Theme Park Design And The Art Of Themed Entertainment

Imagineering an American Dreamscape

Action Park
How John Wardley Put the Thrill into British Theme Parks. Everyone knows Disneyland, but few Americans can name a single British theme park. Come across the pond to meet the UK's John Wardley, whose exciting career as an innovator of dark rides and roller coasters began with a simple magic trick.

Theme Park Design & the Art of Themed Entertainment

A propulsive and “entertaining” (The Wall Street Journal) history chronicling the conception and creation of the iconic Disneyland theme park, as told like never before by popular historian Richard Snow. One day in the early 1950s, Walt Disney stood looking over 240 acres of farmland in Anaheim, California, and imagined building a park where people “could live among Mickey Mouse and Snow White in a world still powered by steam and fire for a day or a week or (if the visitor is slightly mad) forever.” Despite his wealth and fame, exactly no one wanted Disney to build such a park. Not his brother Roy, who ran the company’s finances; not the bankers; and not his wife, Lillian. Amusement parks at that time, such as Coney Island, were a generally despised business, sagging and sordid remnants of bygone days. Disney was told that he would only be heading toward financial ruin. But Walt persevered, initially financing the park against his own life insurance policy and later with sponsorship from ABC and the sale of thousands and thousands of Davy Crockett coonskin caps. Disney assembled a talented team of engineers, architects, artists, animators, landscapers, and even a retired admiral to transform his ideas into a soaring yet soothing wonderland of a park. The catch was that they had only a year and a day in which to build it. On July 17, 1955, Disneyland opened its gates...and the first day was a disaster. Disney was nearly suicidal with grief that he had failed on a grand scale. But the curious masses kept coming, and the rest is
entertainment history. Eight hundred million visitors have flocked to the park since then. In Disney’s Land, “Snow brings a historian’s eye and a child’s delight, not to mention superb writing, to the telling of this fascinating narrative” (Ken Burns) that “will entertain Disneyphiles and readers of popular American history” (Publishers Weekly).

Designing Disney's Theme Parks

When the first Disneyland opened its doors in 1955, it reinvented the American amusement park and transformed the travel, tourism and entertainment industries forever. Now a global vacation empire, the original park in Anaheim, California, has been joined by massive complexes in Florida, Tokyo, Paris, Hong Kong and Shanghai. Spanning six decades, three continents and five distinct cultures, Sabrina Mittermeier presents an interdisciplinary examination of the parks, situating them in their proper historical context and exploring the distinct cultural, social and economic landscapes that defined each one at the time of its construction. She then spotlights the central role of class in the subsequent success or failure of each venture. The first comparative study of the Disney theme parks, this book closes a significant gap in existing research and is an important new contribution to the field, providing the first discussion of the Disney parks and what they reveal about the cultures they are set in. There has been a lack of focus on cross- and trans-cultural analyses of theme parks generally and Disney theme parks specifically, until now. It is also particularly interesting — and will be welcomed for it — for the non-United States context of the study. This is a thorough examination of all of the existing Disney Parks and how they function within their respective cultures. While Disney themes and characters attempt to be
universal, the author does a good job of arguing for where this is not possible and how glocalization is crucial to the parks’ successes. The writing is academic, but it is not inaccessible. It will have wide disciplinary appeal within academia, as tourism studies cross into a variety of fields including history, American studies, fandom studies, performance studies and cultural studies. It will be invaluable to those working in the field of theme park scholarship and the study of Disney theme parks, theme parks in general and related areas like world’s expositions and spaces of the consumer and lifestyle worlds. It will also be of interest to Disney fans, those who have visited any of the parks or are interested to know more about the parks and their cultural situation and context.

Hatch!

Discover the story of Disneyland, Walt Disney's vision-ary theme park in Anaheim, California. This bountiful visual history includes stunning color photographs, concept drawings, as well as ephemera from the historical collections of the Walt Disney Company and the golden age of photojournalism, to trace the park's development and immersive world of magic and wonder, from Main Street, U.S.A. to Tomorrowland.

