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Serious leisure in the digital world: exploring the information behaviours of fan communities.

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NEWEST FILES

- ▶ [Nyx - STP Cupboards \(Kitchen and Dining\)](#)
- ▶ [simbeule - Froggy Fountain \(Deco\)](#)
- ▶ [SpaceCadet - Carnivorous Plant \(Misc\)](#)
- ▶ [Jonesie - Birthday Space Paintings for Ripmagnum \(Paintings\)](#)
- ▶ [Mdamlady - Ravenkeeper Complete w Lot 78 \(Houses & Lots\)](#)
- ▶ [Nana Wildflowers' Avatar - Now A Work Of Art!! \(Paintings\)](#)
- ▶ [Piper's Lair - Hacked Droppable W4S tv \(Hacked Objects\)](#)
- ▶ [simtonic - Hanging Chairs \(Living Room\)](#)
- ▶ [watersim - Evening Dress for Teyron B \(Skins\)](#)
- ▶ [watersim - Evening Dress for Teyron A \(Skins\)](#)
- ▶ [Teyron - For Andrea 3 \(Lot 4\) \(Houses & Lots\)](#)
- ▶ [Teyron - For Andrea 2](#)



Categories



General Files (382 Files)

Files from sites where we have only one or two items and do not expect to get more. You will also find a large collection of Sims 1 programs here. There are also files whose origin is unknown.



CTO Member Creations (2102 Files)

This category is for items created by our own members. Whether it is original objects, houses, and skins, or recolors of other things, you will find it here.



001 Sims (141 Files)

A site with both donations and free files that died about early 2011.



2 For U (688 Files)

This site offered many original skins and meshes, and some themed skins, by the creators Chriko and Valerius. It went offline in about 2009.



2 Sims (4 Files)

Brazilian site with items by Ricardo. He also made items which were hosted on [77 Simlane](#). Some of the items in this section are matches for sets on 77 Simlane.



2Sims.com (10 Files)

Sims site that ran between about 2004-2010.



24 Hour Sim Shop (3 Files)

This site opened in about 2001 and offered free files. It seems to have gone down around 2005.



3D4 Sims (4 Files)



Research questions

1. How do we define, study and understand online fan communities?
2. What are their information behaviours?
3. How can those behaviours be modelled?



What are fans?

Early theories

- Walter Benjamin, 1936 – the masses as passive consumers who are given the illusion of agency.
- Theodor Adorno's 'jitterbugs', 1941.
- Jean Baudrillard, 1981 – the masses as complicit with the media in their own manipulation through a desire for mythos and spectacle.

Later theories

- John Fiske, 1992 – fans categorised by their productivity:
 - *Semiotic*
 - *Enunciative*
 - *Textual*



What are fans? 2

- Abercrombie & Longhurst (1998)

Continuum of fandom

Consumers → Fans; Enthusiasts; Hobbyists
→ Petty producers

- Axel Bruns (2008)

Fans are consumers and producers = producers



What do we know about fans?

- Participatory (Jenkins, 1992; 2006).
- Not only consumers. They also produce. They are creative. (*Producers*).
- Can produce high quality, professional work.
- Engage in free labour.
- Fans create their own classification systems, tailored to their particular fandom (e.g. Hart, Shoolbred, Butcher & Kane, 1999).



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What don't we know about fans?

information communication chain

creation > dissemination > management > organization/retrieval > use

- Cyclical?



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Why is this research important?

1. Publishing
2. Media industry
3. Education
4. Information professionals



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1. Publishing

- Copyright issues
- Growing market for fanworks, e.g. *Fifty Shades of Grey*, Harry Styles One Direction fanfiction, TeeFury T-shirts.
- Kindle Worlds.

kindle worlds

New stories inspired by books, shows, movies, comics, music, and games people love.





2. Media industry

- Decline in TV and film industries, growth in videogame industry.
- Audiences want to engage in immersive texts, to have agency, to have a say in what they feel passionate about.
- Media has ready pool of fans to tap into.



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3. Education

- Fans learn transferable skills through participatory writing, videogame modding and collaborative projects (Black, 2008); Gee & Hayes (2012).
 - Learning supported through teamwork with peers.
 - Mentorship from peers.
 - Supporting language proficiency for EAL's.
 - Relevance to everyday lives and interests.



