

## Reference List

(Websites included for personal use)

By: Grant Katanick

Gibbons, T., & Dixon, K. (2010). 'Surf's up!': A call to take English soccer fan interactions on the Internet more seriously. *Soccer & Society*, 11(5), 599-613.

<https://research.tees.ac.uk/ws/files/6438102/111573.pdf>

This article (although a little outdated) has lots of information and statistics relating to soccer and the internet. There is even a section titled "Considering the practicalities of researching English soccer fan interactions online," which suggests that the internet is the perfect place to study fan interaction. Thus, giving users the ability to vote on posts and respond in comment sections will give another great element, free speech, to the soccer fan's arsenal, making studying fans that much easier. This way the fan opinion can be heard louder than before since the website is meant to connect the soccer fandom as a whole.

Redhead, S. (2002). *Post-fandom and the millennial blues: The transformation of soccer culture*. Routledge.

This article explores the fusion of youth, pop culture, and sports as businesses. The author observes a cultural shift happening in the early 00s and reflects on its impact on the sport of soccer. The article will influence my website by giving me better insight into the history of

soccer culture, which is crucial to creating a website focused on the aforementioned community. The article also discusses the phenomenon known as “low” art and its relation with soccer on a whole too, which is greatly helpful for website structure. This is the case since one does not want to take away from the beauty of the game while trying to portray useful information.

Millward, P. (2008). The rebirth of the football fanzine: Using E-zines as data source. *Journal of Sport and Social Issues*, 32(3), 299-310.

This article examines the use of soccer “fanzines” in the 1970s to 80s and their reemergence with the rise of the internet. The fanzine is a type of magazine created by fans for fans and had a vast range of topics including soccer and music. After the rise of the internet in the mid-90s, many of these magazines tuned into e-zines. This is going to connect to my project since the author then goes into the data you can get from e-zines, which I can repurpose for my website’s use.

Weed, M. (2008). Exploring the sport spectator experience: Virtual football spectatorship in the pub. *Soccer & Society*, 9(2), 189-197.

<https://www.tandfonline.com/doi/full/10.1080/14660970701811057>

This article focuses on the social act of watching a soccer match, drawing the conclusion that “sports spectators’ need for proximity is not for proximity to the event, but to others sharing in the experience of watching the event.”(Weed) Although the article draws the conclusion that this space is a pub, I would actually argue it is a chat room. This is the case since it allows access to

a much greater audience who have a vastly different viewpoint on the game, caused by the interconnectivity of the internet. The article has lots of different information to help with the gameday experience.

Auty, C. (2002, October). Football fan power and the Internet: net gains?. In *Aslib Proceedings* (Vol. 54, No. 5, pp. 273-279). MCB UP Ltd.

<https://www.emerald.com/insight/content/doi/10.1108/00012530210448226/full/html>

This article explores the “importance of the Internet for supporters of football clubs.”(Auty) It goes into great detail about how these websites could be used in a way to better represent the fans and give them their say. The article also argues “that the Web is an ideal forum for fan power, providing a cheap and effective means of mobilizing support for campaigns in conjunction with traditional lobbying techniques.”(Auty) This is useful to argue the inclusion of various features including the voting and comment section features.