Kings Island

The study investigates the cultural production of the visual iconography of popular pleasure grounds from the eighteenth century pleasure garden to the contemporary theme park. Deborah Philips identifies the literary genres, including fairy tale, gothic horror, Egyptiana and the Western which are common to carnival sites and
traces their historical transition across a range of media to become familiar icons of popular culture. Though the bricolage of narratives and imagery found in the contemporary leisure zone has been read by many as emblematic of postmodern culture, the author argues that the clash of genres and stories is less a consequence of postmodern pastiche than it is the result of a history and popular tradition of conventionalized iconography.

Legends

This book addresses Disney parks using performance theory. Few to no scholars have done this to date—an enormous oversight given the Disney parks’ similarities to immersive theatre, interpolation of guests, and dramaturgical construction of attractions. Most scholars and critics deny agency to the tourist in their engagement with the Disney theme park experience. The vast body of research and journalism on the Disney “Imagineers”—the designers and storytellers who construct the park experience—leads to the misconception that these exceptional artists puppeteer every aspect of the guest’s experience. Contrary to this assumption, Disney park guests find a range of possible reading strategies when they enter the space. Certainly Disney presents a primary reading, but generations of critical theory have established the variety of reading strategies that interpreters can employ to read against the text. This volume of twelve essays re-centers the park experience around its protagonist: the tourist.

The Imagineering Process

Behind the scenes at a creationist theme park with a mission to convert visitors
through entertainment

Opened to the public in July 2016, Ark Encounter is a creationist theme park in Kentucky. The park features an all-timber re-creation of Noah's ark, built full scale to creationist specifications drawn from the text of Genesis, as well as exhibits that imagine the Bible’s account of life before the flood. More than merely religious spectacle, Ark Encounter offers important insights about the relationship between religion and entertainment, religious publicity and creativity, and fundamentalist Christian claims to the public sphere. James S. Bielo examines these themes, drawing on his unprecedented behind-the-scenes access to the Ark Encounter creative team during the initial design of the park. This unique anthropological perspective shows creationists outside church contexts, and reveals their extraordinary effort to materialize a controversial worldview for the general public. Taking readers from inside the park’s planning rooms to other fundamentalist projects and diverse Christian tourist attractions, Bielo illuminates how creationist cultural producers seek to reach both their constituents and the larger culture. The “making of” this creationist theme park, Bielo argues, allows us to understand how fundamentalist culture is produced, and how entertainment and creative labor are used to legitimize creationism. Through intriguing and surprising observations, Ark Encounter challenges readers to engage with the power of entertainment and to seriously grapple with creationist ambitions for authority. For believers and non-believers alike, this book is an invaluable glimpse into the complicated web of religious entertainment and cultural production.

Designing Disney

Seminar paper from the year 2006 in the subject Tourism, grade: 1,7, Stralsund
A theme park is an amusement park in which all the settings and attractions have a central theme, such as the world of the future. So the question is how an amusement park is defined. It is a commercially operated park offering various forms of entertainment, such as arcade games, carousels, roller coasters, and performers, as well as food, drink, and souvenirs. Amusement parks differ from circuses, carnivals, and world's fairs (see exposition) in that, parks are permanently located entertainment complexes, open either all year or seasonally every year. In today's theme parks more or less exotic worlds which do not exist in reality are staged on a delimited area as a setting for entertainment (cp. Stemshorn 2000, p.9). A huge number of leisure opportunities are packaged within a theme park and serve as a contrast to everyday life (cp. Opaschowski 1998, p.24 et seq.). They are characterized by following features: # Sophisticated, extensive services for different target groups # Extensive and differentiated gastronomic offers; # all inclusive entertainment range # Continuity and change # Usage of marketing instruments like special prices or special offers, joint venture or special offers for target groups; # Possibilities for overnight stays by integrated or nearby situated hotels; # Perfection and professionalism as quality mark; intensive training of staff; # Attractions: the general range of attractions includes rides with a lot of thrill, nostalgic carousels, clowns, shooting galleries and so on; # Artists, stunt- shows, music- shows, parades, animal- shows, firework and more. (www.kuwi.uni.linz.ac.at/LehreUniLinz.htm) On the following pages theses features and some more characteristics of theme parks will be explained in detail
"Citizen Kane does Adventureland." —The Washington Post

