socially interactive leisure activity 470
and tribalism 240–41
and work–life choices 109–11
retirement 109, 122–3, 432
Rice, J.M. 71–2
Richards, D.J. 147
Richardson, G.B. 212–13
Riesman, D. 3, 5, 487
Rochet, J.C. 414
Rochidi, Najat 501
Rodríguez, A. 70
Rolling Stones 82
Roman, P.M. 123
Romania
working from home, trends 141
Rope (film) 83
Rottenberg, S. 361
Royal Commission on Labour 1894 (UK) 317
Rubbish Theory (book) 206
Russian Federation
international tourism trends 222–4
RV industry see recreational vehicles
San Francisco Stop Aids Project 185–6
‘sandwich generation’ 118
Sargent Florence, P. 96
satisfaction
domain satisfaction 59
psychology of 26–8
see also leisure satisfaction
‘Satisfaction’ (song) 82
Saudi Arabia
internet diffusion trends 503–4
sauna services 531–2
Saville-Smith, K. 203
Schau, H. 244
Schwartz, Pepper 184–5
Scitovsky, Tibor 7, 25–8, 85, 92, 116, 122–3, 201–2
Scott, S. 158
The Secret Dreamworld of a Shopaholic (book) 27
Sega 409, 414
Segrave, Kerry 272
‘self,’ portrayal of 484–6
self-employment
and leisure satisfaction 60
and working from home 145
Seligman, M. 58
Sen, Amartya 7
sensation seeking, in sexual activities 520–21
Sense and Sensibility (book) 31
Sex and the City (TV show) 528
sexual activities, as leisure
abstinence 523–4
addiction 521
attitudes to sex 186, 517
companionship, link between 518–21
condoms 526–7
contraception methods 526–7
dogging 532
drugs, for sexual performance 523–5
erotic dancing 529–31
extra-relationship activities 519–21
instinct, role in 518
massage services 531–2
pornography 528–9
prostitution 130, 519, 521–2, 531–2, 534
sauna services 531–2
sensation-seeking and variety 520–21
sex toys 527–8
Index

studies 522–4
swinging 532–4
see also dating
Shan, J. 232
Shankar, V. 412
Shannon, C.E. 480
Shared Pleasures: A History of Movie Presentation in the United States (book) 272
Shepherd, W.G. 446
shift work 113–14
shopping, as leisure 205–8
Shove, E. 197, 202
Sidak, J.G. 416–17
'six degrees of separation' 471
slaves, emancipation, impact on labour supply 25
sleep
and boredom, relationship between 84
drugs, for sedating/stimulating 79, 89–91
and equilibrium, states of 84–5, 87–8
government policies 79, 81
influences on
sleep industry 88–92
and sleep quality and quantity 79, 81, 87–8
and leisure 79–80
and mood 81
power naps 117
sleep studies 80–81, 84
Slovakia
diet and health 161
work–life balance, influences on 102
working from home, trends 141
Slovenia
working from home, trends 141
Smith Maguire, J. 154, 164, 166
Snare, A. 528
soccer 2
social capital
accumulation through social leisure 477
definition 486
and leisure satisfaction 64
'social compensation hypothesis' 481
social exclusion 159, 173
'social grooming' 488
social identity theory 244–5
social networking, generally 7
as leisure activity 419, 470
historical development 470–71
importance of 472
leisure networks 474–7, 490–91
clubs, economic theory of 245, 474–5
definition 474
groups, relative importance in 486–7
network goods 474–5
sports fans, benefits for 475
network capacity 488
and 'self,' portrayal of 484–6
technology, influences of
on groups 482–90
on individuals 477–82
on Middle Eastern women 502
social networking sites
and anonymity 481–2, 489–90
commercial opportunities of 476–7
cost of establishing 475–6, 490–91
development and growth 472–3, 475–6, 483
and job satisfaction 97
market for 476–7
negative aspects 97, 485, 487, 489–90
and opportunity costs of social activity 479
types 475–6
usage, comparison 479
and work–life balance 100
social norms, influences on leisure 57
social status
and conspicuous consumption 28–9, 63, 163–4
historical trends 28, 31
holidays, comparison of 30
importance of 28
positional goods 30, 63
relative income hypothesis 29–30
and social distance 264
studies 28–32
sociology
influence on economic positioning of leisure 38–9
Sony 409–10, 412, 414, 416
South Africa
boredom studies 79, 88
Southerton, D. 434–5
556  *Handbook on the economics of leisure*

