Background

With the onset of the Internet and advanced computational powers for home computing, fantasy sport games have grown from an obscure practice conducted by only the most obsessed sports fan into a practice that is now played by millions of people in the United States. Additionally, fantasy sport games are gaining a global following, with variants being offered with suitable play and scoring adaptations to achieve the scoring simulations required for the sports that are popular within each market. While there has been some research into the shorter history of fantasy sport games, and some analysis of the motives of the game players, no previous study has placed this practice, and its antecedents, into a broader historical or socio-economic context.

Aims

To provide a Foucauldian-perspective enquiry upon the relationship between practice and social order factors, both past and present, as they pertain to fantasy sport games; the games and practices that evolved through time into fantasy sport games; and, the social context of the eras within which these practices emerged and/or flourished.

Methods

Foucauldian-perspective enquiry and historical methods.

Outcomes

The major outcome of this research will be a PhD thesis and associated publications.