

Wargames From Gladiators To Gigabytes

While the United States has had some kind of intelligence capability throughout its history, its intelligence apparatus is young, dating only to the period immediately after World War II. Yet, in that short a time, it has undergone enormous changes—from the labor-intensive espionage and covert action establishment of the 1950s to a modern enterprise that relies heavily on electronic data, technology, satellites, airborne collection platforms, and unmanned aerial vehicles, to name a few. This second edition covers the history of United States intelligence, and includes several key features: Chronology Introductory essay Appendixes Bibliography Over 600 cross-referenced entries on key events, issues, people, operations, laws, regulations This book is an excellent access point for members of the intelligence community; students, scholars, and historians; legal experts; and general readers wanting to know more about the history of U.S. intelligence.

The Encyclopedia of Global Environmental Governance and Politics surveys the broad range of environmental and sustainability challenges in the emerging Anthropocene and scrutinizes available concepts, methodological tools, theories and approaches, as well as overlaps with adjunct fields of study. This comprehensive reference work, written by some of the most eminent academics in the field, contains 68 entries on numerous aspects across 7 thematic areas, including concepts and definitions; theories and methods; actors; institutions; issue-areas; cross-cutting questions; and overlaps with non-environmental fields. With this broad approach, the volume seeks to provide a pluralistic knowledge base of the research and practice of global environmental governance and politics in times of increased complexity and contestation. Providing its readers with a unique point of reference, as well as stimulus for further research, this Encyclopedia is an indispensable tool for anyone interested in the politics of the environment, particularly students, teachers and researchers.

Jorit Wintjes legt erstmals eine moderne, erklärte und kommentierte Edition des Regelwerkes für das Preußische Kriegsspiel vor, wie es sich durch das 19. Jahrhundert hindurch entwickelt hat. Diese Ausgabe bietet einen Beitrag sowohl zur Geschichte der Konfliktsimulation wie auch für die Entwicklung von Methoden der Simulation moderner Konflikte.

War Wisdom looks at the way societies and cultures throughout history have viewed warfare and contrary to many assumptions about warfare, the author finds a dozen key themes which are duplicated across time, space, countries and peoples. Students of military history will find these themes both surprising and illuminating.

The ability to predict the future is essential to modern life. Planning for population growth or changes in weather patterns or forecasting demand for products and managing inventories would be impossible without it. But how have people through the ages gone about making predictions? What were their underlying assumptions, and what methods did they use? Have increased computer power and the newest algorithms improved our success in anticipating the future, or are we still only as good (or as bad) as our ancestors bent over their auguries? From the ancients watching the flight of birds to the murky activities of Google and Facebook today, Seeing into the Future provides vital insight into the past, present, and—of course—future of prediction.

Behavioral strategy has evolved as a field the last decades both intellectually and institutionally. This volume examines the relatively new field of behavioral strategy and its contribution to strategic management, with papers reflecting the past and present of behavioral strategy as a field, as well as possible avenues for future developments.

Der Band behandelt exemplarisch Fälle der nicht nur in Deutschland an Universitäten verbreiteten Neigung, für umstritten gehaltene Positionen zu be- oder verhindern. Bernie Sanders bezog Stellung zu einem Vorfall in den USA: "To me, it's a sign of intellectual weakness," ... "what does that tell the world?" Noam Chomsky, der weltweit bekannteste linke Intellektuelle, formuliert: "Der Kampf für die Freiheit der Rede ist von entscheidender Bedeutung, bildet diese doch das Herzstück eines ganzen Systems von Freiheiten und Rechten." ... "Zur Redefreiheit kann man nur zwei Haltungen einnehmen, und jeder trifft seine Wahl." "Staat und Universitäten müssen sich schützend vor angegriffene Wissenschaftler stellen, egal, wo sie politisch oder wissenschaftlich stehen" (Bernhard Kempen, Präsident des Deutschen Hochschulverbandes). Die Einschränkung der Meinungsfreiheit widerspricht den Grundwerten Europas, wie die Urteile des Europäischen Gerichtshofs für Menschenrechte zeigen.