The outlandish, hilarious, terrifying, and almost impossible-to-believe story of the legendary, dangerous amusement park where millions were entertained and almost as many bruises were sustained, told through the eyes of the founder's son. Often called "Accident Park," "Class Action Park," or "Traction Park," Action Park was an American icon. Entertaining more than a million people a year in the 1980s, the New Jersey-based amusement playland placed no limits on danger or fun, a monument to the anything-goes spirit of the era that left guests in control of their own adventures—sometimes with tragic results. Though it closed its doors in 1996 after nearly twenty years, it has remained a subject of constant fascination ever since, an establishment completely anathema to our modern culture of rules and safety. Action Park is the first-ever unvarnished look at the history of this DIY Disneyland, as seen through the eyes of Andy Mulvihill, the son of the park's idiosyncratic founder, Gene Mulvihill. From his early days testing precarious rides to working his way up to chief lifeguard of the infamous Wave Pool to later helping run the whole park, Andy's story is equal parts hilarious and moving, chronicling the life and death of a uniquely American attraction, a wet and wild 1980s adolescence, and a son's struggle to understand his father's quixotic quest to become the Walt Disney of New Jersey. Packing in all of the excitement of a day at Action Park, this is destined to be one of the most unforgettable memoirs of the year.

Variations on a Theme Park

Designing Disney sets into history and puts into context the extraordinary contributions of the late John Hench, who, at the age of 94, still came into his
office at Imagineering each day. His principles of theme park design, character
design, and use of color made him a legendary figure, not only for Disney fans but
also for students and aficionados of architecture, engineering, and design.
Designing Disney reveals the magic behind John’s great discoveries and documents
his groundbreaking in several key areas: “Design Philosophy” examines the values,
attitudes, aesthetics, and logic that went into the original concepts for Disney
theme parks. In “The Art of the Show” and “The Art of Color,” Hench reveals the
essence of what makes the parks work so well. And in “The Art of Character,” he
lets the reader in on the how and why of the Disney characters’ inherent
popularity—their timeless human traits, archetypal shape and gestures that suggest
these qualities graphically, and their emotional resonance in our lives.

