

The military-entertainment complex

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Note sur le contenu : Induction : the military-entertainment complex and the contemporary war imaginary
From Battlezone to America's Army : the Defense Department and the game industry
Creating repeat consumers : epic realism and the birth of the wargame franchise
Coming to a screen near you : the RMA and affective entertainment
Press X to hack : cyberwar and videogames
Discharge : counter-wargaming
in Spec Ops : the Line

Résumé ou extrait : Présentation de l'éditeur : "With the rise of drones and computer-controlled weapons of war, comparisons between war and video games have multiplied. The authors trace how the realities of war are represented in popular entertainment. In the early days of the video game industry personnel and expertise flowed from contractors building military simulations to game companies; in a middle period the military drew significantly on the booming game industry to train troops; now in our cultural present media corporations and the military draw upon one another cyclically to predict the future of warfare. The

book argues that commercial video wargame franchises commodified and marketed the weapons, tactics, and threat scenarios of the Pentagon's War on Terror. Many of the best-selling video games (and television and films) of the last five years depict small special forces units that can deploy at a moment's notice anywhere in the world against non-traditional enemies. This intermediation of media forms within the military-entertainment complex has shaped the popular imaginary of war in the post 9/11 era and has naturalized the Pentagon's vision of a new American way of warfare."

Sujet - Nom commun : Jeux de guerre (jeux vidéo)

Jeux de guerre (jeux vidéo) -- Aspect social -- États-Unis

Guerre -- Simulation par ordinateur -- Aspect social -- États-Unis

Art et science militaires -- Simulation par ordinateur

Guerre -- Dans les médias

Guerre contre le terrorisme (2001-2009) -- Dans les médias

Jeux vidéo -- Industrie et commerce