

SHADES OF PURPLE RECREATION

By

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**ABSTRACT:**

“Purple Recreation” categorizes dark, unusual, taboo, deviant, or socially unacceptable forms of recreation and leisure activities. To fall within the set range of Purple Recreation, an activity must be considered socially unacceptable by the majority of the population in which the activity is participated in. The purpose of this study is to provide insight on the participant’s perceptions of deviant leisure activities using a modified survey instrument to support the Curtis Scale (1979) and the concept of Purple Recreation (Curtis, 1979). The results of this study will also provide a glimpse into the current perception of deviant leisure and taboo recreation activities. In this study, 231 individuals, over the age of 18 rated 41 leisure and recreational activities on a scale of -10 to +10 to assess its level of social acceptability. The results displayed various activities which were previously viewed as socially unacceptable, have now shifted towards a positive societal view. Future research efforts are discussed regarding the need for a full-scale comparative study to fully understand the social perceptions of "Purple Recreation."

*Keywords:* Deviant Leisure, Leisure, Purple Recreation, Taboo

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## CHAPTER I

### INTRODUCTION

Leisure is a part of every individual's life. The most commonly used definition of leisure is the time that is free from obligation or work; the individual freely chooses the activity in which to participate; and the activity is for the betterment of the individual (McLean & Hurd, 2012). In short, leisure can also be recognized to be an activity, a state of mind, or as a period of time (Hurd & Anderson, 2011). Even though leisure is often used interchangeably with recreation (Jordan, 1999, p. 4), recreation is defined as "activities or experiences that occur during leisure time" (Hurd & Anderson, p. 10). These activities span from casual play to structured activities (McLean & Hurd, 2012). On one side of the spectrum are activities that range from traditionally "good" or socially acceptable activities, such as sports leagues, arts and crafts, or reading. On the opposite side of the spectrum lies untraditionally "taboo" or deviant activities, such as substance use, vandalism, excessive gambling, or other activities which can cause harm to self, others, or society (Hurd & Anderson, 2011). Participants of both socially acceptable and deviant or taboo activities often seek out their choice of activity to obtain that activity's benefits. Leisure activities can encompass aspects from both sides of the spectrum (Williams, 2009). However, when a leisure or recreation activity begins to resemble deviant or taboo behavior, the quality of the activity's betterment of the individual comes into question (Curtis, 1988; McLean & Hurd, 2012; Stebbins, 1997; Williams & Walker, 2006).



In studying aspects of leisure and recreation, research has often focused on the positive societal attributes of leisure, recreation, play, and sport (Hurd & Anderson, 2011), or on the detriments of socially unacceptable activities on the individuals and society. McLean and Hurd (2012) explain that motivation behind the choice of participation in leisure and recreational activities are psychologically, physically, and socially driven. These identified motivations assist individuals in seeking activities, which best suit their interests. The benefits of socially acceptable activities range from improvement of overall health and physical wellness to developing social bonds through shared interests to establish individual social norms. Benefits may also include the development of social identity or sense of belonging, inclusion, alleviation of boredom, and improvement the quality of life (Fenton et al., 2017). To better understand the connection between socially acceptable and deviant activities, Curtis (1979) developed the concept of Purple Recreation. This concept establishes a scale how socially acceptable or unacceptable a leisure or recreational activity may be as viewed within a society (Curtis, 1979).

## PURPLE RECREATION

Society establishes formal and informal social norms of appropriate behaviors in which individuals should follow. These social norms are reflected in Nash's Use of Leisure Time Model (1960). Nash's model illustrates how various forms of leisure and recreation activities are perceived through the betterment or detriment to the individual and society. Curtis' study of Purple Recreation stems from a mixture Nash's Use of Leisure Time Model (1960) and a desire to understand the societal view of taboo activities during one's recreation or leisure, which may deviate from the status quo. Gallaway (2005) states that deviance is a challenge of the status quo. In turn, Purple Recreation encompasses deviant/taboo leisure, which is identified as activities that society deems as inappropriate. These leisure activities tend to challenge social norms and

the status quo. Deviant/Taboo leisure establishes activities that lay outside norms, on the fringes of society. The definitions of Purple Recreation, deviant leisure, and taboo leisure are interconnected and may be used interchangeably, yet defined differently (Drozda, 2006; Franklin-Reible, 2006; Galloway, 2006; Williams, 2009). Collectively, these terms are used to explain the socially unacceptable activities that individuals pursue during their recreation and leisure.

The term deviant leisure builds upon the definition of taboo is reflected in the established social norms, rules, and regulations which prohibit undesired behaviors (Russell, 2006). The term deviant is often used in the same definition as criminal activity, yet it simply explains any activity, good or bad, legal, or illegal which goes against societal norms (Rojek, 1999). Through the creation of Purple Recreation, Curtis (1979) developed a scale (see Appendix A) to establish how a society ranks each taboo and deviant activity as good or bad, acceptable, or unacceptable (Drozda, 2006; Ko, 2014). In short, Purple Recreation reflects how society views deviant leisure activities. Activities referenced as Purple Recreation may contain both taboo and deviant activities (Williams, 2006). Purple Recreation:

refers to those activities and interests indulged in by youth and adults during non-work, non-study free time that does not fall within the parameters of what society views as wholesome or good. Purple Recreation is not always starkly bad or evil though it frequently approaches that extreme (Curtis, 1988, pg. 73).

However, it is important to note that an activity that may deviate from mainstream leisure and is viewed as odd or taboo may not fall within the scope of Purple Recreation (Caldwell & Smith, 2006). This is due to how society views each leisure or recreational activity. The activity may lie outside the spectrum of Purple Recreation on the Curtis Scale (Curtis, 1979).

Within the current literature, deviant leisure is the primary term used to describe the concepts of taboo recreation, Purple Recreation, and deviant leisure. This use of terminology is

seen in the numerous of studies in which the term deviant leisure with limited usage of the term Purple Recreation. However, the terms Purple Recreation and deviant leisure will be utilized to reference the difference between the two concepts since the terms are often used interchangeably (Russell, 2009; Williams, 2009).

## PURPOSE OF STUDY

Despite an abundance of literature about the effects of Purple Recreation (Askew, 2016; Curtis, 1988) and deviant leisure (Crabbe, 2006; Delamare & Shaw, 2006; Denult & Poulin, 2012; Drozda, 2006; Franklin-Reible, 2006; Hathaway, 2004; Williams, 2009; Williams & Walker, 2006), there is a paucity of research that examines current societal views on activities framed as Purple Recreation. The purpose of the current study is to provide insight on participant's perception of deviant leisure activities using a modified survey instrument to support the Curtis Scale (1979) and the concept of Purple Recreation. The results of this study will serve to support the Curtis Scale of measurement in the concept of Purple Recreation (Curtis, 1979). Results from the study will also serve as a reflection of current societal viewpoints—an assessment of activities considered to be socially acceptable forms of recreation (Delamare, & Poulin, 2006; Hurd & Anderson, 2011; Sullivan, 2006; Waller, 2009).

## ASSUMPTIONS

Due to the lack of empirical data collected from the original Purple Recreation study, a replication study with a modified survey instrument was conducted. For this study, the first assumption is that survey instrument will demonstrate reliability through internal consistency. Additionally, it is also assumed the variability of survey instrument will be established. Another assumption of this study will be the abnormal distribution of data due to the atypical survey

instrument. The final assumption of this study will be a shift in the societal views of the surveyed leisure and recreation activities.

## LIMITATIONS OF THE STUDY

In this study, there are a few limitations. The first limitation is based on the design of the instrument. The design bias may occur within the participants' the understanding of the survey instrument questions (Mills & Ray, 2016). The original language of the study instrument lent itself to bias responses using the terms bad/evil or good/wholesome. To limit the possibility of bias, the language of the instrument was adjusted, and a pilot study (Mills & Gay, 2016) was conducted prior to the release to the current study. However, the possibility of confusion still may have existed. The leisure and recreational activities listed within the survey instrument may be interpreted by the participant as either an individual pursuit, a biased preference, or as a social view. To explain further, the participant may not view the surveyed activity in the same light as the other participants. Additionally, identifying more clarifying language and offer numerous examples of the activity may be used to avoid participant misinterpretation would be necessary to ensure the legitimacy of survey instrument questions.

The second limitation of this study is based on potential participant bias. Though this study does not serve as an instrument to present new findings, Curtis (1979) stated that the scoring of these activities was personal and had some bias due to the subjective nature of the topics. In result, the participant's interpretation of the questions or personal bias may have skewed their responses. In a future study, a researcher may minimize this bias through the use of a text response option within the survey instrument. The use of the quantitative and qualitative data may allow researchers to shed light on potential participant bias.

The third limitation of the study is also based on the potential for participant bias. For example, the participants may respond to the survey question in a manner in which they believe they should respond, not how the individual truly feels. This occurs when a participant attempts to maintain a positive self-image or to avoid embarrassment. This is also known as social desirability bias (Latkin, Edwards, Davey-Rothwell, & Tobin, 2017). The participant responses may reflect what they feel the researcher wants to receive instead of how they participant feels about the activity and therefore may misrepresent the true opinions and possibly distort the collected data.