‘Space Invaders’ (video game) 408

Spain

diet and health 161

leisure satisfaction studies 65

work–life balance, influences on 102

working from home, trends 140–41

Spearment Rhino 529–30

Spender, D. 478

*Spider-Man 3* (film) 407

sport

attendance

influences on 361, 386–7

UK trends, comparison 389

and career progression 112–13

competition, role in 360–61

and conspicuous consumption 40

and leisure satisfaction 63, 70

need theory, and leisure/life

satisfaction 70

opportunity cost 337–8, 370–71,

381–2

and positive addiction 63

and social/leisure networks 475

and social class/status 2, 40, 43

work–life balance 112–13

see also Australian Football League;


cricket

Springsteen, Bruce 92

Stanca, L. 67–8

status see social status

Status Report on European Telework

New Methods of Work 140–43

Stiglitz, J. 23–4

Stone, R. 224–5

Stringfellow, Peter 530

Stutzer, Alois 52

Suarez, F.F. 443

*The Sun* (newspaper) 84

‘Super Mario Brothers’ (video game)

408–9

Super Nintendo Entertainment System

(SNES) (game console) 408–9

Svendsen, L. 81–2

Swann, Kimberley 97

Sweden

diet and health 161, 163

work–life balance, influences on 102

working from home, trends 140–41

*Swing Europe* (magazine) 532–3

swinging 532–4

Switzerland

diet and health 161

work–life balance, influences on 102

Syria

international tourism trends 232

internet diffusion trends 503

Szalontai, G. 87

T in the Park (music festival) 253,

258–9

Taijfel, H. 244

Tampubolon, G. 56

Tan-Solano, M. 129

Tanaka, S. 118

Tawney, R. 110

taxation

commodity versus income tax debate

23–4

and household production theory

23–4

impact on leisure hours 15–16

optimal taxation theory 21–4

shadow price of leisure 16–17

and working from home 146–7

technology

and civil engagement 498–9

drive-in cinemas, influence on 283–4,

290–93

influences of 471–2

on groups 482–90

on human communication

patterns 480–81, 486

on individuals 477–82

labour-saving devices, impact of 7–8,

164–5

and magazine publishing 456–7,

462–5

and work–life balance 100

and working from home 100, 133,

142, 144

telecommuting see working from home

television/television watching 6–8

Blu-Ray 410

and civil engagement 498–9

cross-media expansion 462–5

and drive-in cinemas, impact on

283–4

historical development 283–4

home improvements shows 205–6,

209, 213
influences of 5, 483
internationalization of programming 460
and leisure satisfaction/stress 60, 66–8
opportunity cost 67
sponsorship 5
and work–life balance 117
teleworking see working from home theatre, cinema’s impact on 329–37
*The Theory of the Leisure Class* (book) 2, 39–41
*The Third Wave* (book) 148
Thomas, B. 173
Thompson, K.M. 420–21
Thompson, M. 206, 464
Thor Industries 440, 446
time see leisure time; working hours
*The Time of the Tribes: The Decline of Individualism in Mass Society* (book) 240
Tirole, J. 414
tobacco, leisure expenditure 321–2, 326, 338–9, 341
Toffler, Alvin 148
tourism
demand
  determinants for 226–31
  exchange rates 229
  and income 226–8
  modelling 224–6
  and price elasticity 225–6, 228–9
  studies 226–31
  variables 227–8
importance of 221
opportunity cost 228
patterns, arrivals and receipts 222–4
risk factors 225
and trade, links between
  bi-directional nature 231–2
  historical development 221
  regional integration agreements 233–4
trade unions
  European trends in 16
  influence of 146
Trenholm, C. 524
tribes/tribalism
leisure patterns, anthropological studies 155–7
  neo-tribalism 240–41
  see also consumer groups
Trigg, A.B. 45
Tunisia
  international tourism trends 232
  internet diffusion trends 503–4
Turkey
  diet and health 161
  work–life balance, influences on 102
Turner, J. 244
Tychsen, A. 422
Ukraine
  international tourism trends 223
unemployment
  government policy focus on 149
  and leisure satisfaction 60
  and sport attendance 369, 371–2
  as voluntary choice 38
United Arab Emirates
  internet diffusion trends 503
United Kingdom
  caravaning culture 434–5
  commercial music festivals, popularity and growth 252–60
  diet and health 171–3
  erotic dancing clubs 530–31
  health and fitness in income, relevance of 163
  obesity and heart disease, trends 160–62
  public funding 161, 163
  holiday entitlements 317
  home improvements, growth trends 197, 209
  international tourism trends 222, 231–2
leisure expenditure
  before cinema 322–9
  on cinema 346, 348, 350
  cinema’s impact on 322–9, 342–6, 352
  and income 322, 324–9, 349, 352–3
