

The book was found

Playing War: Military Video Games After 9/11



Synopsis

No video game genre has been more popular or more lucrative in recent years than the military shooter. • Franchises such as Call of Duty, Battlefield, and those bearing Tom Clancy's name turn over billions of dollars annually by promising to immerse players in historic and near-future battles, converting the reality of contemporary conflicts into playable, experiences. In the aftermath of 9/11, these games transformed a national crisis into fantastic and profitable adventures, where seemingly powerless spectators became solutions to these virtual Wars on Terror. • Playing War provides a cultural framework for understanding the popularity of military-themed video games and their significance in the ongoing War on Terror. Matthew Payne examines post-9/11 shooter-style game design as well as gaming strategies to expose how these practices perpetuate and challenge reigning political beliefs about America's military prowess and combat policies. Far from offering simplistic escapist pleasures, these post-9/11 shooters draw on a range of nationalist mythologies, positioning the player as the virtual hero at every level. Through close readings of key games, analyses of marketing materials, and participant observations of the war gaming community, Playing War examines an industry mobilizing anxieties about terrorism and invasion to craft immersive titles that transform international strife into interactive fun. •

Book Information

Paperback: 288 pages

Publisher: NYU Press; Reprint edition (April 5, 2016)

Language: English

ISBN-10: 147980522X

ISBN-13: 978-1479805228

Product Dimensions: 6 x 0.7 x 9 inches

Shipping Weight: 1 pounds (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #474,990 in Books (See Top 100 in Books) #78 in Books > Law > Media & the Law #1500 in Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games #1733 in Books > Computers & Technology > Games & Strategy Guides

[Download to continue reading...](#)

The Military Advantage, 2016 Edition: The Military.com Guide to Military and Veterans Benefits (Military Advantage: The Military.com Guide to Military and Veteran Benefits) Playing War: Military

Video Games After 9/11 The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between! Video Games Memes: Funny Video Games Memes, Jokes and Funny Pictures! (Lol Memes for Gamers) Nintendo, COD, Clash of Clans, Super Mario Memes plus more! Warriors Word Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More After Effects for Flash / Flash for After Effects: Dynamic Animation and Video with Adobe After Effects CS4 and Adobe Flash CS4 Professional Make Money Playing Video Games: How To Build A Successful Gaming Channel On YouTube! Vietnam War: The Vietnam War in 50 Events: From the First Indochina War to the Fall of Saigon (War Books, Vietnam War Books, War History) (History in 50 Events Series Book 6) World War 2 History's 10 Most Incredible Women: World War II True Accounts Of Remarkable Women Heroes (WWII history, WW2, War books, world war 2 books, war history, World war 2 women) The Step-By-Step Guide to Playing World's Best 250 Card Games: Including bridge, poker, family games and solitaires Walt Disney World For Military Families: Expert Advice By Military - For Military World War 1: World War I in 50 Events: From the Very Beginning to the Fall of the Central Powers (War Books, World War 1 Books, War History) (History in 50 Events Series) World War 1: Soldier Stories: The Untold Soldier Stories on the Battlefields of WWI (World War I, WWI, World War One, Great War, First World War, Soldier Stories) World War 2: World War II in 50 Events: From the Very Beginning to the Fall of the Axis Powers (War Books, World War 2 Books, War History) (History in 50 Events Series Book 4) DYING TO REALLY LIVE: Finally, an After Death Survivor returns from deeply into life after death (NDEs - Life After Death? Series Book 1) Storming the City: U.S. Military Performance in Urban Warfare from World War II to Vietnam (American Military Studies) VIDEO POKER PRIMER: Decide Up Front What Your Purpose In Playing Is John Patrick's Video Poker: The Complete Guide to Playing and Winning How to Play and Win Chess & Backgammon | How to Master Board games of the Ancient World | The Rules Of Playing Chess

[Dmca](#)