

Table of Contents

List of Illustrations	7
Foreword <i>Anikó Imre</i>	9
Acknowledgements	13
Introduction: The trauma/nostalgia paradigm in post-communist cultural production <i>Lucy Jeffery and Anna Váradi</i>	15
1. Drawing the Romanian Revolution at the History Museum of Braşov <i>Carmen Levick</i>	37
2. Retelling Soviet-era Anecdotes in Russian Online Media <i>Kateryna Yermieieva</i>	57
3. Gábor Zsigmond Papp's <i>Retro Series</i> and the Cultural Afterlife of Hungarian State Propaganda Films <i>Lucia Szemetová</i>	75
4. Communicating Post-communist Identity through the Museum of Life Under Communism, Warsaw <i>Samantha Vaughn</i>	91
5. The Museumification of Victims of Communism and Bulgaria's Belene Forced Labor Camp <i>Georgeta Nazarska</i>	109
6. The Museum of Occupations and Freedom Fights, Grūtas Park and Lithuania's Narrative of the Communist Past <i>Katarzyna Jarosz</i>	129
7. Televising Division and Reunification in the German TV Series <i>Deutschland 89</i> <i>Lucy Jeffery and Anna Váradi</i>	145

8. Socialist Settings in Contemporary Hungarian and Czech Quality Television <i>Veronika Hermann</i>	163
9. (Re)Playing the Hungarian Revolution in Contemporary Board Games <i>David Scott Diffrient and Sam Ernst</i>	183
10. Uprooted Heritage as Curatorial Method and Artistic Medium in Yugoslavia <i>Nataša Jagdhuhn</i>	203
11. Germany's Traumatic Communist Past through Contemporary Radio Life Narratives <i>Iana Nikitenko</i>	221
12. The Hauntology of Communism in an Estonian Computer Role-playing Game <i>Claus Toft-Nielsen</i>	239
Conclusion <i>Lucy Jeffery and Anna Váradi</i>	255
Bibliography	267
Index	295