#### DEFINITIONS:

***deviant*** – Any behavior which violates a group’s norms. (Russell, 2009)

***deviant leisure*** – “Typically viewed as behavior that violates criminal and noncriminal moral norms.” (Williams, 2009, p. 208)

***leisure***- “Leisure is that portion of and individuals’ time that is not directly devoted to work or work-connected responsibilities or other obligated forms of maintenance or self-care. Leisure implies freedom and choice and is customarily used in a variety of ways, including to meet one’s personal needs for reflection, self-enrichment, relaxation, pleasure and affiliation...it may also be regarded as a holistic state of being or even spiritual experience”. (Mclean & Hurd, 2011 p. 24)

***purple recreation*** – “Refers to those activities and interests indulged in by youth and adults during non-work, non-study free time that do not fall within the parameters of what society generally views as wholesome or good.” (Curtis, 1988, p. 73)

***recreation***- “Recreation is an activity what people engage in during their free time, that people enjoy, and that people recognize as having socially redeeming values.” (Hurd & Anderson, 2011, p. 10)

*taboo* –“Restriction of a behavior based on social tradition.” (Russell, 2009 p. 192)

*taboo recreation* – “Leisure behavior that is restricted by society’s norms.” (McLean & Hurd, 2012, p. 140)

## CHAPTER II

### LITERATURE REVIEW

#### INTRODUCTION

The purpose of leisure is to create a balance of work, life, and happiness (Kleiber, Walker & Mannell, 2011). For an individual to gain satisfaction from leisure and recreational activities, the individual must have the freedom from or the autonomy to choose the activities in which they participate (Dumazedier, 1967). Since leisure occurs during one's perceived free time, individuals derive benefits from participation in their leisure and recreational pursuits. While leisure benefits are most commonly obtained from participation in perceived "wholesome" or socially acceptable recreational activities, both positive and negative effects occur throughout a range of acceptable and unacceptable leisure and recreational activities (Gallway, 2006; Williams, 2009). Curtis' Scale (1988) breaks down this perception by ranking these activities on a linear scale. The scale indicates a ranking of how society views socially acceptable or unacceptable leisure or recreational activities either positively or negatively. The purpose of the current study is to provide insight of the participant's perception of deviant leisure activities using a modified survey instrument to support the Curtis Scale and the concept of Purple Recreation (Curtis, 1979).

Leisure and recreation can be identified within various cultures and societies through art, sport, dance, and food (McLean & Hurd, 2012). The first use of the term leisure was by the

Greeks, and per Blume (2010), in Aristotle's Ancient Greece—the essence of society. Leisure was how the community established balance and was a vital element of a functional society. Unlike today, an exceedingly respected form of leisure was rooted in scholarly efforts, to the Greeks, such as higher learning, debates, and studies of philosophy (Blume, 2010). However, after the fall of Greek and Roman societies, leaders of the Christian Church established the influences on leisure and recreational activities in Western Culture (Hurd & Anderson, 2011). Due to this conversion, the work-leisure balance transformed to a work focused culture. Curtis (1979) explains that American colonists were influenced by Puritan views of idleness to be wicked, and believed that spare time leaves space for evil and the hard work ethic was valued above all. According to Waller (2009), the social aspects of leisure are necessary to the religious beliefs, which are interconnected. Both religion and leisure promote individual well-being, seek authenticity, community development and emphasize the importance of an individual's development. Additionally, the conservative influence of religion on society continues to shape the views of acceptable forms of leisure and recreation activities.

During the American Industrial Revolution, Joseph Lee took strides to reform “free time” activities, to planned and structured activities for youth (Hurd & Anderson, 2010). In result, books, card games, sport, and movies became increasingly more available forms of recreational activities. (Curtis, 1979). The influx of resources and programmed activities assisted in the revival of leisure's importance in work-life balance. The importance of the work-life balance continues to drive individuals and professionals to seek out leisure and recreational activities that meet the needs of themselves and the community. From this aspect, the leisure industry has improved, which includes the expansion of the various branches of leisure and recreation



opportunities. Due to this expansion, a very large variety of activities has become available to the individual (Hurd & Anderson, 2011).

Leisure is complex and individualistic which makes establishing a single definition of leisure challenging. In part, individuals may seek out more unusual or obscure forms of activity to fulfill a perceived void within their current leisure pursuits. Rojek (1995) explains that while individuals may pursue activities that bring them pleasure, serious conflicts emerge due to what activity an individual pursues for pleasure that may cause harm to others. Participation in leisure activity becomes excessive, such as gambling, social or recreational use of drugs and alcohol abuse. These deviant activities, though viewed positively by the participant, may be viewed by society in different shades of Purple Recreation (Galloway, 2006).

## PURPLE RECREATION

In 1988, Curtis conducted a study on taboo or socially unacceptable leisure activities, which resulted in the concept “Purple Recreation.” According to Curtis (1979), this approach includes behaviors and activities that fulfill an individual’s leisure needs for escape and pleasure but invites negative behaviors, such as greed, malice, self-absorption, and immorality. Additionally, an individual’s participation these socially inappropriate activities can cause varying degrees of harm, ranging from short-term or mild harm to significant mental or physical detriments, or can even be fatal (Curtis, 1979). Curtis (1979) developed the term Purple Recreation which gains its name from the purple color of the sky at dusk when the color of the sky is not black and not blue but a deep purple. Curtis (1979) further defines Purple Recreation as:

activities which lie in the shadowy half-light, the half-dark zone. This zone is between what society normally calls ‘good’ or ‘wholesome’ and that which most of the society condemns as ‘bad,’ ‘foul,’ or ‘evil.’ This penumbral area of purple

recreation includes acts and pursuits that bring a degree of pleasure or escape to the participants, but which suggest gross self-indulgence, greed, immorality, or cruelty and arouse repugnance in most of the remainder of society.

The purple color represents the partial removal from the truly dark or evil aspect of deviant and criminal behavior such as murder or physical abuse. This term describes the type of leisure behaviors covered by the Purple Recreation spectrum. Furthermore, Purple Recreation categorizes activities which be half-light or half dark and falls between what is wholesome and what is lewd or profane (Curtis, 1979). Examples of this purple hued area include excessive gambling, animal and vehicle racing, and casual drug or alcohol use. The more harmful the activity becomes, the darker it becomes on the Curtis Scale (Curtis, 1979). The Curtis Scale is an ordinal scale which reflects how a society ranks recreational activities as good or bad (Curtis, 1979), acceptable or unacceptable (Drozda, 2006; Ko, 2014). Curtis's definition of Purple Recreation states that leisure activities would be seen as distasteful or immoral by the general population; and therefore, viewed in a negative light.

However, not all deviant activities are immoral, harmful, or illegal. Deviance is separated into three categories: formal, informal, and playful (Russell, 2009). Formal deviance is categorized as a behavior, which violates formal or legal norms. An example of formal deviance is activities that break the law such as car theft, assault, or vandalism. Informal deviance is behavior that violates customs and cultural norms. Portraying a vampire lifestyle, excessive gambling or belly dancing demonstrate examples of informal deviance. Playful deviance is a socially improper behavior, and usually, include a lude performance for encouraging audience in a place specifically design for these behaviors (Redmon 2003). Examples of playful deviance are college spring break parties or Mardi Gras parades.

The variety of activities which fall into Purple Recreation encompasses the different levels of deviant and socially unacceptable activities and other socially unacceptable leisure behaviors. The complex nature which Purple Recreation supplies are observed by some activity's paradoxical nature. For example, Shiner and Perry (2005) state that while the use of drugs and alcohol are detrimental, it has been normalized and its use can develop a sense of community among its participants. Though drug and alcohol use is often seen as part of the college experience, the activities are still seen as deviant behavior (Shiner & Perry, 2005). The use of illegal drugs and underage drinking illustrates formal deviance and a violation of legal statutes. Underage drinking and drug use are examples of the social normalization and acceptance deviant leisure time activities. The more recent understanding of this activity and others diverges from Curtis' (1979) results and is indicative of the need to revisit the concept of Purple Recreation.

While the concept of Purple Recreation is well known in the field of recreation and leisure, current research often uses the term deviant leisure instead. However, the terms Purple Recreation, taboo, and deviant leisure can be used interchangeably. The term Purple Recreation has also been encompassed by the term deviant leisure throughout the years (Williams & Walker, 2006). The consistency of wording, labeling may also be needed among researchers. For example, when describing the concept of taboo, deviant or purple recreation, and a multitude of synonyms have been observed. Lin (2008) describes the participation in smoking, extended stays in internet cafes or motorcycle racing as *unhealthy forms* recreational activities. Schultz (2017) uses the term *negative leisure* activities to describe unproductive free time and substance abuse in athletes. Franklin- Reible (2006) used the term *transgressive* behavior while the discussing the positive aspects of bondage domination submission and masochism as a leisure activity. Rojek (1998) often used the term *abnormal* leisure to describe elevated levels of aggression, substance

abuse, promiscuity, and murder. Lastly, activities identified as taboo or playful/ informal deviance may also be referred to as tolerable deviance (Stebbins, 2007). It is often difficult to assess which area of research is being explored or discussed. The use of multiple terms shows the vast ways to express the concept of taboo and deviant activities, which all may be recognized as Purple Recreation.

