A BRIEF HISTORY OF YOUTH CULTURE

- **Early 1900s**
- Emergence of college athletes as heroes
- Girls expected to be model of feminine elegance
- Casual dress for men

- **1920s (Lost Generation)**
- Popularity of coonskin coats
- Short skirts and heavy cosmetics for girls
- Popularity of Charleston dance
- Irreverent on the whole
- Blues and Jazz

- **1930s**
- Politically apathetic
- Lack of work for young men
- Social activism
- Music of Glenn Miller and Benny Goodman

- **1940s**
- Coining of term "teenager"
- Popularity of jukebox
- Popularity of jitterbugging
- Music by Frank Sinatra
- Youth became (for first time) a powerful economic force
- Strong youth influence on popular music, entertainment, and dress

- **1950s**
- Emergence of "hop" dances
- Appearance of teenage gangs
- Emergence of "rock and roll"
- Continuing growth of youth influence on the economy
- Development of "Beat generation" subculture
- Music became dominant force in youth culture

- **1960s**
- Protest movements (Vietnam War, segregation, social injustice, etc.)
- Emergence of Beatles
- Appearance of drugs as strong youth influence
- Popularity (in later 60s) of hard rock (even acid rock) music

- **1970s**
- Long hair
- Emergence of hard rock music
- Free sex movement
- Drugs and alcohol become more prevalent
- TV became dominant influence
- No video games
- Evolution in school
- No prayer or ten commandments in school

- **1980s**
- Unisex movement – hair, dress, lifestyle
- Homosexual agenda
- MTV and VH1 emerges as major influence
- Entertainment becomes more sexual and cultic
- Parents are grown 60's hold-overs
- Sex at earlier ages
- Teen pregnancy/abortion radically rise
- Video games in arcades and restaurants

- **1990s**
- Homosexuality common in teenagers
- Sexually transmitted disease on the rise
- Teen interest in occult and Satanism
- Rise of rap and alternative music
- Rise of internet porn
- Parents gone from home more than ever
- Video games come home and begin to get worse

- **2000s**
- More perverted sex common in teenagers
- Homosexuality commonly accepted
- Internet sex, blogs, and perversion very high
- Sloppy look in dress and hairstyle becomes popular
- Violent sexual imagery and explicit lyrics in music
- Internet becomes dominant influence
- Internet access to anything and everything freely
- Children left to themselves most of the time
- Most teens from broken homes
- Marriage not an option
- Don't want to accept adult responsibility
- Adolescent behavior is being extended to mid twenties
- Video gaming industry huge- sexual and violent in nature

1. **Factors Which Produce Youth Culture**

At least six forces have isolated youth in recent years into a distinct youth culture:
- Physical Differences - Hair, etc.
- Numerical Strength – 50% population are under 25 years of age
- Economic Interest
- Social Pressures
- Youth Language and Gestures
- Youth Customs and Behavior

2. **Characteristics of Contemporary Youth Culture**

- Sloppy appearance
- Perverted music - sex, anger, rebellion, violence
- Drugs, Parties, Alcohol
- Perverted sexual education and behavior
- Internet and video game addictions
- Hopelessness – kids with no parents, no purpose, no moral compass
- Media dominated
- Teen depression and suicide at an all time high
- Rise of teen alcoholism and drug abuse
- Emphasis on the present

- Ill-equipped educationally
- Music, TV, internet, and video games are the dominant influences
- Unisex fashions
- Suspicious of adults and authority
- Experience oriented (existential philosophy)

3. **Three Potential Responses to Youth Culture**

- Liberal Approach - Total conformity to secular youth culture
- Neo-evangelical Approach - Acceptable range between youth and adult culture
- Biblical Approach - Biblical lifestyle (Romans 12:1-2)

Note: For the record, we are taking the biblical approach.