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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

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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	