Purple Recreation categorizes activities in which society denounces as immoral, yet the activity brings pleasure or escape to the participant involved (Curtis, 1979). Since Curtis's (1988) report, researchers recognize that not all forms of leisure are healthful or mainstream, but may still benefit the individual. Russell (2005) explains that once an individual views social norms as no longer practical and becomes bored with current leisure time pursuits, the individual tends to seek more challenging or autonomous activities, and connect with more deviant or non-mainstream social groups to gain more leisure satisfaction. These pursuits are expressed on different levels by social subgroups and subcultures. Each social group or subculture establishes its set of norms in addition to established cultural norms. Activities which are considered to be socially acceptable in one subculture or sub-society may consist taboo or deviant in another. Russell (2009) explains that the violation of a taboo may also result in legal ramifications or social ostracizing, in which the individuals are publicly shamed, excluded, or humiliated by negative labels. According to Mock, Plante, Reysen & Gerbasi (2013), individuals who are stigmatized for participation in Purple Recreation pursuits often become more deeply involved in their community to cope, leading to a stronger connection with the activity. Examples of these Purple Recreation activities are recreational drug use, homosexual activity, recreational sex, gambling, fetish forms of pornography, burlesque shows, violent video games, and witchcraft

(Williams, 2006 & 2009). The degree of deviance each activity holds in society varies, yet they all can be categorized as Purple Recreation.

However, participation in the various shades of Purple Recreation does not always end in the ostracizing or exclusion of an individual or group. The range of Purple Recreation can vary in shades. The darker the shade, the more inappropriate or vulgar society views the activity and the lighter shade, the less inappropriate the activity. The inappropriateness of an activity depends on the culture of the society in which the activity takes place (Russell, 2009, p 195). An example of this would be the use of recreational marijuana. Currently, the use of this drug is illegal in most of the United States and deemed inappropriate and unlawful to partake during an individual's recreation time. In contrast, tourist areas such as Amsterdam, have seemly embraced backspaces, or areas designed for an individual to take part in deviant behavior such as recreational marijuana use (Redmon, 2003).

Recreational marijuana use may be seen in a darker shade whereas a lighter shades of Purple Recreation can be seen in video game play. Video game play is seen as a leisure activity that offers a variety of benefits, such as problem-solving and teamwork. However, video games which feature intense violence and deviant acts, such as *Grand Theft Auto*, may drift into taboo or deviant leisure (Young, 2015). Individuals participating in violent video game play, this semi-taboo, light Purple Recreation activity may still receive the benefits they seek yet the activity may become detrimental and leads to exposure to violence. The negative behaviors thought to correlate with violent video game play is primarily the desensitvity of individuals to violent acts and the use of violence outside of the virtual world. The researchers state that the widespread use of video games and media type activities as leisure time influence the cultures attitudes, values, and behaviors. However, research into the perceived adverse behavioral effects of violent video

games has not produced concrete findings. According to Delamare and Shaw (2006), even with substantial results and high popularity among players, violent video games still retain a stigma and are considered to be a tolerable form of deviant leisure.

Many of the researched forms of deviant and criminal behavior during leisure time feature youth and young adults. It has been concluded by McClelland and Giles (2014) that younger individuals are more likely to partake in some form of Purple Recreation (McClelland & Giles, 2014). McClelland & Giles (2014) investigated how homelessness directly affects a young individual's sense of community and involvement in traditional recreation programs. They found that the longer and more accustomed to life on the streets a person was the more likely that individual would pursue nontraditional or deviant activities even when conventional activities were available. The researchers stated that many of "street-involved" youth felt unwelcome to participate in the traditional recreational programs and centers. The deviant behavior of choice for youth participants was found to be drinking alcohol and heavy drug use.

The benefits and detriments of participation in Purple Recreation or deviant leisure have received a great amount of attention. The research topics range from involvement in criminal activity, such as auto theft (Drozda, 2006) to recreational drug use (Askew, 2016), underage alcohol consumption, (Townshend & Roberts, 2013), substance abuse (Shinew & Perry, 2005), Internet use for sexual chatting and internet addiction (Ko, 2014), gambling (Fiske, 2015), dark tourism (Casabeard & Booth, 2012), and prostitution (Mulcahy, 2008). The range of taboo/deviant and purple recreation overlaps with traditional recreational activities. Deviant leisure activities contain both benefits and detriments to the participant depending on the degree of Purple Recreation. The darker the action seems, the more detrimental to the individual it is viewed.

## BENEFITS OF PURPLE RECREATION

While most research on deviant leisure time showcases the negative attributes of the activity, researchers have identified positive forms of deviant leisure (Galloway, 2006) and positive benefits within the activity (Franklin-Reible, 2006). For example, Galloway (2006) explains that adventure based activities such as rock climbing, B.A.S.E.(Building, Antenna, Span, and Earth) jumping, and mountaineering fall under the scope of deviant leisure and have challenged cultural norms and are considered positive deviant leisure activities. Adventure, itself is not deviant, yet the participation in adventure based activities can be construed as deviant behavior. According to Galloway (2006), adventure-based recreation includes activities with inherent and unknown risks, exposure to danger, and possible loss, and exists on the edge or fringe of acceptable leisure activities. Galloway (2006) explains that while deviant activities are typically seen as immoral or wrong, deviancy should also be considered as marked in a different the norm.

In the same vein, the expression of leisure and recreational activities has led to a greater understanding of Purple Recreation. Leisure and recreation activities can be expressed physically, mentally, and socially. These benefits vary by the activity and individual and are commonly achieved through socially acceptable activities such as team sports, arts, and craft, yoga/meditation, fishing, camping or physical exercise. Examples include, but are not limited to, independence and autonomy, problem-solving, challenge, identity development and family bonding. The internet and virtual activity are also leisure activities which lie on both sides of the spectrum (Chen, 2013; Russell, 2009). Classified as a sport, online gaming has generated attention to its level of deviance as a recreational activity. In a study conducted by Wearing, Wearing, McDonald & Wearing, (2015), the involvement of online video game play was

observed to allow the development of social identity with virtual friends with whom the individual spends their leisure time (Wearing, Wearing, McDonald & Wearing, 2015). In result, they classify the anonymity of online gameplay to offer a fun, creative version of light Purple Recreation. Delmare & Shaw (2006) found that such examples transcend both socially acceptable activities and deviant leisure into tolerable deviance. This is possibly due to the benefits an individual receives from participating in the activity, yet the perceived detriments of violent video game play allow the activity to regress towards socially unacceptable forms of recreation.

The more exposure a behavior has in mainstream or the majority of society, the more likely the stigma will fade. Examples of this can be seen in Franklin-Reible (2006) who states that participation in the stigmatized lifestyle of Bondage-discipline, dominance-submission, sadism, and masochism (BDSM), provides an identity of self, skill development, a sense community, and lifestyle. Franklin-Reible (2006) state that the benefit of deviant leisure is to go against the social norms purposefully and to foster the possibility for change of the status quo. The stand against the status quo brings a sense of empowerment, identity, self-validation, and community. These established communities often offer traditional recreational activities, such as resorts, beaches, or hiking, yet are considered to be a deviant subgroup due to lack of modesty created by society (Weinberg, 1965).

## DETRIMENTS OF PURPLE RECREATION

Socially unacceptable activities (Drozda, 2016; Ko, 2014; Townshend & Roberts, 2013) while largely beneficial to individuals, can contain detrimental aspects and injury to self or others. For example, gambling can provide many of the benefits of leisure, but once the activity becomes addictive or problematic, it ventures into taboo recreation (Russell, 2009). For example,



gambling may not be viewed positively by all society, nor be labeled as a deviant activity.

However, it crosses into Purple Recreation once society deems the behavior surrounding the activity as detrimental to ones' self, others, or society.

According to Williams & Walker (2006), examples of the detriments of participation in deviant leisure are cylindrical criminal action, criminal records, increased drug use, indecent exposure, pornography, and intentional harm towards others. Drozda (2006) reaches similar findings of juveniles who participated in acts of grand theft auto during their leisure. According to Drozda's (2006) study, youth gain a sense of community from participating and performing criminal acts. Similarly, Russell (2005) explains that vandalism may be a socially deviant form of self-expression or used as a thrill or the desire for the exhilaration of participating in an illegal activity and not get caught. Vandalism offers an outlet for self-expression and a sense of community pride, however, the cost of damage to property and the violation of laws forces this activity to be viewed as deviant (Franklin-Reible, 2006). These negative attributes of deviant leisure are one of the main factors contributing to adverse viewing a leisure activity as deviant or Purple Recreation.

In summary, since Curtis (1988) study, researchers are finding that not all forms of leisure are wholesome and individuals may seek out more unusual forms of activity to fulfill their leisure needs (Williams, 2008). The current study aims to revisit Curtis's (1988) concept of "Purple Recreation" to gain an updated perspective of how taboo/deviant activities are currently viewed.

