GCSE Physical Education - Participation rates, Commercialisation & Deviancy

Participation rates – The number of people taking part in physical activity.



Age – The reason why different age groups participate can vary based on access, cost, time available and the nature of the activity.



Gender – Men and women can participate for different reasons including image, cost, time and society. Increased media coverage has helped remove many stereotypes.



Ethnicity – The number of **ethnic groups** (black, white & other minorities) playing sport are on the rise. Reasons for the difference include stereotypes, cost and cultural influences.



Disability – This can be a physical or mental impairment. Activities and rules are often adapted *i.e. Wheelchair tennis*. Other barriers include availability, cost and access.



Socio-economic group – This is determined by profession and available income. Factors include cost, availability and time. *i.e. golf is far more expensive to participate than athletics.*

Reasons for non-participation

Media Coverage – lack of coverage of some sports

within the sport.

Environment & Climate – denotes which sports are more or less relevant for an area

Time – work commitments reduce activity

Resources – facilities & provision

Role Models – lack of direction & peers

Data – facts and statistics gathered to highlight information. Shown in table or graph format.

Trends - a general direction in which something is developing or changing.

Deviancy

Sportsmanship – the qualities of fairness and following the rules. *i.e. shaking hands after a match*

Etiquette – customs e.g. good manners

Gamesmanship – Bending the rules to gain an advantage *i.e.* fainting injury to waste time

Deviant behaviour – Behaviour that goes against the norms of society or the rules of a sport. This type of behaviour causes **negative role models**. *i.e. drug taking or biting a player*

Consequences:

- L. Punishment red card/sin bin/bans
- 2. Loss of sponsors / contracts with clubs

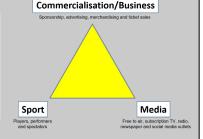
Disadvantages

B. Damaging own reputation or club/country

Commercialisation - Sport, media and commercialisation are closely linked in a what is known as a 'GOLDEN TRIANGLE' Sponsor Player/Performers

Advantages Poor behaviour from athletes/clubs causes negative media attention. Smaller sponsors might struggle to compete with larger more global brands. Some sponsors are not suitable to be promoted within sport. i.e. tobacco

Player/Performers	
Advantages	Disadvantages
 Allows athletes to earn income as a full time job. Can lead to additional roles post playing career 	 Encourages deviant behaviour due to the pressure of success. Generally, favours male over female and able bodied over disabled.



Sport

Advantages

• Raises the profile of the sport due to
increased exposure.

- Changes to sport format/rules to make audience friendly.
- Tends to only support the popular sports.

Disadvantages

• The influence of TV has caused an increase in adverts and changed TV timings (traditions lost)

Spectator

Advantages

• Offers a wider choice of sports available to
watch.

· Sponsorship might be short term.

- Viewing experience has ben enhanced due to technology
- Encourages spectating not participating.
- Can become very expensive for fans/spectators.
- Affects view experience increased TV breaks.

Term	Definition/notes/concept
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