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Titolo	Wargames : from gladiators to gigabytes / / Martin van Creveld [[electronic resource]]
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Descrizione fisica	1 online resource (x, 332 pages) : digital, PDF file(s)
Disciplina	793.9/2
Soggetti	War games - History Computer war games - History
Lingua di pubblicazione	Inglese
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Note generali	Title from publisher's bibliographic system (viewed on 08 Oct 2015).
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Introduction: On wargames -- On animals and men -- Games and gladiators -- Trials by combat, tournaments, and duels -- Battles, campaigns, wars, and politics -- From bloody games to bloodless wars -- Enter the computer -- The females of the species -- Conclusions: The mirrors and the mirrored.
Sommario/riassunto	Where did wargames come from? Who participated in them, and why? How is their development related to changes in real-life warfare? Which aspects of war did they capture, which ones did they leave out, how, and why? What do they tell us about the conduct of war in the times and places where they were played? How useful are they in training and preparation for war? Why are some so much more popular than others, and how do men and women differ in their interest? Starting with the combat of David versus Goliath, passing through the gladiatorial

games, tournaments, trials by battle, duels, and board games such as chess, all the way to the latest simulations and computer games, this unique book traces the subject in all its splendid richness. As it does so, it provides new and occasionally surprising insights into human nature.
