

Abstract

The aim of the thesis is to record and evaluate archeological, written and iconographic evidence that may be used for the study of toys of ancient Egypt. Chronologically, the thesis focuses on the times from the Archaic to the Roman Period. Based on the evidence, the author attempts to reinterpret the findings that are traditionally, in Egyptologic literature, considered to be related to play and games. She also strives for detailed understanding of the context in which games were played as well as identifying the position of children within this context. The thesis discusses general problems with conserving and interpreting such kinds of evidence in archeological materials.