Fairground Attractions

Discover the amazing true story behind the world's most extraordinary theme park! A
two hundred-year-old mansion, decaying and largely abandoned. A deep, foreboding
valley hosting pretty gardens and dozens of bizarre and unusual structures. A
terrifying plunge into Oblivion, and a mysterious alien beast known as Nemesis. All
of these things can be found in one truly unique place: Alton Towers. But how on
earth did they get there? The story behind the UK's most popular theme park is just
as thrilling and full of twists and turns as the rollercoasters that attract
millions to the park every year. Prepare to be sucked into a tale of daring
invention, personal tragedy, wanton destruction and brilliant creative minds "While
in reality, this is a work of non-fiction, recounting true events and factual
details, it captivates and engages readers like a fantasy story." - Airgates
Attraction News Two hundred years ago, a wealthy earl began the transformation of a
barren patch of land in rural Staffordshire into the site of a stunning gothic mansion surrounded by eye-wateringly beautiful gardens. Mocked and ridiculed by his peers for his strange tastes and outlandish ideas, he nevertheless succeeded in attracting people from far and wide to come and marvel at his creations. Less than 50 years later, the house stood desolate and empty. The genius architect who had helped the earl's successor complete his vision lay dead at 40, having spent many of his final months incarcerated in London's brutal Bedlam mental asylum. How had the mighty fallen so far, so fast? It didn't end there. The earl's descendants fought bitterly over Alton Towers - and with each other - until finally the near-ruined property was sold into private hands in the 1920s. In "Tales from the Towers", you can experience what it was like to visit the estate in its early years as a tourist attraction, when spectacular fetes, fairground rides and exotic animals were all part of the appeal. As well as documenting - for the first time - the full and fascinating history of Alton Towers, "Tales from the Towers" also explains exactly how the park's most popular rides - such as Nemesis, Oblivion and The Smiler - were created. It even takes an in-depth look at rides that were designed for the park but never built, enabling you to take a voyage of discovery and imagine what might have been. What reviewers say about "Tales from the Towers" "This excellent book may call itself the UNOFFICIAL story behind Alton Towers, but actually it has the merit to become the OFFICIAL story. It is meticulously researched, well-written, and highly insightful. I had assumed that I would find within the sections of the story that involved my work many inaccuracies and myths, but nothing could be further from the truth. It tells the story exactly as I remember it happening!" - John Wardley, creator of Nemesis, Oblivion and Air "This is a book that anyone interested in Alton Towers should get their hands on." - Adam Perry, AltonTowersMemories.net "The book adds a new depth to the Alton Towers
experience, and is a must-read for any park fan." - Airgates Attraction News "The level of detail about the park is incredible, everyone will enjoy it." - RideRater.co.uk

Grab your copy now! "Tales from the Towers" is available in paperback format, or you can download it instantly to your Amazon Kindle or on your tablet or smartphone. You can even start reading right away for FREE by clicking the "Look Inside" button above or by downloading a sample to your Kindle. What are you waiting for? Start reading now and enjoy an adventure through time as you discover how Alton Towers developed into a place that has entertained tens of millions of people over nearly two centuries.

Future Development of Theme Parks with the Help of a Comparison Between SeaWorld, Orlando and Oceanpark, Hongkong

Description: Legends: Pioneers of the Amusement Park Industry, is a multi-book series that pays homage to the greatest of the great - those who made the amusement parks, theme parks and waterparks what they are today.

Tales from the Towers: the Unofficial Story Behind Alton Towers, Britain's Most Popular Theme Park

McNair Wilson's "7 Agreements of Brainstorming" have been assisting organizations from Apple, Inc. to the Salvation Army to design, create, plan, develop anything. Behind it all is great team-building tool that has literally changed the culture at scores of McNair's clients--including aerospace companies that have objects currently orbiting the planet. --from publisher description
Theme Park

Scott Lukas, famed industry expert on designing themed spaces, brings you a book that focuses on the imaginative world of themed, immersive and consumer spaces. Whether or not you are involved in designing a theme park, cultural museum, shop, or other entertainment space, you will benefit from the insider tips, experiences, and techniques highlighted in this practical guide. Make your themed spaces come to life and become true, immersive worlds. The book features informative sidebars addressing possible design issues and current trends; case studies and interviews with real-world designers, and further reading suggestions. The book also includes a companion website, as well as exercises that accompany each chapter, lavish photos, illustrations, and tables.

Performance and the Disney Theme Park Experience

The success of Disneyland as the world’s first permanent, commercially viable theme park sparked the creation of a number of other parks throughout the world, from Florida to Japan, France, and Hong Kong. But the impact of Disneyland is not confined to the theme park arena. These essays explore a far-reaching ideology. Among the topics are Disney’s role in the creation of children’s architecture;
Frontierland as an allegorical map of the American West; the “cultural invasion of France” in Disneyland Paris; the politics of nostalgia; and “hyperurbanity” in the town of Celebration, Florida. Instructors considering this book for use in a course may request an examination copy here.

