

| | |
|-------------------------|---|
| 1. Record Nr. | UNINA9910780809203321 |
| Autore | Stahl Roger |
| Titolo | Militainment, Inc. : war, media, and popular culture // Roger Stahl |
| Pubbl/distr/stampa | New York : , : Routledge, , 2010 |
| ISBN | 1-135-83749-X 1-135-83750-3 1-282-44342-9 9786612443428 0-203-87960-0 |
| Descrizione fisica | 1 online resource (220 p.) |
| Disciplina | 070.4493 070.449355020973 |
| Soggetti | Mass media and war - United States War in mass media Popular culture - United States War and society - United States Militarism - Social aspects - United States United States Social conditions 1980-2020 United States Social life and customs 1971- |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. |
| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | Book Cover; Title; Copyright; Contents; List of Figures; Acknowledgments; Introduction: Step Right Up!; Chapter 1: All-Consuming War: From Spectacle to Interactivity; Chapter 2: Sports and the Militarized Body Politic; Chapter 3: Reality War; Chapter 4: War Games; Chapter 5: Toying with Militainment; Chapter 6: Debriefing: Previews to Postviews; Notes; Bibliography; Index |
| Sommario/riassunto | Militainment, Inc. offers provocative, sometimes disturbing insight into the ways that war is presented and viewed as entertainment-or ""militainment""-in contemporary American popular culture. War has been the subject of entertainment for centuries, but Roger Stahl argues that a new interactive mode of militarized entertainment is recruiting its audience as virtual-citizen soldiers. The author examines a wide |

range of historical and contemporary media examples to demonstrate the ways that war now invites audiences to enter the spectacle as an interactive participant through a vari
