

(SIG Use)

Taking Leisure Seriously: Information Realities in Leisure Time

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Abstract

This panel presents the "Information Realities" that exist within leisure time. It introduces a conceptual model of leisure, called serious leisure (Stebbins, 1982), that affirms the role of information in enabling leisure experience. Our panel offers a theoretical perspective and case studies of a meaningful area of everyday life that has not been a subject of much information research. The specific goals are threefold:

- 1.) To present state of the art theorizing and research underway into the information seeking and use that occurs in the everyday life realm of leisure
- 2.) To introduce serious leisure, a concept that serves as a unifying umbrella and theoretical frame for such work, and
- 3.) To showcase fruitful collaboration underway between leisure science and information studies

Following a brief introduction to the panelists and objectives, the session launches with an eminent guest. Robert A. Stebbins, who pioneered the serious leisure framework, will explain its emergence, basic tenets, and informational elements therein. Then, three scholars from information studies will present their empirical research into information phenomena within diverse serious leisure realms—genealogy, hiking, and coin collecting. Closing remarks will sum up the challenges and potentials at the crossroads of serious leisure and ISU research. The panel will allow 20 minutes for audience comments, questions, and discussion. So that the largely fun matter of serious leisure is not taken too seriously, the session features snacks, a raffle, and other surprises.