Coasters 101

When the circus packs up for the season, the animals quickly grow bored. But Molly Monkey organizes them to build the theme park of her dreams. Together they accomplish their goal, and then discover the joy of sharing with others. Ages 4-10

Family theme parks, happiness and children’s consumption: From roller-coasters to Pippi Longstocking

We've all read about the experts: the artists, the scientists, the engineers—that special group of people known as Imagineers for The Walt Disney Company. But who are they? How did they join the team? What is it like to spend a day in their shoes? Disney Legend Marty Sklar wants to give back to fans and answer these burning questions. When Marty was president of Walt Disney Imagineering, he created a list of principles and ideals for the team, aptly named Mickey's Ten Commandments. Using this code of standards as his organizational flow, Marty provides readers with insights and advice from himself and dozens of hands-on Imagineers from around the globe. It's a true insider's look like no other!

Themed Attraction.com
Cyclone, Revolution, Corkscrew; Luna Park, Pleasure Beach, Dreamland – names and places instantly familiar to rollercoaster and amusement park enthusiasts. But what first gave rise to the concept and nomenclature of the amusement park; how did amusement parks develop in Britain and elsewhere, and what fate awaits historic amusement parks and their rides today? This thought-provoking and timely book brings together leading writers from a variety of disciplines to explore the social history and cultural heritage of the amusement park. Rooted in the British experience but informed by extensive international coverage, it provides a thematic, comparative exploration of the origins, development, decline and significance of the amusement park. The rich set of case studies presented comment on the interrelationships between history, culture and heritage, challenging traditional academic boundaries while offering important contributions to policy-making and regeneration initiatives. The book provides new insights into a neglected aspect of popular culture and will be a valuable resource to students and scholars of history, heritage, tourism, leisure, technology and design.

Disneyland and Culture

"Theme parks, their history and reception, are the topic of this collection of twelve essays. The notion of Disneyfication recurs, as some of the authors muse on the human need for artifice, both in general and at specific theme parks, including Stourhead and Kew Park in England, Cades Cove in the US, Huis Ten Bosch in The Netherlands, and folk vill" -- Publisher website.

Making Thorpe Park
Have you always wanted to learn more about how roller coasters work? I’m not talking about the basic “roller coasters use gravity!” descriptions you’re used to. I’m talking about learning in-depth about the nitty gritty engineering details, like: How do roller coaster engineers know what size motor is needed to pull the train to the top of the lift hill and how much will it cost to operate it? What material are the wheels made out of and how does it affect the performance of the ride? What is the difference between LIM and LSM propulsion? How does the control system on a racing or dueling coaster time up the near collision moments perfectly every single time? All of these questions and more are answered in the latest edition of Coasters 101: An Engineer’s Guide to Roller Coaster Design. “I thought it was great. It was a good first look at roller coaster design. It also gave great information and details about roller coasters in general.” - Adrina from Goodreads “Thanks for writing a very good book. I could not put it down. Lot's of great information. I am a technology and engineering teacher and the information I found here is very helpful in trying to get students more excited about engineering.” -Amazon reviewer

Abandoned

Jay Stein Builds a Better Mousetrap. After years of sitting fat and happy atop the theme park totem pole, Mickey Mouse discovered a big cat in his backyard named Jay Stein. Against stiff odds, corporate politics, and fierce opposition from Michael Eisner's Disney, Jay Stein founded Universal Studios Florida. This is how he did it.

Landskipping
Have you ever gone to a theme park and wondered, "How did they do that?" At last there's a book that shows you. Take a peek behind the scenes, with a theme park engineer.