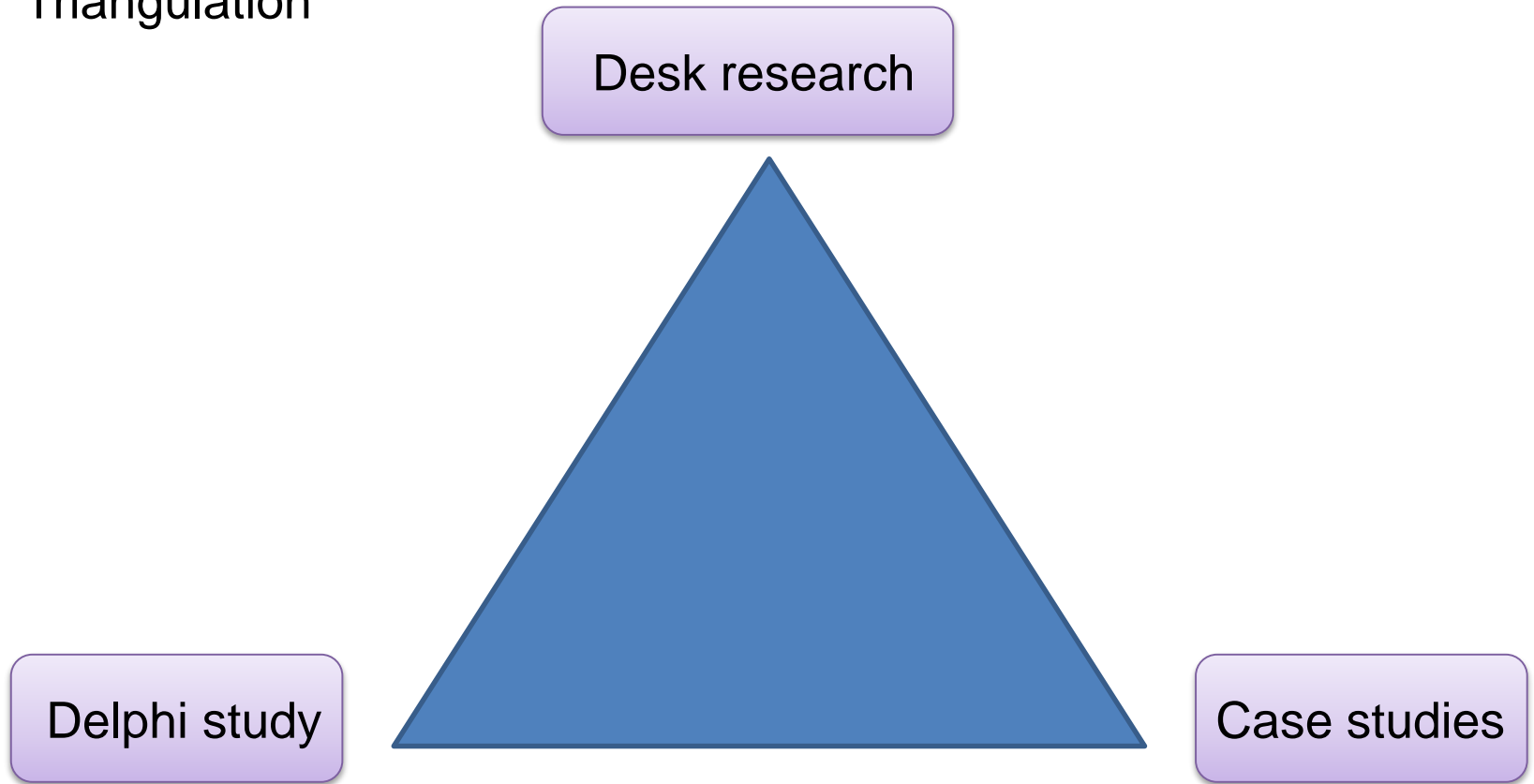
4. Information professionals

- Fanfiction in libraries? Fanart in galleries?
- Classification and organisation of fanworks as cultural artefacts.
- Copyright issues.
- Documentation of new media texts: immersive theatre performance; cosplay; videogame mods, etc.



How will we investigate fans?

- Triangulation





Relevance to LIS?

- Focus on information behaviour and the information communication chain, rather than literary or cultural practices of fans.
- Relevant models used in LIS:
 - ELIS (everyday life information seeking) – Savoleinan (1995).
 - Serious leisure perspective (Stebbins, 2001; Hartel, 2010).
 - “A Worker’s Inquiry, 2.0” (Brown & Quan-Haase, 2012).