

# [Kobe bryant](https://assignbuster.com/kobe-bryant/)

[](https://assignbuster.com/)[Sociology](https://assignbuster.com/essay-subjects/sociology/)

Teacher Kobe Bryant Case The most applicable sociological concepts in interpreting the Kobe Bryant case are social stratification, political/economic power, gender inequality and media lectures.   
Social stratification   
One may be tempted to interpret the case from racial inequality because of the ethnic origin of Kobe Bryant being an Afro-American. But that is not applicable in the case because Bryant was not sued nor he aggrieved somebody out of any racial related issue. It is because of his celebrity status that made him prone to court cases especially from people who has economic motivation. In this case, one of the reasons that Katelyn Faber been persistent in suing Bryant is because of Bryant status as an NBA player who has a celebrity status that earns tons of money.   
Political/economic power   
It cannot be discounted that one of the major motivation why the case has been pursued and then later agreed to be dropped due to amicable settlement is the economic power of Bryant. This can be interpreted in two ways. First, the sex was consensual and Katelyn Faber sued Bryant hoping that he would settle and then profit from it. Second, if the sex was not consensual, Bryant used his economic power to silence Faber.   
Gender inequality   
The mere fact that sexual assault had been filed, it is already indicative of gender inequality. Assault or rape, meant the overpowering of one gender to another by using force or coercion.   
Media lectures   
Bryant, being a celebrity is hostage to the opinion of the media. He has to look good because he endorse products not to mention that his image will affect his status as a star player. Thus, his settlement can be interpreted as an avoidance from the testimony that he has to make at a deposition that would reveal explicit details of his personal sex life and undermining his status as a celebrity in the process.