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This project draws upon literary, historical, psychological, philosophical, and sociological perspectives to explore the consequences of dark tourism in colonized spaces. Specifically, the project will examine the effects of Game of Thrones tourism in Northern Ireland. By considering the motivations of producers and consumers in a postmodern, post-truth, media-centric, and globalizing society, this project will discuss how dark tourism shapes the construction of “self” and “other.” It will trace how the ways these boundaries of identity are performed and reconfigured at Game of Thrones tourist sites, and how these new definitions transform Northern Ireland’s collective memory. It will conclude by analyzing how representations of trauma within fantasy narratives—made tangible through the tourist experience—harness the power of the subjective to transform objective reality.