## CONCEPTUAL FRAMEWORK

The purpose of this study is to provide insight of the perceptions of deviant leisure activities using a modified survey instrument to support the concept of "Purple Recreation," and

the Curtis Scale (1979). based on the conceptual framework set by Curtis (1979). The concept of Purple Recreation illustrates where taboo/deviant activities lie on the spectrum of “good” and “bad” and lead to the development of measurement spectrum called the Curtis Scale (see Appendix, Table 3). According to Curtis Scale (1979), the purple recreation spectrum range from the extreme left, which represents the inherently “bad” or evil parts of society to the extreme right, which represents the inherently “good” and wholesome or innocent areas of society. The extreme left includes behaviors such as murder, rape, and physical abuse, moreover, the extreme right side of the spectrum includes behaviors such as selflessness, volunteering, generosity, love, good Samaritanism. The Curtis Scale (1988) also incorporates the work of J.B. Nash’s Model of the Use of Leisure Time (Nash, 1960).

Within Nash’s (1960) Use of Leisure Time Model (see Appendix C), the higher, more creative, and individually expressive the activity is categorized, the more socially acceptable the activity is perceived (Hurd & Anderson, 2011). Nash’s pyramid includes two sub-zero categories which are deemed detrimental by society and one’s self. According to Nash, the first negative sub-category is self-detriment and limits the development of one’s self (i.e., drinking, partying, and drug use) (Hurd & Anderson, 2011). The second subcategory is activities performed against the community (i.e., tagging/graffiti, fighting, gambling) (Hurd & Anderson).

In each culture, certain actions or behaviors are deemed taboo or deviate from the norm. Curtis’s (1979) scale established a spectrum in which negatively viewed leisure, and recreational activities were categorized. These forms of activities tended to overlap into the negative categories of the Use of Leisure Time Model (Nash, 1960). Society’s views on what is considered inappropriate leisure activities, combined with Nash’s pyramid of leisure, have shaped what individuals and professionals have deemed as acceptable forms of leisure.

Revisiting Curtis's concept of "Purple Recreation" is needed to gain a cumulative perspective of how taboo or deviant activities during one's leisure time are currently viewed.

In summary, individuals seek out activities they enjoy and are beneficial to their individual self. However, these activities may be detrimental to their self or others. The detriment may occur because of the activity or once the activity becomes problematic (i.e. drunk driving) to the individual or society. When the activity is identified to be detrimental or harmful, it may then be defined as taboo or Purple Recreation.

## CHAPTER III

### METHODOLOGY

To assess perceptions of Purple Recreation, the current study evaluated and assessed current societal views of socially acceptable and unacceptable leisure activities. The current study seeks to provide insight on the participant's perception of deviant leisure activities using a modified survey instrument to support the Curtis Scale and the concept of Purple Recreation (Curtis, 1979).

#### PARTICIPANTS

Participants in the study were any individual over the age of 18 that are located primarily in the Southern and Midwest regions of the United States. No individual who met the age criteria was excluded from participation in the current study. Initial participants were invited to participate in the study based on their affiliation with an institution of higher education, regardless of educational level. To increase participation rates, a snowball approach was enacted where participants were asked to forward the email containing a link to the survey to their peers. The snowball effect did occur as is seen in participant responses deriving from regions in which the survey was not originally distributed.

In total, there were 272 survey responses provided; however, any survey not completed in entirety by the participant was removed from the analysis. Thus, there were 231 survey responses used for analysis. The approximate response rate was 231/5,012 or a 5 percent response rate, with an 84.9 percent useable rate.

Thus, there were 231 survey responses used for analysis (84.9percent usable rate). Of the 231 completed surveys, 45.5 percent of the participants identified as male, and 126 or 54.5 percent identified as female. Based on age responses, 5.2 percent were between the ages of 18 and 20 years old, 26.8 percent were between 21 and 29 years old, 22.5 percent were between 30 and 39, 12.9 percent between the ages of 40 and 49, 23.4percent were between the ages of 50 and 59, and finally 9.5 percent were 60 and older. A total of 75 percent of respondents identified as Caucasian, 9.1 percent African-American, 5.2 percent Native American, 4.8 percent Hispanic/Latino, 3.5 percent Other and 2.2 percent Asian/Pacific Islander. The demographics of the study are displayed below (Table 1-3).

## PROCEDURE

After obtaining, Institutional Review Board approval from Oklahoma State University, a pilot study was conducted to approve the questions in the modified survey instrument. The pilot study survey was distributed to ten graduate students in the Leisure Studies Department at Oklahoma State University. The participants of the pilot study assisted the study by provided verbal and written feedback of the survey instrument. The pilot study assessed the survey's user-friendly level and that the verbiage of each question was coherent to potential participants. After receiving feedback from the pilot study's participants, modifications to verbiage on a few questions were completed. In addition, a brief definition of some leisure activities was offered to improve clarity.

Next, the researcher used email and face to face contact methods to gain access and permission for distribution of the survey instrument at Oklahoma State University. The survey was embedded in the email to potential participants and was distributed via a university's email system to reach students, and faculty and staff members. Also, the researcher contacted ten 'gatekeepers' at regional universities via email to request their permission to distribute of the survey instrument at their respected institution (Appendix E). These methods were utilized to attempt to limit a sampling error and bias and to negate the disadvantages of a convenience sample (Mills & Gay, 2016).

Participation in this study was voluntary. Participant consent was observed by the participant's selection to enter the survey via the provided link in the email. Participants received no reimbursement nor penalty if they chose not to participate or discontinue participation at any time. While a few demographic questions were asked, the results of the study are anonymous and confidential. There was no opportunity to collect personal identifying information, such as names or addresses, in the survey. All results were stored on a password-protected computer, in a locked office, and will be destroyed one year at the conclusion of the study.

## INSTRUMENT

Curtis' (1979) study showed 28 topics for participants to rank while the updated survey includes 14 additional activities. In result, the current study consisted of 42 total questions. Unlike the five-point range of a Likert Scale, the Curtis Scale (1979) offers 20 degrees in which individuals rate each activity (Appendix A). The scale featured two poles with a neutral middle pole point. The two poles were labeled acceptable or "good or wholesome" pole and "unacceptable or bad." The scale ranged from -10 on the unacceptable pole, to neutral to + 10 on the acceptable pole (Curtis, 1979). The participant selected the positive/negative degree they

viewed the listed leisure and recreational activity. Modifying the original survey, the researcher updated and used clarifying language within the survey for ease of use (Appendix E). Examples of this modification in language are identifying kinky gadgetry as sex toys, or clarifying the term of racial/ethnic baiting to racial or ethnic epithets to induce arguments. The poles “bad” and “good” were also renamed to unacceptable and acceptable to avoid biased language. The terminology to be used derived from Curtis’s original definition of Purple Recreation. The term unacceptable is a direct synonym of the terms bad or repugnance while the term acceptable is a direct synonym of good. The terms unacceptable and acceptable were determined to be the least bias and leading terms available to stay within the context provided by Curtis (1979). These terms are also used in the current body of literature (Drozda, 2006; Ko, 2014; Townshend & Roberts, 2013). The researcher inserted additional questions into the survey to incorporate developments in technology and the increase of changes in available activities due to social trends and research of since the original study (Appendix E). Additional questions included extreme body modification, social media, violent video game play, and adventure sports participation. For example, the survey now included the following questions to align with current research trends and findings: How do you view the use of violent video games as a recreational activity? (Anderson, 2004; Curtis, 1979; Delmare & Shaw, 2006); How do you view the use of social media sites as a recreational activity? (Xiao-Xiao, Hardy, Ding, Baur, & Hui-Jing, 2014); How do you view the use of extreme body modifications (subdermal implants, surgical augmentations) as a recreational activity? (Williams, 2009). The modification of language was used to assist participants’ comprehension of each question.

## STATISTICAL ANALYSIS

The validity or other psychometric properties of the Curtis (1979) scale were never provided in the original study. Therefore, due to the lack of empirical data of the original study, a replication study with a modified survey instrument was conducted support the Curtis Scale (1979) and the concept of Purple Recreation. Results from the current study were analyzed using the Statistical Package for the Social Sciences (SPSS) Version 24. The data analysis for each survey question included inferential statistics of mean, median, mode, standard deviation, and variance (Nolan, & Heinzen, 2014). The Cronbach Alpha test was used to test for reliability and internal consistency of the modified survey instrument and resulted in a strong reliability ( $\alpha = .896$ ).

To examine the data for any statistical significance between each demographic group, the researcher used Nonparametric Hypothesis Tests. These Nonparametric tests were used due to the abnormal distribution of data. The Mann-Whitney  $U$  test is used for two independent groups, and the Kruskal-Wallis  $H$  test is used for more than two groups. To use the Mann-Whitney and Kruskal-Wallis, this study must meet the assumptions of nonparametric statistical testing. The assumptions for the Mann-Whitney  $U$  test include: first, the data must be ordinal, second, the sample is randomly selected, and third no ranks are tied (Nolan & Heinzen, 2014). The assumptions for the Kruskal-Wallis  $H$  test include: that first, the data must be ordinal; second, the independent variable contains two or more independent groups; next, there is no relationship between groups, and finally, the group distributions are the same shape (Field, 2009). The researcher used the Mann-Whitney  $U$  and Kruskal-Wallis  $H$  non-parametric to test the responses of each demographic to establish if there is a statistical significance between gender, age, ethnicity, and educational levels. Statistical significance is observed when the  $Z$  score surpasses



the critical value of  $\pm 1.96$ , and the asymmetric significance is less than 0.025 (Nolan & Heinzen, 2014).

