

Both argue that play is not a teleological guarantor of the child's development into adulthood. In chapter 14, Wendy Russell takes up a similar argument in the context of play workers who must overcome this contradiction in their work. She raises important questions about whether play requires facilitation, and whether, when facilitated, play becomes something other than play for children.

For a collection that includes sixteen distinct perspectives on the subject of philosophy and play, the editors maintain a balance of essays that engage in abstract meta-analyses of play and essays that explore key applied and ethical issues of play. Taken together, the group of essays appears scattershot and exploratory in nature, but they also provide a rich contribution to the study of play. This is particularly the case for the study of children's play, which benefits immensely from being given a space for serious inquiry in a field outside of behavioral and cognitive psychology.

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**Race, Riots, and Roller Coasters:
The Struggle over Segregated
Recreation in America**

Victoria W. Wolcott

Philadelphia: University of Pennsylvania Press, 2012. Notes, index, images. 310 pp. \$25.00 cloth. ISBN: 9780812244342

Victoria Wolcott's study of urban recreation and the civil-rights movement begins with an epigraph from Martin

Luther King's "Letter from Birmingham Jail" that describes the tears of his daughter upon being told that Funtown, an amusement park in Atlanta, was "closed to colored children." The quote effectively introduces Wolcott's central argument, which asserts that the struggle against the segregation of recreational facilities, primarily swimming pools, roller skating rinks, and amusements parks, played an important role in the history of the civil-rights movement. Wolcott's history of "recreation riots," what she defines as "racial conflicts in spaces of leisure," covers both well-known events like the Orangesburg massacre, which stemmed from efforts by students at South Carolina State College to desegregate a local bowling alley, to a series of lesser-known, but significant struggles at recreation sites ranging from Cincinnati's Coney Island amusement park to the Skateland rink in Cleveland and the public pools and beaches of Baltimore. The work both complements and extends the recent historiography of race relations and urban history in the United States by criticizing the "myth of Southern exceptionalism," calling attention to the long battles over the enforcement of the Civil Rights Act of 1964 and emphasizing the fundamental role that white violence played in sustaining segregation.

The book begins with an examination of the early decades of the twentieth century, a "tarnished golden age" when commercial leisure spaces were racialized and segregated by a combination of legal and extralegal means, despite black resistance. During the 1940s, the rise of racial liberalism and the renewed efforts of black activists produced very uneven outcomes. The successful integration of places like

Detroit's Bob-Lo Island Amusement Park was offset by growing white resistance in the form of increased and overt violence against African Americans agitating for change and the proliferation of strategies to avoid desegregation, most notably by making public recreational facilities private to avoid legal entanglements and by simply closing them down altogether.

Although Wolcott's analysis covers events from around the country, it is perhaps strongest in her middle chapters, which focus specifically on the efforts of a committed group of activists to challenge segregation at Coney Island outside of Cincinnati and the impact of a 1956 recreation riot on the city of Buffalo and the Crystal Beach Amusement Park. She explores the complicated political coalitions and legal maneuvering that so often characterized the desegregation struggle, while also highlighting the bravery of individual activists and citizens like Juanita Morrow and Marian Spencer. Wolcott underscores the power that both real and threatened white violence had in dictating the pace of change and the very gradual integration of Coney Island. The Crystal Beach riot began with several violent incidents at the park during the day, which then exploded as patrons travelled back from Ontario aboard the steamship *Canadiana*. Although the extended brawl among the largely young African American crowd and white riders resulted in only minor injuries, sensational media coverage prompted a wide-ranging discussion in Buffalo about the dangers of juvenile delinquency and the potential of racial conflict in what had been dubbed "the City of Good Neighbors." According to Wolcott, the subsequent decline of

Crystal Beach, largely owing to white people's fears of the "disorder" they believed accompanied African American patronage, stands as a proxy for a larger national trend during the 1960s and 1970s that saw urban amusement parks around the country either deteriorate or simply shut down. Parks like Disneyland and Six Flags over Texas replaced them and maintained racial exclusivity through a combination of high prices and suburban locations inaccessible by public transportation, actively policing the facilities to promote them as safe alternatives to the older urban amusements.

One of the more valuable contributions of this study stems from the final chapters on student activism in the 1960s and the very uneven impact of the Civil Rights Act of 1964, which African Americans across the country struggled to see enforced and under which they fought particularly sharp battles over public swimming facilities. As Wolcott shows, many cities privatized urban recreational spaces, closed them, or allowed them to fall into disrepair as they became associated with black criminality and violence in the imagination of whites. She also powerfully critiques the nostalgia that pervades accounts of midcentury urban amusements by noting how these ostensibly halcyon days were premised on racial exclusion and violence.

One of Wolcott's significant themes addresses the damaging impact segregation had on African American children, for whom the "closed gates of leisure" proved particularly painful. In some cases, it became deadly because segregated swimming pools meant that African American youths far too often drowned in unsupervised or dangerous waters. Although

Wolcott does not directly refer to the existing literature on childhood and play, she does demonstrate how play spaces were fraught with racial tension and served as an arena for larger social and political struggles. The overall study makes a noteworthy contribution to the historiography of the civil-rights movement by connecting the desire for leisure with the struggle for freedom and aptly demonstrates how the history of recreation and play has been irredeemably shaped by the tortured history of race relations in the United States.

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Service Games: The Rise and Fall of SEGA

Sam Pettus

CreateSpace Independent Publishing Platform, 2012. Acknowledgements, images. 396 pp. \$17.99 paper. ISBN: 9781463578473

The History of Sonic the Hedgehog

Pix'n'Love

Ontario, Canada: UDON Entertainment Corp., 2012. Images, bibliography. 297 pp. \$49.99 cloth. ISBN: 9781926778563

By now, the typical digital gamer has become so familiar with the words “console war” that he or she scarcely bats an eye when someone invokes them. Still, in the aftermath of the 2013 Electronic Entertainment Expo and the ongoing struggles between console manufacturers to capture

consumer dollars and loyalty, we should remember how the competition evolved over more than thirty years of video game marketing. As we rapidly approach the eighth generation of the home-console war, and current titans Sony and Microsoft vie for attention, reviewing the landscape is both interesting and illuminating. Sam Pettus’s *Service Games: The Rise and Fall of SEGA* offer a history lesson from a former console contender about the way the world of digital games has changed.

SEGA (an acronym for “Service Games”) remains a household name in the gaming industry, although the company is less prominent than in the past. Once an industry standard for home gaming hardware, SEGA now focuses primarily on software production for multiple hardware platforms. Pettus’s book serves an in-depth introduction to the SEGA Corporation, offering chapter-length descriptions organized chronologically for each individual generation of console hardware. Each chapter offers less a focused argument than a detailed account of hardware components and technical specs. But the work also explores the relationship between title licensing and the successful generation of a marketable public image.

I find compelling the attention the book pays to the culture of the advertising of each generation, sporadic as that attention is. Pettus focuses on the frequently euphemistic rhetoric in advertisements such as “The more you play with it the harder it gets!” (pp. 66–67) and offers an analysis of SEGA as growing an “anti-establishment image” that better resonates with younger Western gamers. He outlines how other companies and console manufacturers have ultimately used this strategy