"Toy Department"

- Traditionally scores, highlights no hard news
- Has evolved over time to include more social, political content

Early newspapers – little coverage

- Occasional coverage of oddities
- Organized sports limited to upper classes colleges

Industrialization

- Roughly 1865-1900 From agrarian to a manufacturing economy
- Improvements in printing and distribution technology
- Newspapers built circulation, sold more advertising

Mass media and sports stars

- Popular culture requires mass media
- "Manly" men boxing first major U.S. sports stars
- Star power plus event value drove readership

Team sports (college and pro)

- College sports mid-1800s but few went to college
- Baseball National League 1876; American League 1901
- NHL 1917; NFL 1920; NBA 1946

Technology drives coverage

- Newspapers, radio, movies, eventually television & computers
- Regional audiences, then national, then international

Sports stars become cultural icons

- 1920s Babe Ruth, Jack Dempsey, Red Grange
- First women stars Didrikson, Connolly, Williams, Gibson

Magazines, Television, Internet

- Sports Illustrated 1954; ESPN 1978; ESPN.com 1995
- Discovered insatiable desire for material
- Athletes covered in more depth

Sports coverage goes beyond games

- "Stick to sports"
- Controversies often about race, religion
- Jack Johnson early 1900s
- White Sox threw 1919 World Series
- Jesse Owens 1936 Olympics also Glickman and Stoller
- Hank Greenberg 1930s-40s
- Jackie Robinson 1940s-50s
- Sandy Koufax 1960s
- Jim Brown 1960s-70s
- Muhammad Ali 1960s-70s
- Billie Jean King 1970s
- More recently Colin Kaepernick, LeBron James, etc.

Key elements in digital age

- Covered in more depth than ever before
- More sports-only outlets
- More money involved
- Gambling no longer taboo
- Stars try to control own image
- More potential for controversy

1800s: Media different, entertainment different

- Local scale town bands, local theaters
- Political figures were first "stars"

Traveling and technology

- Trains traveling theater Vaudeville
- Moving pictures Edison, late 1800s
- Improved mail and printing magazines national publicity

Movies, records, radio and celebrities

- New competing technologies in 1910s-20s
- Movie studios, record labels, radio networks
- Magazines and newspapers supported new platforms

Social and economic changes

- Great Depression, WWII people wanted diversions
- Radio and TV in-home entertainment
- After WWII expectation of leisure time, disposable income

Why were people famous?

- Achievements vs. politics vs. sports vs. entertainment
- Critical coverage of different kinds of celebrities
- Public vs. private magazines, gossip columns, etc.

Publicity machines

- Movie studios, record labels, TV networks avoided controversy
- Movie content Hays Code of 1934 ratings system 1968
- TV controversies over language, sexual content
- Popular music early divided audiences

Race and entertainment

- Clearly defined gender, race roles for decades
- Pushing the envelope 1950s-60s-70s
- Cultural changes reflected in entertainment content, coverage

Active audiences

- New technologies gave audiences more control time-shifting
- Videotape, discs, streaming, eventually digital audio/video
- No longer had to follow traditional distribution and schedules

Celebrity culture

- For decades, a product of corporate publicity machines
- Drove circulation and ratings
- Entertainment-focused media People, Entertainment Tonight, etc.
- Transformed by social media

Controversies

- Fatty Arbuckle, 1921 charged in death of young actress
- Errol Flynn, 1943 accused of sex with underage girls
- Ingrid Bergman/Roberto Rossellini, 1949 affair
- Elizabeth Taylor/Eddie Fisher/Debbie Reynolds, 1957
- Marilyn Monroe/JFK, early 1960s

Key elements in digital age

- More media, more entertainment, more coverage
- Covered in more depth than ever before
- More platforms than were ever imagined
- Stars try to control own image
- More potential for controversy