Index

Adaptive narcissism, 65	Children, 20–21
Adolescence, 75	China's zero-Covid policy, 8
Adulthood, 9, 11	Chinese anime tourism market, 60
big five markers of, 11	Chinese backpackers, 43
Age, 8	Chinese society, 43
Age-cohort, boundaries of, 16	Climate change, 1, 3
Agency, 12	Coachella lineups, 54
approach, 10	Coachella Valley Music, 3
Agenda 2030, 6	Coachellaverse, 54
Sustainable Development Goal, 40	Cohort theory, 12, 17
Alpha, 19	Communitas, 50, 53, 59
generation, 17	Conceptualisations
Alpha-children, 20	of adulthood, 11
Amazon Prime, 57	of millennials, 15
Animation, 59	Concerts, 54
Anime, 57–61	Confederation definition of young
Anime/manga tourism, 59	tourists, 14
Industry Report, 59	Confucian ethics, 47
Anthropomorphism, 73	Conventions, 61
Anxiety, 77	Conviviality, 50
Appalachian Trail (AT), 42	Core motives, 2
Auto-ethnographic study, 78	Cosplay, 57–61
Avatars, 80	Cosplayers, 61
	Covid-19 pandemic, 4, 9, 14, 19, 22, 71
Backpackers, 2, 40–43	4-S destinations, 49
identity, 43	Cultural capital, 11
Backpacking, 43, 53	Culturally different individuals,
tourism, 42	interactions with, 29–32
Backstage, 67	Culturally similar individuals,
Binge drinking, 48	interactions with, 32–33
Brochures, 73	
Budapest Maverick Urban Lodge, 23–24	Depression, 77
Budget tourism, 15	Destination Management
Burners, 54–55	Organisation (DMO), 49
Burning Man festival, 54	Devices, 71
	Digital connectivity, 70
Campers, 38	Digital disconnection, 85
Child sociology, 10	Digital nomadism, 86

Digital nomads, 69-70, 84	Game of Thrones (TV shows), 57
Digital nudging, 74	Gamification experiences, 81
Digital technologies, 74	Gap time, 41
Digital-detox, 85	Gap Years, 40–42
Digitalisation, 17, 74	Generation alpha, 20–21
Dirty weekend concept, 49	Generations
DiscoverEU data, 21	concept, 12
Disney+, 57	generation Me, 63–66
Dramaturgical approach, 67	generations Z, 19
	Germany
Educational research, 10	ageing population, 8
Educational tourists, 2	youth population, 8
Elbe Sandstone Mountains, 68	Global nomads, 69
Emerging adulthood, 9, 14	Global youth population, size and
Emerging adults, 2, 14	growth of, 5–7
Entertainment in digital	Global Youth Summit (2022), 86
environments, 85	Go Nomad, 69
EuRopean Community Action	Grandiose, 65
Scheme for the Mobility	*
of University Students	Habitual excessive social media, 79
(Erasmus), 29	Habitus, 11
European Millennials, 16	concepts of, 12
European Union (EU), 5	Hedonistic experiences
flagship programme, 29	anime, manga and cosplay, 59-61
youth-oriented policies within, 21	fandom-tourists, 57–59
Exhibitionism, 65	festivals and spaces of
Extended adolescence, 10-11	Heterotopia, 53–57
Extreme narcissism, 63	hedonistic holiday experiences,
Extreme sports, 76	48–50
•	young tourists, sex, intimacy,
Family holidays, young tourists on,	50–53
45–48	young tourists on family holidays
Fandom-Tourists, 57–59	45–48
Fear of missing out (FOMO), 77–79, 85	Hedonistic holiday experiences,
Feminist criticism of voluntourists, 39	48–50
Festival's heterotopia, 55	Heterotopia, festivals and spaces of,
Film projectors, 71	53–57
Film Tourists, 57–59	Hispanics, 8
Film-induced tourism, 58	Holy Grail, 34
Fine-grained analysis, 3	Hostel owners, 23
Flashpackers, 69	Hostel parents, 23
4-S, 48–50	Hostelling International (HI), 23
Fridays for Future (Youth	Hostels, 22–24
movements), 86	House-sitting, 36
Future concept, 1	Human life-cycle, 14

