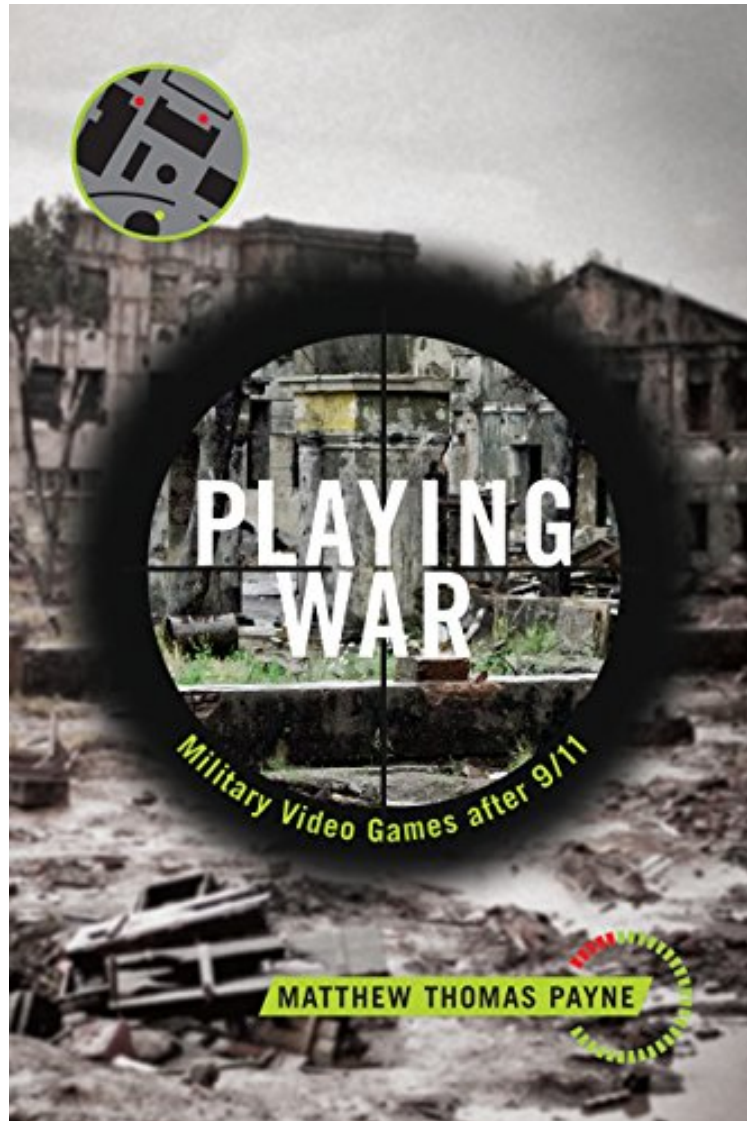


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## Playing War: Military Video Games After 9/11

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The culture that made military shooter video games popular and key in understanding the War on Terror. 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 Clancys 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.

As the first book-length work examining military shooting games, Matthew Thomas Paynes *Playing War* is a critical analysis of war games, how they frame war, and how war itself is treated like a game. Recommended for scholars of war games and military studies alike.-Mark J. P. Wolf,co-editor of *The Video Game Theory Reader*A unique and ambitious analysis of the relationship between the military and the video game industry. With a tremendous breadth of knowledge, Payne weaves together contemporary cultural criticism of war and post-9/11 politics with play theory, production studies, and textual analyses. Impressively crafted,*Playing War* is sure to take its place among the growing body of key works that define game studies.-Nina Huntemann,co-editor of *Gaming Globally: Production, Play, and Place*About the AuthorMatthew Thomas Payne is Assistant Professor of media studies in theFilm, Television, and Theater Departmentat theUniversity of Notre Dame.