

### Response to From Sun Tzu to XBOX: Introduction

This reading deals with the history of the “America’s Army” video game series and its socio-political effects. The reading begins by explaining the reason the game series was created. It was created to foster a link between the newest, and most technically-oriented generation, and the armed forces. With any luck this link would result in an increase in enlistment. I agree with the article in that creating a very realistic video game based on real-world events is a great way to reach the modern generation. Promotional materials such as fliers and television ads work somewhat but this “hands-on” approach can have a much more substantial effect.

The reading also describes some opposition the game faced when it was released. This opposition centered on an important question; is it appropriate to portray warfare as a game? When I first thought about this question and heard about America’s Army I thought it was a somewhat offensive idea. Portraying a real conflict as nothing more than a game did not seem like a good course of action. However, I then thought more of the big picture. Creating a game out of modern conflict can serve to show war first hand and bring it “closer to home”. That is, many people (myself included) often find it difficult to relate to the news about modern warfare simply because we are so disconnected physically and mentally from it. Being able to play a game which accurately portrays what it is like to fight in such a war would be immensely beneficial. It would promote a greater understanding and support of the armed forces. This was the goal of the America’s Army series.

The reading is clearly in favor of the America’s Army series. After reading the article, I agree with it. Creating this video game series is a great way to help the newest

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generation relate to modern warfare and even become interested enough in it to enlist in the armed forces.