Human social life, 63	Life-style mobility, 43
Humanitarian projects, 40	Liquid modernity, 12
Hungarian research team, 56	Little Emperors, 12
Hypersensitive Narcissism Scale, 65	•
71	Maladaptive narcissism, 65
Identity, 26	Manga, 59–61
concept, 25	Manga fandom, 59
formation and tourism, 25–26	Market growth approach, 2
theory, 25	Mental health issues, 77
Immigrant identity, 32	Metaverse, 77–81
Influencers, 75–76	tourism, 80–81
marketing, 76–77	Midi Music Festivals, 55
Information and communication	Millennials, 2, 8, 12, 16–18
technologies (ICT), 69	Mobile lifestyle practices, 70
Instagram, 73, 75–76	Mobility, 25
Intended readership, 4	Mobility Trajectories of Young Lives
Intentional systems, 73–74	(MO-TRAYL), 32
Interactions	Multilocal embeddedness of mobile
with culturally different	youth', 33
individuals, 29–32	Multitasking generation (see
with culturally similar individuals,	Generation alpha)
32–33	
with older people, 33–36	Narcissism, 63–65
Intercultural sensitivity, 29–32	Narcissistic Personality Disorder
Intergenerational encounters in	(NPD), 65
religious tourism, 34	Narcissistic Personality Inventory, 65
International independent travel, 14	National Health and Social Life
International students experiences, 28	Survey, 51
International tourism, 1	National symbols, 22
International Youth Hostel	Neon Genesis Evangelion (NGE), 60
Federation, 23	Netflix, 57–58
Interrail, 21–22	Nevada's Black Rock Desert, 54
Intimacy, 50–53	New nomads, 69–70
Intsagrammability, 75	Nomads, 69
Island of Freedom, 56	community, 69
iTime, 72	Non-government organisations (NGOs), 38
Japanese anime, 59	Normative discourses
Joy of missing out (JOMO), 77–79, 85	on 'youth tourists' in tourism studies, 14–16
Killfies, 76	in academia, 2
13111100, 70	in media, 6
Language travel, 27	in policy documents, 6
	Nudges, 74, 85
Learning, 26	
and personal development, 26	Nudging, 74

Older people, interactions with, 33–36	Screen and film-induced tourism, 57
Online photography apps, 75	Secretary General of the United
Overseas Experience (OE), 41	Nations, 1
Oxford English Dictionary, 8	Self-awareness, 28
	Self-categorisation, 42
Pandemials, 17, 19–20	Self-confidence, 28
Pandemic, youth and, 19–20	Self-exploration, 26
Par Excellence, 56	Self-verification, 26
Parasocial interactions, 57	Selfie-attraction-shading effect, 66
Parasocial relationship, 57	Selfies, 65
Party-holidaying, 49	Sex, 50–53
People's Republic of China, 12	tourism, 51
Personal development, 25	Sexual Revolution, 51
identity formation and tourism,	Silent generation, 14
25–26	Situational disinhibition, 52
interactions with culturally	Situationships, 50–51
different individuals, 29-33	Slow start, 10
interactions with culturally similar	Smartphone, 71–73
individuals, 32–33	and social media, 72
interactions with older people, 33–36	as travel companions, 73-74
learning and personal	Social capital, 11
development, 26-29	Social imagery, 9
travelling to learn, 40–42	Social influence theory, 27
volunteer tourism, 38–40	Social interaction, 26
volunteering at sporting events, 40	Social media, 85
work-travel experiences, 36-38	content, 77
Pilgrimage, 33–36	FOMO, JOMO and metaverse,
Place Practice Model of Mobile	77–79
Student Experience'	Gen Me, 63–66
identity, 32	influencer marketing, 76–77
Policymakers, 4	instagram and influencers, 75–76
Pop-culture tourism, 57	networks, 20
Post-pandemic, 19	nudging, 74
Pregaming, 48	togetherness and performing roles,
Premier League football match, 66	66–67
Preschoolers, 20–21	trusted travel companion, 71–73
Professional millennials (PM), 16	Vanlife, 70–71
Prosumers, 73, 79	wanderlust, 67–69
	young tourists, 69–70
Reflexive traits, 28	Social networks, 20
Religious tourism, 33–36	Social norms, 74
Research centres, 12	Social science
Rich Kids of Instagram' phenomenon	researchers, 15
(RKOI phenomenon), 75	studies, 65
Rock music festivals, 55	youth behaviour, 64

