Personal identity and nostalgia for the distant land of past: Legacy tourism

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Abstract
“The past is certainly a distant land and getting there is a difficult and imperfect undertaking” (Brown, Hirschman & Maclaran, 2006). This paper explores motivations behind how consumers reach that “distant land.” Over 1,000 respondents of a variety of ethnic groups show very different stories and diaspora timelines, but personal identity and connection with place are always top ranked motivations for interest in ancestors. How might groups, who may suffer from a lack of identity, fit into these findings when ‘personal identity’ is the number one reason why consumers engage in genealogy and legacy tourism? Whether a group is well defined (e.g., descended from Norwegian ancestors) or not well defined, results are remarkably similar.

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I personally like rust legacy much more, but it is dead. It’s got servers fo sho, and sure, it’s fun. But it gets boring, no new items, no new mechanics etc. With zero experience in Legacy, within a couple of hours of starting as a fresh spawn, I could build most weapons and attachments, full kevlar, and had a base built and was ready for the run and gun. I realized right away that this really wouldn’t be the game for me because of this. There was no real progression. "The past is certainly a distant land and getting there is a difficult and imperfect undertaking" (Brown, Hirschman & Maclaran, 2006). This paper explores motivations behind how consumers reach that “distant land.” Over 1,000 respondents of a variety of ethnic groups show very different stories and diaspora timelines, but personal identity and connection with place are always top ranked motivations for interest in ancestors. How might groups, who may suffer from a lack of identity, fit into these findings when ‘personal identity’ is the number one reason why consumers engage in genealogy and legacy tourism? Whether a group is well defined (e.g., descended from Norwegian ancestors) or not well defined, results are remarkably similar.