## CHAPTER IV

### FINDINGS

The current study served two main purposes. The purpose of the current study is to provide insight on participant's perception of deviant leisure activities using a modified survey instrument to support the Curtis Scale and the concept of Purple Recreation (Curtis, 1979). The second purpose of this study was to assess how participants perceived a variety of leisure and recreational activities as being socially acceptable or unacceptable, and if the activity falls into the Purple Recreation concept. To achieve these objectives the descriptive statistics of mean, standard deviation, and variance was found. Additionally, the Non-parametric test of Mann-Whitney  $U$  and Kruskal-Wallis  $H$  ran to indicate any statistical significance between the demographic groups within the participant sample.

In total, there were 272 survey responses provided; however, any survey not completed in entirety by the participant was removed from the analysis. Thus, there were 231 survey responses used for analysis. The approximate response rate was  $231/5,012$  or a 5 percent response rate, with an 84.9 percent useable rate. The full demographics of the study are displayed below (Table 1-3).

**Table 1**  
*Demographic Descriptive Statistics*

<b>N</b>	Valid	231	231	231	231	230
	Missing	0	0	0	0	1
<b>Mean</b>		1.55	3.51	4.28	3.05	35.11
<b>Median</b>		2.00	3.00	4.00	3.00	36.00
<b>Mode</b>		2	2	4	3	6
<b>Std. Deviation</b>		.499	1.465	1.169	.977	5.364
<b>Variance</b>		.249	2.147	1.366	.954	28.73

Of the 231 completed surveys, 45.5 percent of the participants identified as male, and 54.5 percent identified as female.

**Table 2**  
*Gender*

		Frequency	Percent	Valid Percent	Cumulative Percent
<b>Valid</b>	Male	105	45.5	45.5	45.5
	Female	126	54.5	54.5	100.0
	Total	231	100.0	100.0	

The largest age group represented was the ages of were between 21 and 29 years old with 26.8 percent of the participants. The second and third largest age groups are 50 to 59 and 30 to 39 with 23.3 percent and 22.8 percent respectively.

**Table 3**  
*Age Groups*

		Frequency	Percent	Valid Percent	Cumulative Percent
<b>Valid</b>	18-20	12	5.2	5.2	5.2
	21-29	60	26.7	26.7	31.9
	30-39	53	22.8	22.8	54.7
	40-49	29	12.5	12.5	67.2
	50-59	54	23.3	23.3	90.5
	60 or older	22	9.5	9.5	100.0
	Total	232	100.0	100.0	

Additionally, in this study, 29.4 percent of the participant has obtained a bachelor's degree in higher education. 26 percent obtained some college education, and 21.6 percent have obtained a master's degree. Additionally, 26 percent of participants have obtained some college, while 19 percent gained a doctoral degree. The category of high school or equivalent and other both resulted in one response rate or 0.4 percent each.

The demographic results of this study showed that the majority of the participants (88.7 percent) identified as currently residing in the state of Oklahoma. Additionally, both Texas and Missouri each allotted for 2.8 percent of the participant responses. Furthermore, 0.9 percent of the participants showed as living Arkansas, California, and Kansas. The states of Florida, Nevada, North Dakota, Oregon, South Dakota, Tennessee and Washington resulted with a 0.4 response rate or one participant in each state.

Of the participants, 75 percent identified as Caucasian and 9.1 percent identified as African-American. Additionally, 5.2 percent of participants identified as Native American and 4.8 percent identified as Hispanic or Latino. Furthermore, five or 2.2 percent participants identified Asian or Pacific Islander.

## DESCRIPTIVE STATISTICS

In this study, the descriptive statistics were found to provide a glimpse into the participant's perceptions of the surveyed leisure and recreational activities. The descriptive statistics chart (Table 7) displays the current viewpoint of each listed leisure and recreational activity.

Table 4  
*Descriptive Statistics of Study*

Activity	N	Mean	Standard Deviation	Variance
Use of Marijuana	231	-0.24	7.12	50.65
Heavy Drug Use (Heroin, Cocaine, etc.)	231	-8.26	3.72	13.87
Social Drinking	230	3.22	5.195	27.00
Pub Crawls	225	0.73	5.834	34.04
Heavy alcohol use (binge drinking)	229	-5.98	4.89	24.00
Use of Off-Color Jokes	223	-2.05	6.09	37.04
Use of Practical Jokes	226	1.07	4.81	23.11
Use of Off-Color Movie Viewing	223	-0.23	5.87	34.50
Racial or Ethnic Baiting	227	-7.86	3.53	12.44
Use of Kinky Gadgets (Sex Toys)	225	2.27	6.08	37.00
Use of Sex	224	3.93	6.13	37.56
Use of Pornography	228	-1.71	6.67	44.45
Compulsive Gambling	226	-5.84	4.74	22.55
Sports Car Racing	223	3.29	5.01	25.14
High-Speed Racing	221	1.75	5.84	34.16
Animal Racing (Horses, Greyhounds, etc.)	220	1.81	5.22	27.22
Organized sports (intramural, sports leagues, recreational clubs)	228	8.08	3.16	10.01
Outdoor activities (camping, hiking, etc.)	229	8.72	2.47	6.12
Extreme/ adventure sports (hang gliding, BASE Jumping, ice climbing, cave diving)	227	5.92	4.33	18.77
Being a spectator of sports	227	6.70	3.92	15.39
Being a spectator of violent sports	227	-0.60	6.08	36.94
Participating in the arts (dance, music art)	230	8.19	3.37	11.37
Craft type activities (painting, needlework, knitting/ crochet, paper crafts, etc.)	229	7.64	3.75	14.08
Gardening	228	7.75	3.67	13.46
Volunteering activities	227	7.72	3.36	11.26
Volunteering activities to the ill (candy striping)	227	7.02	4.26	18.14
Religious singing	228	6.03	4.92	24.22
Fitness activities (weight lifting, running, group fitness classes, etc.)	229	8.16	3.20	10.24
Extreme fitness activities (body building, cross-fit competitions, Ultra marathons, strongman competitions)	224	5.92	4.714	22.23
Riflery and Archery	228	6.79	4.05	16.39
Hunting (ethically)	228	4.36	5.88	34.56
Social card playing	226	7.07	3.69	13.61
Social games (tabletop, board games, etc.)	227	8.07	3.14	9.89
Electronic games	229	4.51	5.04	25.42

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Table 4 (Continued)  
*Descriptive Statistics*

<b>Use of video games</b>	228	4.16	5.14	26.46
<b>Violent video game use</b>	213	-0.55	6.57	43.14
<b>Use of a mobile device</b>	227	2.13	5.12	26.20
<b>Texting</b>	227	0.96	4.97	24.72
<b>Use of social media sites</b>	225	1.79	5.02	25.26
<b>Use of body modifications (tattoos, piercings, etc.)</b>	224	1.05	5.81	33.79
<b>Use of extreme body modifications (subdermal implants, surgical augmentations)</b>	213	-3.11	5.77	33.31

Each average or mean is placed on a scale of -10 to +10. The lowest rated activities were heavy drug use ( $M = -8.26$ ), racial or ethnic baiting ( $M = -7.86$ ), heavy alcohol use, ( $M = -5.97$ ), and compulsive gambling ( $M = -5.84$ ). These activities were considered to be the most socially unacceptable leisure and recreational activities by the participants. The most neutrally rated activities were spectator of violent sports ( $M = -0.60$ ), violent video games ( $M = -0.55$ ), use of marijuana ( $M = -.24$ ), off-color movies ( $M = -0.23$ ), pub crawls ( $M = 0.73$ ), and texting ( $M = 0.95$ ). The highest rated socially acceptable activities were social games ( $M = 8.07$ ), organized sports ( $M = 8.08$ ), fitness activities ( $M = 8.16$ ), participation in the arts ( $M = 8.19$ ), and outdoor activities ( $M = 8.72$ ). The participants in the study judged these leisure and recreational activities as the most socially acceptable.

