

- 1
- Massive changes in American youth culture from early 1960s to late 1960s
- · rise of 'permissive culture'
- driven by:
 - more women in the workplace
 - introduction of birth control pill
 - rise of divorce rates
 - · increased mobility of youth
 - increased purchasing power of youth
- effects
 - anti-establishment rhetoric and action
 - against racial inequality
 - against patriarchal normsagainst Vietnam War
 - against WWII generation / generational divide
 - increased sex before & outside of marriage
 - · increased drug use



Comics and counterculture

- comics late to the game
- through 1960s both Marvel and DC stayed away from risky topics
 - Marvel touched on more personal conflicts
 - DC stayed true to American 'exceptionalism'
- Began to change in c. 1969
- Why?
 - sales
 - Marvel had caught up with DC in terms of sales by '68
 - but by 1969, sales slumped
 - Marvel looked to boost sales
 - new generation of writers/artists
 - came of age
 - 'relevance' movement

3