### The Global Theme Park Industry

### Theme Park Design

⭐⭐⭐⭐⭐ Well researched and revealing - John Wardley Making Thorpe Park chronicles from the very beginning to the present day. Get the complete story behind classics such as Loggers Leap and Thunder River, to modern beasts such as Stealth, Saw and The Swarm. It's an engrossing tale of fierce rivalries, massive gambles, and constant evolution. The story behind every ride in the park's 40+ year history Revealing new and long forgotten fascinating facts Chronicling the past, present and future of the UK's first theme park The crazy stunts and ideas to promote the park and rides THE FULL BIG, ENORMOUS, GIANT, HUMONGOUS, GREAT JOURNEY

### Ark Encounter

Walt Disney World is a pilgrimage site filled with utopian elements, craft, and whimsy. It’s a pedestrian’s world, where the streets are clean, the employees are friendly, and the trains run on time. All of its elements are themed, presented in a consistent architectural, decorative, horticultural, musical, even olfactory tone, with rides, shows, r
One Little Spark!

A Master Class in Imagineering. When we think of Imagineering, we think of Disney theme parks. But Imagineering is a creative *process* that can be used for nearly any project, once you know how it works. Lou Prosperi distills years of research into a practical how-to guide for budding "Imagineers" everywhere.

Creating My Own Nemesis

Huffington Post called him “a master of the abandoned”—and for good reason. The “artivist” known only as Seph Lawless has spent the last ten years photo-documenting the America that was left behind in the throes of economic instability and overall decline—decrepit shopping malls, houses, factories, even amusement parks. Through nearly two hundred gorgeous and elegiac photographs, Abandoned details Lawless’s journey into what was once the very heart of American entertainment: the amusement park. Lawless visits deserted parks across the country, capturing in stark detail their dilapidated state, natural overgrowth, and obvious duality of sad and playful symbolism. Previously self-published as Bizarro, this updated edition of Lawless’s photographic tribute to decaying American amusement parks contains new content and a new foreword. For the first time, the famed photojournalist Seph Lawless makes his moving work available in a stunning trade edition.

The Immersive Worlds Handbook

In Landskipping, Anna Pavord explores some of Britain's most iconic landscapes in
the past, in the present, and in literature. With her passionate, personal, and lyrical style, Pavord considers how different artists and agriculturists have responded to these environments. Like the author's previous book The Tulip, Landskipping is as sublime and picturesque as its subject. Landskipping features an eclectic mix of locations, both ecologically and culturally significant, such as the Highlands of Scotland, the famous landscapes of the Lake District, and the Celtic hill forts of the West Country. These are some of the most recognizable landscapes in all of Britain. Along the way, Pavord annotates her fascinating journey with evocative descriptions of the country's natural beauty and brings to life travelers of earlier times who left fascinating accounts of their journeys by horseback and on foot through the most remote corners of the British Isles.

Theme Park Landscapes

Since the 1980s, the theme park industry has developed into a global phenomenon, with everything from large, worldwide theme parks to countless smaller ventures. From the first pleasure gardens to the global theme park companies, this book provides an understanding of the nature and function of theme parks as spaces of entertainment. Illustrated throughout by worldwide case studies, empirical data and practical examples, the book portrays the impacts of theme park as global competitive actors, agents of global development and cultural symbols, particularly in the context of their role in the developing experience economy. In conclusion, this book is a practical guide to the planning and development of theme parks.

Vinyl Leaves
The Imagineering Pyramid

Experience the electrifying, never-before-told true story of amusement parks, from the middle ages to present day, and meet the colorful (and sometimes criminal) characters who are responsible for their enchanting charms. Step right up! The Amusement Park is a rich, anecdotal history that begins nine centuries ago with the "pleasure gardens" of Europe and England and ends with the most elaborate modern parks in the world. It's a history told largely through the stories of the colorful, sometimes hedonistic characters who built them, including: Showmen like Joseph and Nicholas Schenck and Marcus Loew; Railroad barons Andrew Mellon and Henry E. Huntington; The men who ultimately destroyed the parks, including Robert Moses and Fred Trump; Gifted artisans and craft-people who brought the parks to life; An amazing cast of supporting players, from Al Capone to Annie Oakley; And, of course, this is a full-throttle celebration of the rides, those marvels of engineering and heart-stopping thrills from an author, Stephen Silverman, whose life-long passion for his subject shines through. The parks and fairs featured include the 1893 Chicago World's Fair, Coney Island, Steeplechase Park, Dreamland, Euclid Beach Park, Cedar Point, Palisades Park, Ferrari World, Dollywood, Sea World, Six Flags Great Adventure, Universal Studios, Disney World and Disneyland, and many more.