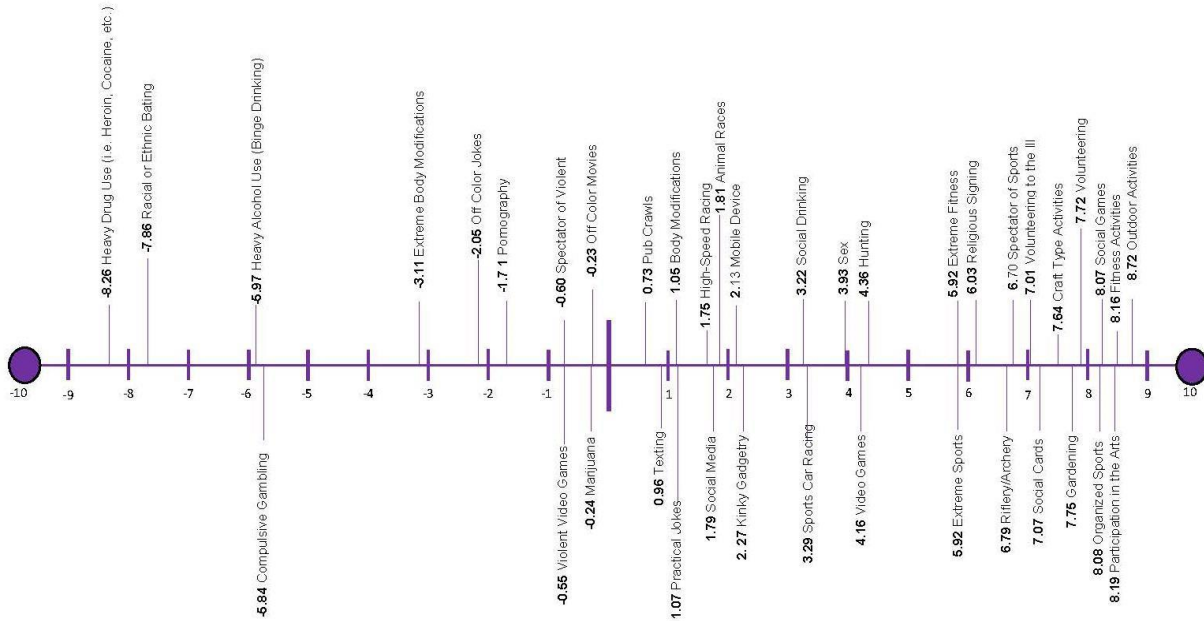
A visual representation of the activities is provided below (Figure 1). This image exhibits the findings of the current study and displays the results in a similar fashion to the Curtis Scale (1979). It also serves to demonstrate a visual of a preliminary view of the participant's current views on acceptable and unacceptable recreation and leisure activities.

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Figure 1

*Shades of Purple Recreation Scale Results*



**NONPARAMETRIC TEST**

The use of Nonparametric testing was used due to abnormal distribution of data. Non-parametric testing for statistical significance within the demographics was tested. These tests were used to explore further the differences between each group based on gender, age, and ethnicity. The researcher used the non-parametric test Mann-Whitney *U* to explore the data for any statistical significances between the two genders.

The results Mann-Whitney *U* test within age group showed a strong statistical significance between the within the following categories: spectator of violent sports and violent video games with a significance level of  $p < .000$ .

**Table 5**  
*Mann-Whitney U*

	Mann-Whitney U	Z	Asymptotic significance (2-tailed)
<b>Heavy Drug Use</b>	5710.000	-2.717	.007
<b>Off-color Jokes</b>	4731.500	-3.104	.002
<b>Off-color movies</b>	4887.000	-2.757	.006
<b>Sex</b>	4600.500	-3.478	.001
<b>Pornography</b>	4764.500	-3.476	.001
<b>Spectator of Violent Sports</b>	4485.500	-3.910	.000
<b>Participation in the Arts</b>	5237.500	-3.175	.002
<b>Craft type activities</b>	4849.000	-3.786	.000
<b>Volunteering</b>	5138.000	-2.883	.004
<b>Volunteering to the Ill</b>	5202.500	-2.709	.007
<b>Religious Singing</b>	4946.000	-3.239	.001
<b>Violent Video Games</b>	3947.500	-3.842	.000
<b>Social Media</b>	4903.000	-2.915	.004
<b>Body Modifications</b>	4958.000	-2.712	.007

These were followed by sex, pornography, and religious singing with a significance level  $p < .001$  and off-color jokes and participation in the arts showed a statically significance of  $p < .002$ . Additionally, social media and volunteering activities showed a significance level of  $p < .004$ , while heavy drugs use, the off-color movie showed a statistical significance of  $p < .006$ . Finally, volunteering to the ill, and body modifications showed a significance level of  $p < .007$

Following the Mann-Whitney U test, the researcher used the non-parametric test Kruskal-Wallis H results (Table 3) to examine any statistical significances between the participant demographics further. The study's participant demographics include age, ethnicity, location, and level of education.

**Table 6**  
*Kruskal-Wallis H*

<b>Kruskal-Wallis H</b>	<b>Chi-Square</b>	<b>df</b>	<b>Asymptotic Significance</b>
<b>Heavy Alcohol</b>	38.945	5	.000
<b>Practical Jokes</b>	15.378	5	.009
<b>Racial/Ethnic Baiting</b>	28.872	5	.000
<b>Compulsive Gambling</b>	27.824	5	.000
<b>Violent Video Games</b>	21.748	5	.001
<b>Body Modifications</b>	37.312	5	.000
<b>Extreme Body Modifications</b>	17.788	5	.003
<b>Pub Crawls</b>	15.823	5	.007

Note: df indicates the degrees of freedom.

To be determined as statistically significant, the Chi-Square score must surpass the critical value of 11.070, and the asymmetric significance must be less than 0.05. When Kruskal-Wallis H test was used, the results showed the age demographic with multiple leisure and recreational activities with statistical significance between the six age groups. These groups include racial/ethnic baiting, compulsive gambling heavy alcohol, and body modifications all showed a large statistical significance level of  $p < .000$ . Additionally, the activities of extreme body modification ( $p < .003$ ) and violent video games followed with  $p < .001$ . Lastly, pub crawls presented a  $p < .007$ , followed by practical jokes ( $p < .009$ ). The demographics of ethnicity, location, and level of education did not show statistical significance with the groups.

## CHAPTER V

### CONCLUSION

The expectations of this study were to assess how a small group of individual members of society currently perceive as socially acceptable and unacceptable leisure and recreational activities through a replication study with a modified survey instrument. In result, the expectations of this study were met through the use of descriptive statistics of the survey results. The statistical means of each survey instrument question serves as a preliminary illustration of the current societal views of socially acceptable and unacceptable leisure and recreational activities.

While the current study did not seek to compare the results from Curtis' study, some comparisons were available for review. Only four of the original Purple Recreation activities from Curtis ' study remain within the -2 to -8 range (racial or ethnic baiting, heavy alcohol use, compulsive gambling, and off-color jokes), with the addition of extreme body modifications. In addition, other original study activities, such as pornography, marijuana, and off-color movies remained on the negative side of the scale yet moved out from the Purple Recreation range. Moreover, kinky gadgetry, practical jokes, and pub crawl consistently ranked on the positive side of the spectrum. Furthermore, social card playing, hunting, riflery, and social drinking rated two points higher than Curtis's original study. In this study, the two most positivity viewed activities from Curtis's original study (religious signing and volunteering) shifted significantly in the current study. The activities of religious singing dropped three points, and volunteering dropped

positioning, and are no longer the highest ranked or most socially acceptable activity. The possible reason behind this shift is the decline in church attendance (Voas, 2010) and a decrease in volunteering (Maria-Carmen, 2013). Outdoor recreation, fitness activities, participation in the arts, social game, and organized sports are now seen as the highest ranked activities. These activities are generally seen as true forms of leisure and recreation fall within social norms.

This replication study with a modified survey instrument helps to support the Curtis Scale (1979) and the concept of Purple Recreation through its participant responses and survey instrument. According to Curtis', Purple Recreation is defined as activities which the majority of society finds inappropriate, immoral, or distasteful (Curtis, 1979). Rojek (1999) explains that individuals take part in activities that they enjoy, yet conflicts may arise if the leisure or recreational activity becomes a source of harm to the individual and others. Rojek's explication is further reflected in the low ranking of extreme body modifications, off-color jokes, pornography, and a spectator of violent sports, violent video games, marijuana use, and off-color movies. This negativity viewed activities are physically, mentally, or emotionally detrimental to an individual or society (Franklin-Reible, 2006; Russell, 2006,) and are in direct contrast to the higher ranked, more typical forms of socially acceptable recreation activities. However, as Galloway (2006) explains, when participation in a socially acceptable leisure or recreation activity becomes excessive or harmful, it may be viewed negatively by society. For example, gambling can provide many of the benefits of leisure, but once the activity becomes addictive or problematic, it ventures into taboo recreation (Russell, 2009). Gambling may not be viewed positively by all society, nor be labeled as a deviant activity. However, it crosses into Purple Recreation once society deems the behavior surrounding the activity as detrimental to ones' self, others, or society (Hurd & Anderson, 2011), such compulsive gambling.

However, the definition of leisure (Williams & Walker, 2006) conflicts with the concept of Purple Recreation. For example, in this study, participants found the activities of racial or ethnic baiting, heavy alcohol use, and compulsive gambling as the most unacceptable forms of leisure and recreational activities. These activities fall into the spectrum of Purple Recreation and may violate the benefit or betterment of the individual aspect the definition of recreation (Hurd & Anderson, 2011, p. 10). To further explain, Curtis' (1979) states that the concept of Purple Recreation includes activities that bring enjoyment, satisfaction, and escape; not unlike socially acceptable leisure and recreational activities. However, the majority of society view these activities as objectionable, inappropriate, and distasteful and may cause the participant harm.

Leisure and recreational activities occur in an individual's free time, meet the needs of the individual, and are freely chosen (McLean & Hurd, 2012). These activities are also generally viewed as having redeeming value to ones' self and/or society (Franklin-Reible, 2006). Leisure and recreational activities which do not meet these criteria are often viewed as unacceptable, inappropriate or may not even be considered to be recreation or leisure (Williams & Walker, 2006). The societal beliefs of recreation and leisure activities reflect and can direct current and future programming and research. The societal views reinforce the attitude of the individual of how one may behave during their leisure and recreation activities. However, the socially unacceptable activity may meet the leisure need of the individual and deserve an additional exploration.

