

The Power of Culture: Children's Play in Context

Stuart Reifel, Ed.D.

The University of Texas at Austin

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Situating Narrative: Text Analysis

- ❑ Past work has generated child play texts for analysis**
- ❑ Hermeneutic methodology has guided data collection and analysis**
- ❑ Meanings are refined through theoretic, practical, or postmodern approaches**

❓ What happens if text creation is given? If we are not exploring meanings for play activity in context?

❓ Can we still 'read' the text? Of course, but how?

Exploring Method for Text Analysis

- ❓ What layers of meaning can be read into a provided text regarding play?**
- ❓ How does culture inevitably present layers for such meanings?**



Methods for Reading and Analysis

- ❑ Line by line exploration**
- ❑ On-line search (for doll types)**
- ❑ On-line search (for events, such as fashion shows)**
- ❑ On-line search (for clubs)**
- ❑ On-line search (for groups and their views)**

**❓ Cultural knowledge of political
and social issues**

Analysis

- ? Exploring cultural events:
American Doll fashion shows**
- ? Exploring ideology as reflected
by views: Conservative views of
play as formative and play as a
'foot in the door' to girls' beliefs**

❓ Exploring presumed causal ties between play, play objects, and social groups: If you like American Girl dolls, you may/will tolerate lesbianism and abortion

- ❓ Exploring corporate ties to play and play culture: Mattel donates to clubs, thereby supporting its products**
- ❓ Exploring social pressure around play: Pro-Life Action League and American Family Association assert power to influence play culture, thereby raising play culture to a higher level of social debate**

What's behind the text?

❓ Multiple narratives of children's culture, school culture, social/political issues, pressure groups, and faulty thinking about the meanings of their relationships

Questions

- ❑ However did P-LAL and AFA find out about this school's fashion show?**
- ❑ How did they communicate with the church?**
- ❑ Why did the church believe them?**

- ❑ What do we know about American Girl doll play? And collecting?**
- ❑ What do we know about Girls Inc. as a play setting?**
- ❑ What are we coming to know about on-line contexts for creating play activities?**

The Powers of Culture

- ❑ Internet and merchandizing forces create (or contribute to) play customs, like American Girl doll play and its related clubs**
- ❑ Communications allows for social pressure on broader levels (interstate or more)**

- ❑ Beliefs about play have power for adults and their organizations, for good or ill**
- ❑ Play activities are linked to larger social/cultural issues, if not by players then by others**

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