

Module Specification

Module Summary Information

1	Module Title	Dark Leisure
2	Module Credits	20
3	Module Level	6
4	Module Code	CRI6087

5	Module Overview
<p>'Dark Leisure' is tied to an emergent criminological research field that unites a multi-disciplinary network of academics, researchers and postgraduate students who explore the boundaries of crime, consumption, leisure and deviance. The topic is informed through critical engagement with a range of perspectives intersecting with the sociological interpretations of crime and deviance, drawing on criminology, law, sociology, urban studies, geography, and leisure and tourism. The overarching theme of dark (or deviant) leisure therefore unites a wide range of research areas, including: leisure and consumption practices, intoxication, media, parkour/free running, urban exploration, sport and violence, dark tourism, sex work, pornography and bondage, domination, sadism and masochism (BDSM) subcultures and the internet/social media and their impact and correlation with issues of criminological and sociological theory.</p> <p>In taking this module students will be exposed to a challenging module that not only considers the ethics and practices of consumption and leisure, but will encounter challenging and provocative research that critically examines the ways in which criminality and its control are intertwined with cultural meanings, representation and contestation relating to complex broader issues of morality, legality and privilege, and be involved in learning that encourages them to consider and reflect on their own values, morals, ideas and practices. It is therefore appropriate for stage 6 undergraduate study in so far as it encourages critical self-reflection that is useful to any future role in professional practice or postgraduate study, developing these core transferable skills and attributes while considering a range of exciting, contemporary criminological examples.</p>	

6	Indicative Content
<ul style="list-style-type: none"> • The criminology of 'consumerism' • Cultural criminology, ultra - realism and zemiology and edgework • Deviant leisure: a criminological perspective • 'Youth', alcohol, intoxication, violence and the NTE: resistance, liberation or conformity • Gentrification, the urban city, gated communities and disconnected lives – considering the urban milieu as a site of crime and conformity • Boxing, MMA, combat sports: the consumption of 'legitimate violence' • Ice hockey: the harms of legitimate sports violence • From BDSM to urban exploration: does subcultural study still hold value and what is harmful about subcultures? • Serial murder, dark tourism and extreme dark leisure • Human enhancement drugs, illegal drugs, NPS and 'drugs as deviant leisure' • Riots, violent shopping and deviant leisure • Pornography, sex and the internet • Football hooliganism • New social media and dark leisure 	

7	Module Learning Outcomes		
	On successful completion of the module, students will be able to:		
	1	Critically consider the concept of 'Dark (or deviant) Leisure' and 'Consumerism' and how these are manifest in contemporary criminological discourse, demonstrating detailed knowledge and understanding of core theoretical and empirical academic contributions to this emergent multi-disciplinary subject area.	
	2	Show the ability to undertake independent research that examines the ways in which criminality and its control are intertwined with cultural meanings, representation and contestation relating to complex broader issues of morality, legality and privilege.	
	3	Synthesise and evaluate items of theoretical and empirical knowledge from different schools and disciplines of enquiry related to criminology victimisation and responses to crime and deviance.	
	4	Critically reflect on their own and alternative views and values in well-reasoned, well written, reflective work that demonstrates ability to use good written English and Harvard Style referencing.	

8	Module Assessment		
Learning Outcome			
	Coursework	Exam	In-Person
1-4			X

9	Breakdown Learning and Teaching Activities	
Learning Activities	Hours	
Scheduled Learning (SL) includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable	36	
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	36	
Private Study (PS) includes preparation for exams	128	
Total Study Hours:	200	