## IMPLICATIONS

The implications of this study vary. The first implication is the creation of the modified survey instrument to support the Curtis Scale and the concept of Purple Recreation (Curtis, 1979). This modified survey instrument, when validated, will allow for future researchers of

Purple Recreation to gain an understanding of how society may perceive leisure and recreational activities as socially acceptable or socially unacceptable and to use this instrument to gain those understandings. Another implication of this study is within future programming for the field of recreation and leisure. This study has shown a large number of leisure and recreational activities which were previously perceived to be socially unacceptable, as either neutral or acceptable form of leisure or recreation. This shift in perception may alter the ways and means of programming and implementation of activities by recreation professionals. With this shift in perceptions, the increase in accessible forms of adventure based leisure or recreational activities, the development of a graffiti wall with in the local community center or possibly the de-stigmatizing of deviant leisure activities may occur.

## FUTURE RESEARCH

This study offers a multitude of opportunities for future research. The first of which would be a further explore the areas of statistically significant differences between the demographic groups. Additionally, the validation of the modified survey instrument used in this study is needed. Another area for future research would be additional deviant leisure activities that were not included in this initial study. Some areas of current research are dark tourism (Biran & Hyde, 2013), prostitution (Mulcahy, 2008), graffiti/vandalism (Williams & Walker, 2006), gluttony (Dossey, 2010), casual gambling (Fiske, 2015), delinquency or criminal activities (Drozda, 2006; Williams & Walker, 2006), BDSM, and alternative lifestyles (Williams, 2008). Recommendations for future studies should include additional survey questions and to administer the survey in all regions within the United States to gain a fully representative sample of the population. Researchers may gain a true societal population representation and a stronger statistical significance between demographic groups. Additionally, a full comparative study of

Curtis's original findings and current societal viewpoints is necessary in regard to the concept of Purple Recreation. In addition to a full comparative study may include a relationship study to Stebbins (1997) casual and serious deviant leisure concept.

## CONCLUSION

The current study sought to support the Curtis Scale (1979) and the concept of Purple Recreation through a replication study with a modified survey instrument. This study also showed a preliminary sample of societal views of socially acceptable and unacceptable recreational activities through participant responses. The participant responses showed a reflection of the current views on taboo recreation, deviant leisure, and Purple Recreation activities. These findings may demonstrate how individual perceptions of recreation and leisure activities may vary person to person and as a society. While this study is not a comparison to Curtis's (1979) original study, it does illustrate a shift in views on what is considered appropriate forms of recreational activities and reflects the definition of Purple Recreation.



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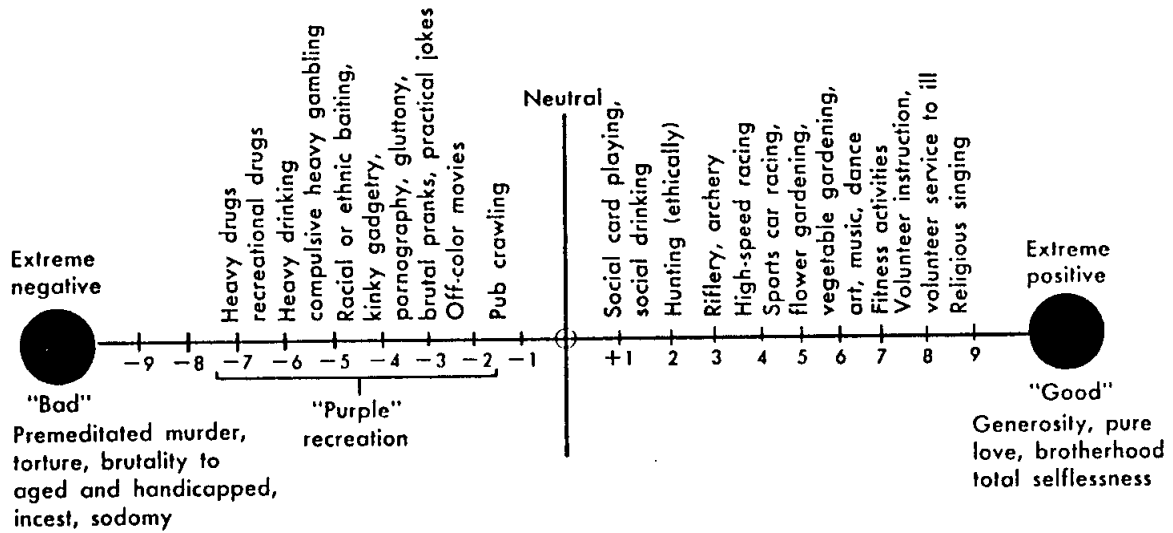
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## APPENDICES

## Appendix A: The Curtis Scale (1979)

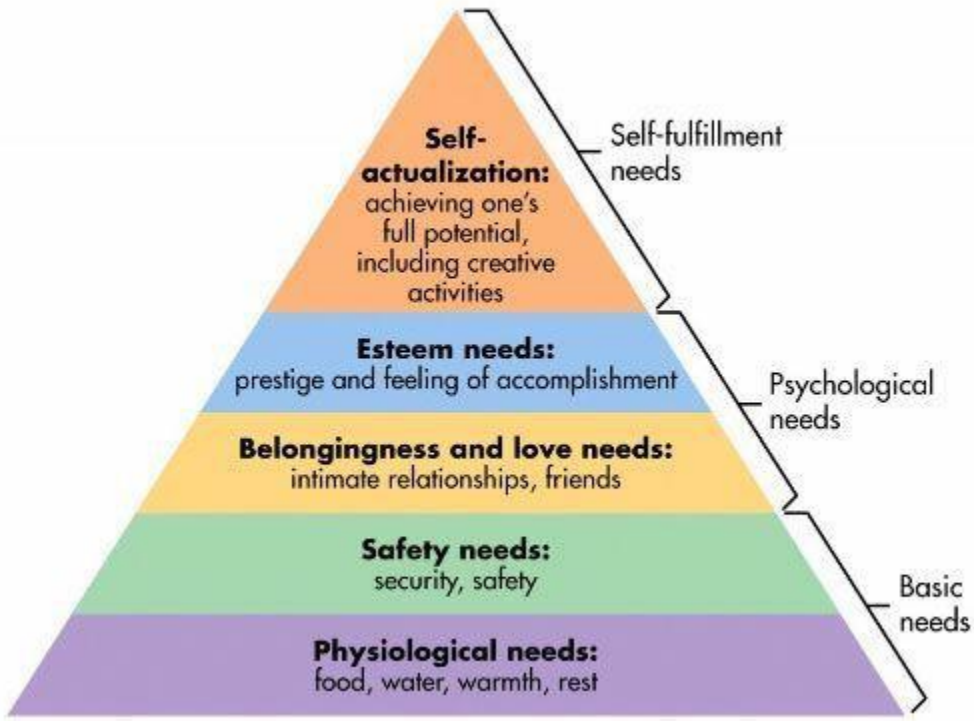


Source:

Curtis, J.E. (1988). Purple Recreation. *Society of Park and Recreation Educators Annual on Education*, 3, 73-77



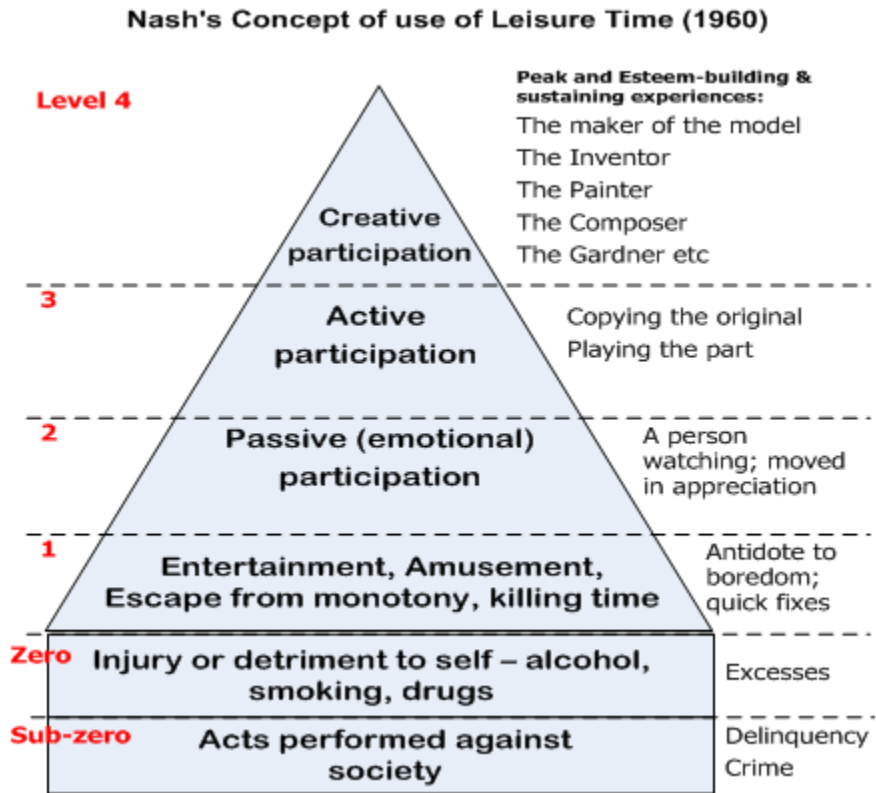
## Appendix B: Maslow's Hierarchy of Needs



Source:

McLeod, S. A. (2016). Maslow's Hierarchy of Needs. Retrieved from [www.simplypsychology.org/maslow.html](http://www.simplypsychology.org/maslow.html)

Appendix C: Nash's Use of Leisure Time Model (1960)



Source:

<http://www.the3rdimagazine.co.uk/2010/07/leading-in-a-quick-fix-culture/>

## Appendix D: Survey Instrument

### Demographic Questions:

Please identify your sex/gender:

Male

Female

Other (list)

What is your current age?