A Cultural History of the Disneyland Theme Parks

Theme parks are a uniquely interactive and enduring form of entertainment that have influenced architecture, technology, and culture in surprising ways for more than a
century, as Scott Lukas now reveals in his compelling historical chronicle. Theme Park takes the primitive amusements of pleasure gardens as its starting point and launches from there into a rich, in-depth investigation of the evolution of the theme park over the twentieth century. Lukas examines theme parks in countries around the world—including in the United States, Mexico, Europe, Japan, China, South Africa, and Australia—and how themed fairs and parks developed through diverse means and in a variety of settings. The book examines world-famous and lesser-known parks, including the early parks of Coney Island; Madrid’s Movieworld; a series of World Fairs and their luxurious exhibition halls; Six Flags parks and virtual theme parks today; and, of course, the unparalleled achievements of Disneyland and Disney World. Lukas analyzes the theme park as a living entity that unexpectedly shapes people, their relationships, and the world around them. Theme parks have now become complex representations of the human mind itself, he contends, through its interpretations of books, feature films, video games, and Web sites. Ultimately, Theme Park reveals, the wider influence of theme parks can be found in the shopping malls, branded stores, and casinos that employ the tricks and techniques of amusement parks to dominate our entertainment world today. Packed with captivating illustrations, Theme Park takes us on historical roller coaster ride that both reanimates the places that shaped our childhoods and anticipates the future of escapism and fantasy fun.

Walt Disney's Disneyland

This book provides an ethnographic contribution to research on children’s consumption, family life and happiness. Various and shifting notions of happiness are explored, as well as conditions for and challenges to happiness, through an
analysis of video-recorded interviews and mobile ethnography conducted in two of the most popular theme parks in Sweden. Initially, the study outlines how previous research has conceptualized happiness in association with time and place in a rather static way. Based on a treatise of notions of happiness in philosophy and the social sciences, there is a turn in this thesis towards practice. It generates fundamental knowledge about the complexity of happiness. By employing this approach, it is possible to highlight how happiness is enacted as part of and in relation to ideals of family life, time, childhood, money, consumption, experiences and material things. As we explore the practices of children and their families, we discover that shifting meanings of happiness are located in contemporary culture, where emotions and consumption are of central importance. The approach is interdisciplinary, and draws on theoretical and methodological contributions in sociology, anthropology and Science and Technology Studies (STS). Notions of meshwork and enactment become important for the exploration of happiness as a complex and changing matter, which productively involves social relations and material things. Throughout the thesis there is a dialogue with previous research on happiness, consumption and childhood which highlights the importance of exploring messy practices, in movement. It is argued that explorations of practice contribute to a critical understanding of how happiness and contemporary ideals of childhood can be approached – through consumption and as part of citizenship in a consumer society where happiness is of central importance. Abstract [sv] Denna avhandling utgör ett etnografiskt bidrag till forskning om barns konsumtion, familjeliv och lycka. Genom en analys av videoinspelade intervjuer samt familjebesök till två av Sveriges mest välbesökta temaparker utforskas skiftande betydelser av lycka, liksom dess förutsättningar och utmaningar. Tidigare temaparksforskning har generellt tagit lyckans existens för given. Utifrån en inledande