  on live entertainment 342–6, 350–53
leisure patterns, trends 156–60
leisure satisfaction studies 60, 64–5
lifestyle studies 46–8, 50–51
online dating trends 181
shift workers 114
sport attendance trends 389
voluntary work trends 111–12
work–life balance, influences on 102, 118
working from home, trends 140–41, 144–5
working hours 316–17, 319
United Nations Development Programme (UNDP) 501–2
United Nations World Tourism Organisation 221
United States of America
cinema, impact on leisure demand 329–37
compared with Europe
leisure as status symbol 30–31
trade unionization 16
work hours/leisure time 15–16, 101–2
diet and health 161–2
drive-in cinemas, study
advantages and disadvantages 273–5
audience conduct rules 280–82
characteristics 278–9, 289–90
concessions and consumption patterns 278–9, 288
as family leisure experience 278–9
guerilla drive-ins/MobMovs 290–93
history
decline 272, 282–90, 293–4
growth 275–8
introduction 271–2
influences on
cost/revenue changes 287–8
location 289–90
multiplexes 285–7
technology 283–4, 290–93
television/media 283–4
patents 271, 277
social interaction appeal 279–82
happiness, pursuit of 121
home improvements industry 197
international tourism 222, 231–2
internet access, trends 478
leisure expenditure
before cinema 320–24, 327–9
on cinema 341–2, 349–50
cinema’s impact on 338–42, 352
and income 320–22, 327–9, 338–42, 348–9, 352–3
on live entertainment 338–42, 350–53
music festivals 263–7
online dating trends 180
recreational vehicles, study
buyer, position and powers of 430–33
and camping 433–5
competition in industry 444–8
complementary products 433
dealerships 440–41
demand, influences on 430–40
entry barriers 443–4
Go RVing Campaigns 432–3
income, relevance of 429, 431
and leisure time 429–30
market, share and growth trends 445–7
and minority groups 436–8
owners’ clubs 435–8
ownership demographics 429, 446–7
purchase and choice, influences on 431
regulation, of manufacturing 443–4
rental vehicles 438–9
social element of 434–5
suppliers, position and powers of 441–3
used vehicles 439–40
shift workers 114
sleep
drugs for 90
studies 80–81
video game preferences 417–18
work–life balance, influences on 102, 118
working from home
policies 147
trends 140, 144–5
working hours 15–16, 101–2, 316–19
Utopia, as basis for music festivals 252, 266–8
Utterback, J.M. 443
V Festival 253, 257
Van Praag, B.M.S. 64–6
variety, need for
  and boredom 92–4
  and sexual activities 520–21
vaudeville see live entertainment
Veal, J. 154
Veblen, Thorstein 2
  on conspicuous consumption 16,
  28–9, 163–4, 432
  and lifestyle classification,
  compared 42–3
leisure class, theory of 39–41
on motivations for leisure 431–2
Viagra 523–5
Vibratex 527–8
video games
  addiction 423–4
  consoles
    cross-price elasticity 416–17
    killer apps 413–14
    lifespan 412–13
    sold at loss 416
    standards wars 408–10, 412–14
consumers
  age and gender trends 414–15, 418–19
  ‘lonely crowd’ 3, 5
  price and income impact on
  415–17
demand, international variations in
  416–19
fantasy gaming 421–4
genres 419–21
growth trends 411–12
history and development 408–11
multi-player gaming 418–19, 421–4
online video gaming 418–19, 421–4
opportunity cost 415
and PC market 413
as productive activity 4–5
ratings 420–21
revenue from 407, 411–12
violence in 420–21
‘World of Warcraft’ (video game)
  421–4
virtual social network (VSN) see social
  networking sites
Vodanovich, S.I. 93–7
voluntary work 111–12
Voth, H.-J. 316
Warde, A. 56
Warhol, Andy 83
Warren, Diane 134
Washington Square (book) 15
Waterman, S. 264
Watson, M. 197
Watt, I.D. 95
Wealth and Progress (book) 319
Webb, Sidney 319
Weber, M. 110
well-being
  as aim of leisure 7
  definition 57
  Easterlin Paradox 52–3, 121–2
  leisure, influence on 24–5
  subjective, studies 57–9
Wesson, D.A. 116–17
White, L. 114
Wiens-Tuers, B. 113
Wii (game console) 410–11, 416, 419
Wilde, Oscar 83
Wilkinson, R. 161
Williams, C.C. 209–10
Williams, D. 422
Williamson, O.E. 209, 212–13
Wilson, K. 231–3, 231–4
Winnebago 441, 446
Witt, S. 227–9
A Woman of No Importance (book)
  83
women
  dating, as leisure
    influences on 180, 192–3
    key values 179
internet use by, Jordanian study
  and age 504
  general leisure practices 499–500
  impact of 497–8, 506–12
  and making friends/meeting men
  510–12
  promotion of 496
  study basis and method 504–5
  study interview questions
  515–16
leisure expenditure, study 340
leisure practices, Iranian study 500
leisure space, need for 500
Handbook on the economics of leisure

