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Titolo	Light it up : the marine eye for battle in the War of Iraq / / John Pettergrew
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Descrizione fisica	1 online resource (232 p.)
Disciplina	956.704434
Soggetti	Iraq War, 2003-2011 Iraq War, 2003-2011 - Psychological aspects Combat - Psychological aspects Video games - Social aspects
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	Introduction: Force projection and the Marine eye for battle -- Shock and awe and air power -- Network-centric warfare, sensors and total situational awareness -- "Shock and awe: achieving rapid dominance" and the Iraq invasion -- Kill boxes, litening pods and the 3d aircraft wing -- "Keep your eyes out," fair fighting, and memories of killing -- Of war porn and pleasure in killing -- Pornography is the theory, and killing the practice -- Classic Hollywood combat films -- Marine Moto on YouTube -- The Iraq War on television -- Fallujah, first to fight, and Ludology -- Ender's Game and the rise of simulation in military training, 1995-2005 -- From combat films to video games -- The value added to military training -- Fighting in the digitized streets of Beirut -- Counterinsurgency and "turning off the killing switch" -- Empathy, General Mattis and the profound paradox of Marine humanitarianism -- Haditha, acute stress, and the excesses of occupying force -- USMC literary culture and warrior ethos -- "Which way would you run?" -- Posthuman warfighting -- Marines in science fiction and in space -- The post-masculinist Marines and new optics of combat -- The gladiator robot and the critique of remote warfare -- Synthetic vision of war; conclusion and epilogue -- Biopolitics and the

costs of war -- Digital culture and the computational marine --
Subjectivity lives and dies.
