

and Shakur, via an unreleased collection posthumously produced by his mother.

In 1998, Jay-Z, Lauryn Hill, and OutKast produced impressive albums; DMX delivered two; and two new hybrid genres—rap rock and Southern hip-hop—brought new talent to the fore, trumping defunct West Coast rap in early 1999. The Hard Knock Life Tour became the first successful rap tour of the decade, and south of the border, Puerto Rican rapper Big Punisher's *Capital Punishment* went platinum. *The Miseducation of Lauryn Hill* won five Grammys, and Eminem, Mos Def and Talib Kweli (as Blackstar), Eve, and Dr. Dre generated powerful hip-hop albums.

Impact The decade ended on a positive note and had lasting effects. Gangsta rap and Southern hip-hop continue to flourish, and both genres—independently and collaboratively—have gained worldwide recognition and validity. The 1990's brought complexity to the lyrics and beats, but the years also complicated the relationships among rivaling groups: East, West, and South.

Further Reading

Hip-Hop: Beyond Beats and Rhymes—About Hip-Hop.

<http://www.pbs.org/independentlens/hiphop>.

This Web site accompanies a PBS documentary by Byron Hurt on hip-hop and masculinity, sexism, violence, and homophobia.

Light, Alan, ed. *The Vibe History of Hip Hop*. New York:

Three Rivers Press, 1999. Provides comprehensive, chronological coverage of the genre.

Smiley, Tavis. *Examining Hip-Hop Culture*. <http://www.pbs.org/kcet/tavissmiley/special/hiphop>.

A PBS special highlighting African American perspectives on hip-hop culture; includes numerous comments with possible ideas for argumentative essays on this topic.

Watkins, S. Craig. *Hip Hop Matters: Politics, Pop Culture, and the Struggle for the Soul of a Movement*. Boston: Beacon Press, 2005. Topically organized by essays examining hip-hop culture. Includes an index to help locate information quickly.

Ami R. Blue

See also African Americans; Death Row Records; Drive-by shootings; Fads; King, Rodney; Los Angeles riots; Milli Vanilli; MP3 format; Music; Police brutality; Race relations; Shakur, Tupac; Smith, Will.

■ Hobbies and recreation

Definition Leisure-time pursuits and activities

How Americans used their leisure time changed significantly during the 1990's, in part because of a baby-boomer generation nostalgia craze, prompting growth in collecting hobbies of all kinds, and also because of the growing popularity of Internet-based activities.

Having been brought up during decades when childhood hobbies were strongly encouraged, the baby boomers once again embraced hobbies as they neared retirement. Economic gains made during the 1990's made the collecting hobbies especially attractive, with these accumulations taking almost any form possible. While antiques continued to hold a place of importance among collectors, the pursuit of items from one's own childhood, especially toys, became a passion for many. Traditional collecting categories with a strong nostalgic aspect—such as dolls, automobiles, advertising signs, or candy containers—enjoyed substantial popularity.

This surge in collecting created a greatly increased market for reproduction items, or collectibles, produced specifically for these collectors. Hallmark was a typical company in catering to the nostalgia-minded, while long-established toy retailer F.A.O. Schwarz showed its adaptability to the times in issuing F.A.O. Collectibles catalogs rather than only toy catalogs. Collection-minded adults became the target buyers for many toy companies, with reissues of classic toys from the 1950's and 1960's, collector editions of current-run toys, and expensive special productions related to licensed movie and pop culture characters. Collecting such lines as Hot Wheels, Barbie, and *Star Wars* became more the norm than playing with them.

This intense interest in collecting affected other recreational activities, as the widespread success of Magic: The Gathering demonstrated. Released in 1993, this role-playing/strategy game introduced the modern concept of the collectible card game and prompted a flood of collectible card games in the mid-1990's.

Nostalgia also played a part in the continuing interest in crafts, although some of the traditional arts, such as quilting, fell from the spotlight. Newer crafting hobbies, such as rubber stamping, expanded in popularity. Even if not originating in the 1990's, interest in scrapbooking became so widespread as to

make it characteristic of this decade. A hobby that incorporated such other popular crafts as collage-making and papermaking, scrapbooking rose to such a level of mass acceptance that individual scrapbooking retail stores opened across the country. Even if most would soon close due to inadequate business acumen, the presence of such hobby-oriented retail outlets was characteristic of the late years of the decade.

Effect of the Internet As an activity enhanced by the company of friends, scrapbooking was attractive partly for its social aspect. A similar attraction helped generate interest in the new online communities, or digital communities, that resulted from the development of the World Wide Web. New Internet forum software and other developments helped news groups and bulletin boards proliferate and attract sizeable readers and participants. Blogging began gaining in popularity by the end of the decade.

These online communities turned out to be central developments to hobbyists of every stripe, especially during the latter part of the 1990's. Whether the interest was winemaking, reading science fiction, or collecting stoneware, the online world offered ease of communication among hobbyists scattered nationally or even globally. Newsgroups replaced newsletters as means of disseminating information, and many online communities were coterminous with enthusiast, hobby, and craft communities.

The burgeoning online communities also turned a minor sports-oriented diversion of previous decades, fantasy football, into one of the most popular pastimes of the late 1990's. These online activities occupied hours previously given to other hobbies and recreations. The single event that most changed the recreational life of computer-owning Americans, however, was the founding in 1995 of AuctionWeb, renamed eBay in 1997. This online auction house had a bit of the flea market in its makeup—but a flea market with the sky as its limit. With eBay's national and soon global scope, and with offerings that changed from minute to minute, hobbyists found a perfect outlet for their often obsessive interests.

Home entertainment continued its growth in other, more well-established directions as well, with 99 percent of U.S. homes now owning television sets, cable companies thriving, and home film rental businesses enjoying a boom period.

Impact The changes during the 1990's reflected diametrically opposing trends. On one hand, the desire to find a like-minded community spurred people to spend hours at such diverse activities as scrapbooking and newsgroup reading. On the other hand, the bulletin boards, instant communications, and auction sites made it easier to spend more recreational time than ever before alone inside the home.

The ease of Internet trading also eroded some of the institutions that had helped hobbyist and recreational groups gain a sense of community in previous decades. Newsletters, collector magazines, and hobbyist conventions began losing readers and attendees. For similar reasons, business at the flea markets and antique malls that flourished in the 1980's saw the beginnings of decline. By the end of the decade, almost no hobby or recreational pursuit was left unaffected, for better or worse, by the Internet.

Further Reading

- Cohen, Adam. *The Perfect Store: Inside eBay*. Boston: Little, Brown, 2003. A fact-filled chronicle of the unconventional online business that changed the face of nearly every hobby.
- Haglund, Jill. *Complete Guide to Scrapbooking*. 5th ed. Sarasota, Fla.: TweetyJill, 2000. This best-selling guide describes the techniques, practices, and ideas that helped make scrapbooking one of the most popular hobbies of the 1990's.
- Kennedy, Angus J. *The Internet and World Wide Web: The Rough Guide*. London: Rough Guides, 1997. This handbook for both novices and experts covers all aspects of the Internet experience in its earlier days, with accurate description of its recreational and hobby aspects.
- Prince, Dennis. *Online Auctions at eBay: Bid with Confidence, Sell with Success*. Rocklin, Calif.: Prima, 1999. Accurate depiction of techniques and practices typical in the 1990's, at this central meeting spot for most of America's collecting communities.
- Turlington, Shannon R. *Walking the World Wide Web: Your Personal Guide to the Best of the Web*. Chapel Hill, N.C.: Ventana Press, 1995. A window upon the online world in its earlier days, with focus on its recreational aspects.

Mark Rich