sexual activities
contraception 526
and discrimination 531
work–life balance 100, 120–21, 131
working from home 131
see also gender
Wongsurawat, W. 528–9
work–life balance
and Becker’s theory of family 108
benefits culture 159
bias and distortion in 5–6, 103–8
compensation mechanisms
absenteeism 115–17
hyper-leisure activities 116–17
power naps 117
relaxation activities 117
workaholism 116
corporate responsibility for 119–20
definition 103–8
flexible working arrangements 119–20
geographical/national differences 100–101
and health 113
influences on
behavioural 109–10
burnout 114–15
care of children/elderly relatives 118, 120–21
career progression investments 112–13
commuting time 8, 115
corporate/state 118–19
culture 109
economic analysis 103–8
gender 100, 118, 120–21
holiday entitlements 118, 120
moral crusading 111–12
overtime 113
parental leave 118
pseudo-moral obligations 110–11
religion 109–10
shift work 113–14
working from home 134
and job satisfaction 65
and leisure satisfaction 65
and retirement 109, 122–3
theories of 103–8
workaholics 116
working class
capitalist influences on 157–8, 471
conspicuous consumption of leisure 40–41
diet 43, 160–61, 171–3
leisure patterns, historical
development 157–60, 316–19
productive labour, pride in 40
working from home
benefits of 131–2, 136–7, 146–7
day extenders/bringing work home 130, 135, 145
definition 129
home-based businesses 130, 145
incentives for 146–7
influences on
cultural values 148–9
employer control 136–40
government policies 146–7, 149
health 135
leisure choices 134–6
technology 129, 133, 140, 142, 144
limitations of 128–9, 132–4, 146, 148–9
monitoring, importance of 136–40
motivations for 140
opportunities for, trends 140–45, 148
optimal structure for 137–40
self-discipline 133–4
technology 129, 133
time elasticity, illusion of 134
types of 129–31
and variability of effort 135–6
working hours
controls over, historical development 157–9, 316–20
eight hour day, campaigns for 316–19
international differences 15–16, 101–2, 316–19
and leisure demand 318–19
and sport attendance 369, 371–2
World at Work 144
‘World of Warcraft’ (video game) 421–4
Index 561

World Tourism Barometer 223
Worthing D. 202
Wright, Carroll D. 321
Wright Mills, C. 158
Wyatt, S. 96

X-Box (game console) 409–10, 418, 421
Yanomamö tribe 155
Yazicioglu, E. Tach 264
Yemen
internet diffusion trends 503
YouTube 479
Yu, Y. 120

Zelder, M. 20–21