

## **Dark tourism: the dark side of the travel**

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### ***Summary***

*In the history of humanity, people have never travelled as much as in recent years, being it for pleasure or duty. Goods, ideas, diseases, information and people travel continuously. This global traffic allows us to have a variety of items from around the world available to us every day within less than twenty-four hours. The demand for different types of tourism constantly changes, among which the one for what the tourist literature calls “Dark Tourism”. Defined as a branch of tourism offering guests a place that is somehow connected with death and suffering, Dark Tourism, despite being increasingly in high demand, is not a recent form of tourism. It will be enough to recall the games that in ancient times included Roman gladiators or public executions during the Middle Ages, which, as such, can certainly be considered the first forms of Dark Tourism, taking in the last century different shapes and sizes. The intent of my presentation is to briefly map this particular form of tourism and understand which are the motivations that bring tourists to be attracted by such type of touristic attraction.*

***Key words:*** media death, consumerism, fears, death experience, play, integration, thanaturizam, Chernobyl, battlefields