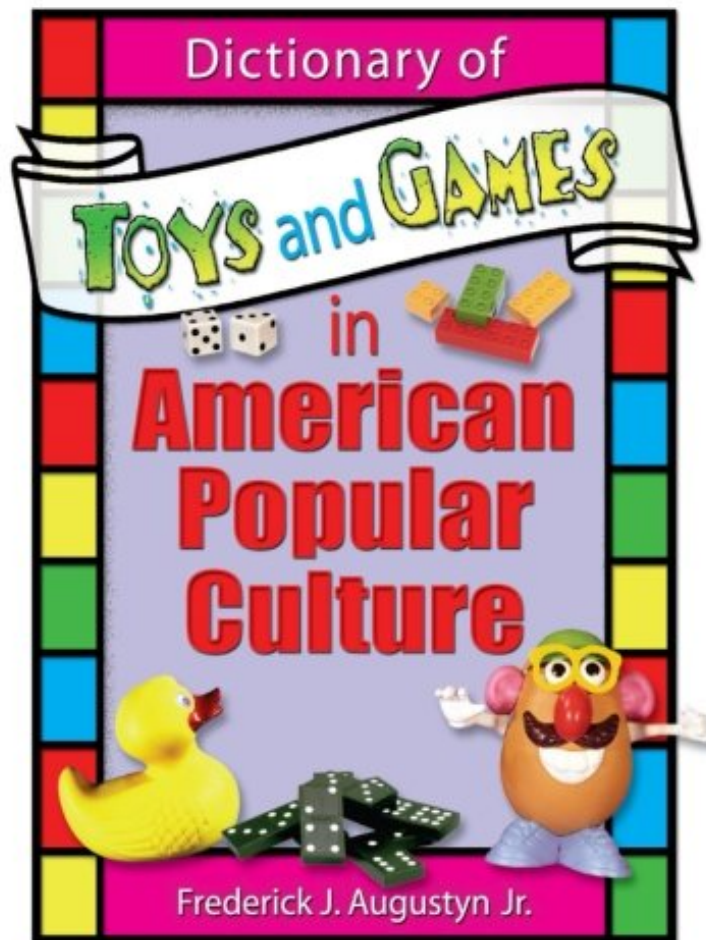


Dictionary of Toys and Games in American Popular Culture (Contemporary Sports Issues)

Frank Hoffmann, Frederick J Augustyn Jr, Martin J Manning
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Frank Hoffmann, Frederick J Augustyn Jr, Martin J Manning : Dictionary of Toys and Games in American Popular Culture (Contemporary Sports Issues) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Dictionary of Toys and Games in American Popular Culture (Contemporary Sports Issues):

1 of 1 people found the following review helpful. Guide to toys that have amused American children By Midwest Book Review Dictionary Of Toys And Games In American Culture by archivist and librarian Frederick Augustyn (Cataloger, Library of Congress Social Sciences Cataloging Division) is a comprehensive, A-Z encyclopedic reference guide to toys that have amused American children (and their parents!) for generations. Ranging from Legos, Mr. Potato Head,

and Plah-Doh, to Scrabble, Tiddly Winks, Tinker Toys, and Twister each referenced item is provided with concise, detailed descriptions that place the various toys and board games into their appropriate social and cultural contexts. From action figures to yo-yos, Frederick Augustyn's *Dictionary Of Toys And Games In American Popular Culture* is a prized contribution to personal, professional, and academic American Popular Culture library collections and supplemental reading lists.

Keep the information you need on playthings and pop culture at your fingertips! The *Dictionary of Toys and Games in American Popular Culture* is an A-to-Z reference guide to the playthings that amused us as children and fascinate us as adults. This enlightening and entertaining resource, complete with cross-references, provides easy access to concise but detailed descriptions that place toys and board games in their social and cultural contexts. From action figures to yo-yos, the book is your tour guide through the museum of sought-after collectibles and forgotten treasures that mirror the fads and fashions that helped define pop culture in the United States. The *Dictionary of Toys and Games in American Popular Culture* is a historical, yet current, reflection of society's ever-changing attitudes toward childhood and its cultural touchstones. The book is filled with physical descriptions of each entry, including size, color, and material composition, and the age group most often associated with the item. It also includes biographical sketches of inventors, manufacturers, and distributors a virtual *Who's Who* of the American toy industry, including Milton Bradley, Walt Disney, and Jim Henson. With a brief glimpse through its pages or a lengthy look from cover to cover, you'll discover (or re-discover) real hero action figures, toys with commercial tie-ins, fast-food promotional giveaways, penny prize package toys, and advertising icons and characters in addition to beloved toys and board games like Etch-a-Sketch, Lincoln Logs, Colorforms, Yahtzee, and Burp Gun, the first toy advertised on nationwide television. The *Dictionary of Toys and Games in American Popular Culture* presents easy-to-access and easy-to-read descriptions of such toys as: Barbie, bendies, and Beanie Babies Monopoly, Mr. Machine, and Mr. Potato Head Pez, Plah-Doh, and Pound Puppies Scrabble, Silly Putty, and Slinky Tiddly Winks, Tinker Toys, and Twister and looks at the people behind the scenes of the biggest names in toys, including LEGO (Ole Kirk Christiansen) Fisher-Price (Homer G. Fisher) Mattel (Ruth and Elliott Handler) Hasbro (Alan, Merrill, and Stephen Hassenfeld) Toys R Us (Charles Lazarus) Parker Brothers (Edward and George Parker) F.A.O. Schwartz (Frederick Schwartz) Kenner (Albert Steiner) Tonka (Russell L. Wenkster) The *Dictionary of Toys and Games in American Popular Culture* also includes an index and a selected bibliography to meet your casual or professional research needs. Faster (and more entertaining) than searching through a vast assortment of Web sites for information, the book is a vital resource for librarians, toy collectors and appraisers, popular culture enthusiasts, and anyone with an interest in toys past and present.