Chapter 2 - How Individuals Experience Leisure

Too often programmers only program for which of the following phase of the leisure experience?

anticipation

\*participation (see page 26)

reflection

Anticipation, participation, and reflection are known as \_\_\_\_\_\_\_\_ of the leisure experience.

theories

\*phases (see page 26)

objects

Philosophies and ideas are examples of which types of objects?

physical

social

\*symbolic (see page 27)

Leaders, parents and referees are examples of which types of objects?

physical

\*social (see page 27)

abstract

The idea that meaning is derived from social interaction is called what?

leisure experience

objects

programming

\*symbolic interaction theory (see page 31)

The manipulation of symbols, words, meanings, and language is an assumption of which concept?

leisure experience

objects

programming

\*symbolic interaction theory (see page 32)

Which of the following characterizes the meaning produced from interaction in leisure occasions?

it does not change

it is static

\*it may change constantly (see page 32)

Which of the following terms is derived through interaction with leisure objects?

\*meaning (page 27)

a program

symbolic interaction theory

The notion that people always play a role in constructing leisure occasions suggests which of the following?

\*The autonomy of the individual must be respected in program development. (see page 34)

Programmers should provide as much direction as possible to participants.

A social science theory that attempts to understand behavior at the level of face-to-face interaction is which of the following?

program development

\*phenomenology (see page 34)

Symbolic interaction