Socially intelligent agents concept, 73	Volunteer Tourism, 38–40
Space of illusion, 54	Volunteering at sporting events, 40
Spanish language courses, 27	Volunteers primary motivation, 39
Sport events, 40	Voluntourists, 38
Sporting events, 66	Vulnerable narcissism, 65
Strawberry generation (see Young	
Chinese)	Wanderlust, 3, 67–68
Surveillance capitalism, 85	Washington-based Pew Research
Sustainable Development Goals, 6	Centre (Washington-based
Sydney Mardi Gras festival, 55	PRC), 12
Sziget Festival, 56	Web of Science, 19–20
	Western countries, 50
Tablets, 71	Wildlife photography, 76
Television ads, 73	Winter sports tourism, 50
3D imagery of Disney characters, 80	Winter Tourism, 48–50
Thru hikers social identity, 42	Work-travel experiences, 36–38
Tourism, 4, 8, 26, 33, 65	World Cosplay Summit, 61
entrepreneurs, 87	World Health Organisation, 5
identity formation and, 25-26	World Population Prospects, 5
normative discourse on youth	World Youth Day (WYD), 36
tourists in tourism studies,	World Youth Student and Educational
14–16	Travel Confederation
research studies, 12	(WYSE), 14, 37
Tourists, 73	Travel Confederation, 69
Traditional information sources, 73	Worldwide Opportunities on Organic
Transformative experiences, 47	Farms (WWOOF), 36
Transition, 11	
Travel, 26	Year out, 40
Travel career pattern approach, 2–3	Young adulthood, 10, 75
Trivial experiences, 74	Young adults, 42, 64, 77
TV shows, 57	risk-related behaviour, 75
	Young and free millennials (YFM), 16
United Nations, 6	Young Chinese, 12
United Nations COP27 Conference	Young female tourists, 52
on Climate Change, 86	Young fun-seeking tourists, 52
United Nations World Tourism	Young people, 1, 46, 57, 63, 71
Organisation (UNWTO), 14	tourism experiences, 83
Global Report on The Power of	Young tourists, 2, 15, 46, 50–53,
Youth Travel, 27	69–70, 72–73, 77, 79
Unlocked portable routers, 42	attitudes, 73
	on family holidays, 45–48
Vanlife, 70–71	hedonistic activities, 49
Video gaming, 20	Youth, 6, 8–12
Video-on-demand platforms, 57	definition of, 8
Volkswagen Transporter (VW), 70	transition research, 11

106 *Index*

youth-oriented policies within normative discourse on 'youth tourists' in tourism studies, EU, 21 youth-oriented services, 5, 22-24 14-16 youth/young people, 84 size and growth of global youth Youth and pandemic, 19–20 population, 5–7 Youth concept, 8 studies, 17 youth and pandemic, 19-20 Youth movements, 86 Youth populations in tourism source youth populations in tourism countries, 8 source countries, 8 youth-oriented policies within EU, 21 Youth segment, 14 Youth tourism, 1, 45, 83–84 (see also youth-oriented services, 22-24 Tourism) youth', 8-12 generation alpha, 20-21 Youth tourists, 2, 66 generational labels for young, market segment, 16 normative discourse on youth tourists 12 - 14millennials, 16-18 in tourism studies, 14-16