Imperialism:


Dublin: Macmillan;


New York: I.B. Tauris;
Distributed by St. Martin's, 1995.


Ninkovich, Frank. "Ideology, the Open Door, and Foreign Policy." *Diplomatic History* 6, no. 2 (Spring 1982): 185-208.


Platt, DCM. "Economic Factors in British Policy During the 'New Imperialism'." *Past and Present* 39, no. 120-38 (1968).


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Imperialism is a now freely-downloadable turn-based strategy game for Microsoft Windows and Apple Macintosh computers, developed by Frog City Software and published by Strategic Simulations ("SSI") in 1997. In Imperialism, the player is the ruler of a 19th-century Great Power (one of seven), and aims to become ruler of the world by conquest or by vote, taking advantage of the Industrial Revolution while moving to world dominance. Imperialism is the policy or goal of extending a nation's influence over foreign countries by means of force, economics, political influence, or colonialism. Imperialism is just as old as humanity itself, beginning with clans and warbands competing with and dominating each other, and continuing through eras of national warfare and colonial exploitation. Imperialism has been a central component of human history, as seen through the activities of empires like the Roman Empire and Persia, and modern Imperialism defined and explained with examples. Imperialism is the practice of a nation extending its influence over other countries, taking them over. Imperialism traces back to ancient Chinese history and extends up to and including World War I. Three periods in particular were the most fruitful for imperialism; between the 15th and 18th centuries, between the 19th century and World War I, and between the 1930s and 1940s, countries across the world began adopting imperialistic policies. Imperialism is a word derived from the Latin word "imperium", meaning to rule over. While there is no accepted definition of imperialism, you may consider it as an advocacy for building an empire. Hence, imperialism is advocating dominance and attempts to centralize power (economic, political, cultural) over a large and diverse groups of land and people. Empires, usually do not have a prior or present legal sovereignty over the lands and people it wishes to rule over, hence to build an empire, integration is often forceful.