Molly Builds a Theme Park

From the day it opened in July 1955, in an event given live TV coverage, Disneyland has been a key symbol of contemporary American culture. It has been both celebrated and attacked as the ultimate embodiment of consumer society, a harbinger of shopping-mall culture, a symbol of American hegemony in entertainment, the epitome of fantasy, simulation, pastiche, and the blurring of distinctions between reality and mass-media imagery. Yet for all the power of Disneyland as metaphor, almost no one has discussed the making of this unique place, with its far-flung colonies in
Florida, Japan, and France. Written to accompany an exhibition at the Canadian Centre for Architecture in Montreal, Designing Disney's Theme Parks: The Architecture of Reassurance is the first book to look beyond the multiple myths of Disneyland. Uniting a roster of authors chosen from wide-ranging disciplines, this study is the first to examine the influence of Disneyland on both our built environment and our architectural imagination. Tracing the relationship of the Disney parks to their historical forbears, it charts Disneyland's evolution from one man's personal dream to a multinational enterprise, a process in which the Disney "magic" has moved ever closer to the real world. Editor Karal Ann Marling, Professor of Art History and American Studies at the University of Minnesota, draws upon her pioneering work in the Disney archives to reconstruct and analyze the intentions and strategies behind the parks. She is joined by Marty Sklar, Vice Chairman and Principal Creative Executive of Walt Disney Imagineering, historian Neil Harris, art historian Erika Doss, geographer Yi-Fu Tuan, critic Greil Marcus, and architect Frank Gehry to provide a unique perspective on one of the great post-war American icons.

The Amusement Park

Get the fun going for makers of all ages with Build Your Own Theme Park with just scissors, glue, and your imagination! The first in a "Build Your Own" series of dynamic, interactive 3D activity books that combine engineering and creativity in an accessible way. Kids and adults alike will love the creativity and 3D thinking that comes with this paper cut-out theme park. Based on Lizz Lunney's characters and illustrations, build your theme park from the ticket booth to vending machines, arcade games, food stand, a carousel, a water ride with frogs, and mountain roller
coaster. Invent your own ride additions for the park, make it your own, and share it online with #BuildYourOwn.

JayBangs

In 1972, one of America's most beloved theme parks swung open its gates for the first time. Kings Island was the latest in the post-Disneyland boom, and it was big, beautiful, and instantly successful. Who could forget their first sight of the magnificent Eiffel Tower after passing through the turnstiles? Or the colorful flags flying proudly over the Royal Fountain? Now nearly fifty years later, the park is as amazing and grand as ever. Read the story behind this magical playground and how it has changed over time. Filled with personal recollections of park officials who were there, Kings Island: A Ride Through Time offers a first-hand account that is as fascinating as the attractions we've loved all our lives.

Building a Better Mouse

Discusses the "artificial city" of megamalls, corporate enclaves, gentrified downtowns, and pseudo-historic marketplaces that are rising up around the United States.

The Amusement Park

Learn from the Disney Imagineers Creativity. Innovation. Success. That's Disney Imagineering. It was the Imagineers who brought Walt Disney's dreams to life. Now you can tap into the principles of Imagineering to make your personal and
professional dreams come true. Even if you're not building a theme park, the Imagineering Pyramid can help you plan and achieve any creative goal. Lou Prosperi designed the pyramid from the essential building blocks of Disney Imagineering. He teaches you how to apply the pyramid to your next project, how to execute each step efficiently and creatively, and most important, how to succeed. The Imagineering Pyramid is a revolutionary creative framework that anyone can use in their daily lives, whether at home or on the job. Prosperi shares with you: How to use "The Art of the Show" to stay focused on your mission. Practical tutorials for each of the fifteen building blocks that make up the pyramid. Creative Intent, Theming, "Read"-ability, Kinetics, Plussing, and other Imagineering concepts. Imagineering beyond the berm: how to apply the pyramid to fields as diverse as game design and executive leadership. An "Imagineering Library" of books to further your studies. UNLEASH YOUR CREATIVITY WITH THE DISNEY IMAGINEERS!

Build Your Own Theme Park

Theme Park Design & The Art of Themed Entertainment aims to be the most in-depth book on theme park design ever written, documenting for professional designers, theme park design students, and curious theme park fans, the fascinating processes and techniques that go into creating the amazing worlds of theme park design.

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