

Playing Colonialism (c. 1900)

Abstract

Parlor games introduced colonial thinking and domination fantasies into everyday life in an unobtrusive way, much like the numerous colonial novels that appeared during the Kaiserreich or Imperial period. Those who entertained themselves with the “German Colonial and Travel Game” jumped into an exotic world that was different and exciting but controllable. It was much easier to maintain a self-image of superiority in a parlor game than in real-life encounters with others—the latter often revealed the fragility of perceived dominance and therefore also led to violence.

Source



Source: German colonial and travel game, Inv.-Nr. Ak 94/584, Deutsches Historisches Museum/A. Psille. Published on the cover of Birthe Kundrus, *Moderne Imperialisten. Das Kaiserreich im Spiegel seiner Kolonien*. Böhlau: Cologne, Weimar, 2003.

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