17 or younger

18-20

21-29

30-39

40-49

50-59

60 or older

What is the highest level of education completed?

Less than high school degree

High school degree or equivalent (i.e., GED)

Some college

Associate Degree

Bachelor Degree

Master's Degree

Doctoral Degree

Which ethnic or racial group(s) do you *most* identify?

African-American

Asian/Pacific Islander

Caucasian

Hispanic or Latino

Native American

Other

Which state are you currently residing?

How do you view leisure pursuits or activities?

Activities I participate in my free/unobligated time

Activities I freely choose to partake in

Other (open ended)

How often do you participate in leisure/recreational activities?

0-1 times a week

2-3 times a week

3-4 times a week

More than four times a week

Other

**Sliding Scale Questions:**

How do you view the use of marijuana as a recreational activity?

How do you view heavy drug use (i.e., heroin, cocaine, etc.) as a recreation activity?

How do you view social drinking as a recreational activity?

How do you view pub crawls as a recreational activity?

\*How do you view the use of heavy alcohol use (binge drinking) as a recreational activity?

How do you view the use of off-color jokes as a recreational activity?

How do you view the use of practical jokes as a recreational activity?

How do you view off-color movie viewing as a recreational activity?

How do you view racial or ethnic baiting (using racial stereotypes to induce arguments) as a recreational activity?

\*How do you view the use of kinky gadgetry (sex toys) as a recreational activity?

\*\*How do you view the use of sex as a recreational activity?

How do you view the use of pornography as a recreational activity?

How do you view compulsive gambling as a recreational activity?

How do you view sports car racing as a recreational activity?

\*How do you view high-speed racing as a recreational activity?

\*\*How do you view animal racing (horse, greyhound, etc.) as a recreational activity?

\*\*How do you view the use of organized sports (intramurals, sports leagues, rec clubs) as a recreational activity?

\*\*How do you view the use of outdoor activities (camping, hiking) as a recreational activity?

\*\*How do you view the use of adventure sports (rock climbing, whitewater rafting) as a recreational activity?

\*\*How do you view being a spectator of sports as a recreational activity?

\*\*How do you view being a spectator of violent sports as a recreational activity?

How do you view the participating in the arts (dance, music, art) as a recreational activity?

How do you view the participating in craft type activities (painting, needlework, knitting/crochet, paper crafts, etc.) as a recreational activity?

How do you view gardening as a recreational activity?

How do you view volunteering activities as a recreational activity?

\*How do you view volunteering services to the ill (candy striping) as a recreational activity?

How do you view religious singing as a recreational activity?

How do you view participating in fitness activities (weight lifting, running, group fitness classes, etc.) as a recreational activity?

\*\*How do you view participation in extreme fitness activities (body building, cross-fit competitions, Ultra Marathons, strongman competitions) as a recreational activity?

\*How do you view riflery and archery as a recreational activity?

\*How do you view hunting (ethically) as a recreational activity?

How do you view social card playing as a recreational activity?

\*\*How do you view the use of social games (table top, cards, board games, etc.) as a recreational activity?

\*\*How do you view the use of electronic games as a recreational activity?

\*\*How do you view the use of video games as a recreational activity?

\*\*How do you view the use of violent video games as a recreational activity?

\*\*How do you view the use of mobile devices as a recreational activity?

\*\*How do you view the use of texting as a recreational activity?

\*\*How do you view the use of social media sites as a recreational activity?

\*\*How do you view the use of body modifications (tattoos, piercings, etc.) as a recreational activity?

\*\*How do you view the use of extreme body modifications (subdermal implants, surgical augmentations) as a recreational activity?

\*Denotes clarifying language added to original statements

\*\*Denotes original survey question by researcher

Changed bad/ good poles to unacceptable /acceptable

Allowed for comments

## Appendix E: Participation Information & Consent Form

### Participation Information & Consent Form Views on Purple Recreation

You are receiving this email in result of our desire of your participation in a current research study to assess societal views on purple recreation. Purple recreation are acts and pursuits that bring a degree of pleasure or escape to the participant, but which suggest gross self-indulgence, greed, immorality, potential illegal activities, or cruelty and arouse repugnance in most of the remainder of society. The investigators of this study are Courtney Wright & Taryn Price Ph.D. from Oklahoma State University.

#### **Purpose:**

The purpose of the research study is to determine society's views on taboo forms of recreational activities.

#### **What to Expect:**

This research study is administered online. Participation in this research will involve completion of a single survey. The survey will first ask a few demographic questions. Next, you will be asked to answer multiple opinion based questions. You may skip any questions that you do not wish to answer. You will be expected to complete the questionnaire once. The survey should take approximately thirty (30) minutes to complete the survey.

#### **Risks:**

There are no risks associated with this project which are expected to be greater than those ordinarily encountered in daily life.

#### **Benefits:**

While there are no direct benefit, your contributions on how society views taboo leisure activities will assist recreation practitioners program planning efforts

#### **Participant Rights:**

Your participation in this research is completely voluntary. There is no penalty for refusal to participate, and you are free to withdraw your consent and participation in this project at any time.

#### **Confidentiality:**

The records of this study will be kept anonymous. Any written results will discuss group findings and will not include information that will identify you. Research records will be stored on a password-protected computer in a locked office and only researchers and individuals responsible for research oversight will have access to the records. Data will be destroyed three years after the study has been completed.

*You may contact any of the researchers at the following addresses and phone numbers, should you desire to discuss your participation in the study and/or request information about the results of the study.*

Courtney Wright, Graduate Assistant, 118 Colvin Recreation Center, Department of Applied Health and Educational Psychology, Oklahoma State University, Stillwater OK 74078.

Taryn Price, Ph.D., 186 Colvin Recreation Center, Department of Applied Health and Educational Psychology, Oklahoma State University, Stillwater OK 74078, 405-744-4480.



If you have questions about your rights as a research volunteer, you may contact the IRB Office at 223 Scott Hall, Stillwater, OK 74078, 405-744-3377 or [irb@okstate.edu](mailto:irb@okstate.edu)

If you agree to the provided information, please continue on to the survey.

## Appendix F: Student E-Mail

Dear Potential Participant,

You are receiving this email as a result of our desire for your participation in a current study to assess societal views on current recreational activities. The purpose of this study is to determine society's view on taboo, deviant and unconventional forms of recreation and leisure time activities. This survey requests your opinion on how you view various recreational activities.

Participation in this survey should require no more than 30 minutes of your time. If you are interested in participating in this survey, please click the link below (or copy and paste the URL into your internet browser):

<insert qualtrics link>

Thank you for considering this request.

Sincerely,

Courtney Wright and Taryn Price Ph.D.  
Oklahoma State University

## Appendix G: Gatekeeper Contact E-Mail

<Insert Contact Name>

<Insert School Name & Address>

You are receiving this email as a result of our desire for your participation in a current research study to assess societal views on Purple Recreation. Purple Recreation are acts and pursuits that bring a degree of pleasure or escape to the participant but which suggest gross self-indulgence, greed, immorality, illegal acts, or cruelty and arouse repugnance in most of the remainder of society. The investigators of this study are Courtney Wright- Oklahoma State University & Taryn Price Ph.D. - Oklahoma State University.

Sincerely,

Courtney Wright

Graduate Student

Oklahoma State University

[Courtney.wright@okstate.edu](mailto:Courtney.wright@okstate.edu)

VITA

Courtney Angela Wright  
Candidate for the Degree of  
Masters of Science

Thesis: SHADES OF PURPLE RECREATION

Major Field: Leisure Studies

Biographical:

Education:

Completed the requirements for the Master of Science in Leisure Studies at Oklahoma State University, Stillwater, Oklahoma in July 2017.

Completed the requirements for the Bachelor of Science in Recreation and Leisure Studies at Missouri State University, Springfield, Missouri in May 2008.

Experience:

<i>Swim Lesson Supervisor/Stroke Team Coach</i>	April 2016-Present
Life Time Fitness, Tulsa ,Oklahoma	
<i>Graduate Assistant</i>	January 2016 -May 2017
Oklahoma State University, Stillwater Oklahoma	
<i>Recreation Intern</i>	May 2016-August 2016
Horseshoe Bay Resort, Horseshoe Bay Texas	
<i>Operations Assistant Department Head</i>	March 2009- April 2016
Life Time Fitness, Tulsa Oklahoma	

Professional Memberships:

National Parks and Recreation Association	Rho Phi Lambda
Resort and Commercial Recreation Association	Phi Kappa Phi Honor Society
	Leisure Studies Graduate Student Association

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