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Chapitre d'ouvrage

Introduction: Battles, Society and Entertainment

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Abstract : Introduction: Battles, society and entertainment What were British people like when they went out on a Saturday night to have a good time during the Great War? The ordinary people of the time loved above all the music-hall: they knew nothing of exotic holidays, and radio and television were still a long way off. The British music hall was quite different from the more sophisticated Parisian version: it was more knockabout, with no room for tragic love themes, and often taking inspiration from circus acts. The aim of this book is to give a taste of the atmosphere and a glimpse at the meaning of British entertainment during the First World War. It is a period very distant from us in two senses. First, so much has changed in technology, ideology and psychology over the last hundred years, and secondly, very few of us have lived the traumatic, extreme experience of total war. I hope to be able to put across a little of the magic of the Saturday night out, as well as explaining the themes of the songs and why they were important to our ancestors. In order to do this, I have collected over a thousand songs and tried to analyse the reasons for their success. Their context: the life of British people during the war, in the trenches or in Britain, will also be presented. So as not to base my study only on a small number of emblematic hit songs, I will be quoting hundreds of songs in the coming chapters. The reader will be able to hear original recordings of several dozen of the most popular ones-almost all forgotten today-by following the internet links provided. Our journey will begin (Chapter 1) with a portrait of the entertainment industry in Britain in 1914.

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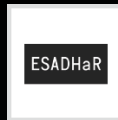
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As a pastoralist society, the Maasai way of life revolves around their livestock. They often times will travel hundreds of miles of semi-arid and arid terrain of Kenya and Tanzania in search of grazing lands and watering holes for their cattle. The cows are invaluable in providing a constant source of protein in the form of meat, blood, and milk, but also supplying the dried dung for constructing their semi-temporary huts. Considering the importance of cattle in their society, a Maasai male's amount INTRODUCTION. Streaming media is an emergent technological practice that is altering everyday uses of media, media industry practices, and transnational cultural geography. Streaming, concomitantly, is an audience tactic and a strategic logic of the industry. Entertainment can be public or private, involving formal, scripted performance, as in the case of theatre or concerts; or unscripted and spontaneous, as in the case of children's games. Most forms of entertainment have persisted over many centuries, evolving due to changes in culture, technology, and fashion. Films and video games, for example, although they use newer media, continue to tell stories, present drama, and play music. Festivals devoted to music, film, or dance allow audiences to be entertained over a number of consecutive days. Some activities that once were considered entert Template:Other uses Template:Use dmy dates Template:Use British English. Entertainment is a form of activity that holds the attention and interest of an audience, or gives pleasure and delight. It can be an idea or a task, but is more likely to be one of the activities or events that have developed over thousands of years specifically for the purpose of keeping an audience's attention. Although people's attention is held by different things, because individuals have different preferences in