The origins of religion and ritual in humans have been the focus of centuries of thought in archaeology, anthropology, theology, evolutionary psychology and more. Play and ritual have many aspects in common, and ritual is a key component of the early cult practices that underlie the religious systems of the first complex societies in all parts of the world. This book examines the formative cults and the roots of religious practice from the earliest times until the development of early religion in the Near East, in China, in Peru, in Mesoamerica and beyond. Here, leading prehistorians and other specialists bring a fresh approach to the early practices that underlie the faiths and religions of the world. They demonstrate the profound role of play ritual and belief systems and offer powerful new insights into the emergence of early civilization.

Discover the definitive history of DARPA, the Defense Advanced Research Project Agency, in this Pulitzer Prize finalist from the author of the New York Times bestseller Area 51. No one has ever written the history of the Defense Department's most secret, most powerful, and most controversial military science R&D agency. In the first-ever history about the organization, New York Times bestselling author Annie Jacobsen draws on inside sources, exclusive interviews, private documents, and declassified memos to paint a picture of DARPA, or "the Pentagon's brain," from its Cold War inception in 1958 to the present. This is the book on DARPA -- a compelling narrative about this clandestine intersection of science and the American military and the often frightening results.

Úvahy expert? o sou?asném stavu společnosti Po mimo?ádn? úsp?šné knize Povaha zm?ny, v n?mž se kolektiv odborník? pod edi?ním vedením egyptologa M. Bárty, historika M. Ková?e a vojenského specialisty O. Foltýna zamýšlí nad pal?ivými otázkami sou?asn? doby, p?ipravili edito?i další titul se stávajícími i novými spoluautory. Druhý svazek nabídne mimo jiné úvahy o vývoji a povaze kapitalismu v Evrop?, o soumraku moderního státu, o právním stát? ?i o tzv. ekonomické bezpečnosti, zamyšlení nad tím, zda Evropa stanula na prahu vále?ného konfliktu, zcela aktuální sta? v?novanou Brexitu, jakož i studie o klimatických zm?nách a dalších tématech. Autorský kolektiv druhého svazku: Miroslav Bárta, David Bat?k, Václav Cílek, Dana Drábová, Roman Fiala, Otakar Foltýn, Petr Gazdík, Karel Havlí?ek, Pavel Holländer, Pavel Kohout, Stanislav Komárek, Martin Ková?, Jakub Landovský, Milan Marko, Vladimír Ma?ík, Aleš Michl, Václav Moravec, Ji?í Padev?t, Petr Pokorný, Martin Riegl, Karel ?ehka a Matyáš Zrno

Few global security issues stimulate more fervent passion than the application of brute force. Despite the fierce debate raging about it in government, society and the Academy, inadequate strategic understanding surrounds the issue, prompting the urgent need for —the first comprehensive systematic global analysis of 21st century state-initiated internal and external applications of brute force. Based on extensive case evidence, Robert Mandel assesses the short-term and long-term, the local and global, the military, political, economic, and social, and the state and human security impacts of brute force. He explicitly isolates the conditions under which brute force works best and worst by highlighting force initiator and force target attributes linked to brute force success and common but low-impact force legitimacy concerns.

Mandel comes to two major overarching conclusions. First, that the modern global application of brute force shows a pattern of futility—but one that is more a function of states' misapplication of brute force than of the inherent deficiencies of this instrument itself. Second, that the realm for successful application of state-initiated brute force is shrinking: for while state-initiated brute force can serve as a transitional short-run local military solution, he says, it cannot by itself provide a long-run global strategic solution or serve as a cure for human security problems. Taking the evidence and his conclusions together, Mandel provides policy advice for managing brute force use in the modern world.

An enlightening examination of the relationship between poetry and the information technologies increasingly used to read and write it. Many poets and their readers believe poetry helps us escape straightforward, logical ways of thinking. But what happens when poems confront the extraordinarily rational information technologies that are everywhere in the academy, not to mention everyday life? Examining a broad array of electronics—including the radio, telephone, tape recorder, Cold War-era computers, and modern-day web browsers—Seth Perlow considers how these technologies transform poems that we don't normally consider "digital." From fetishistic attachments to digital images of Emily Dickinson's manuscripts to Jackson Mac Low's appropriation of a huge book of random numbers originally used to design thermonuclear weapons, these investigations take Perlow through a revealingly eclectic array of work, offering both exciting new voices and reevaluations of poets we thought we knew. With close readings of Gertrude Stein, Frank O'Hara, Amiri Baraka, and many others, *The Poem Electric* constructs a distinctive lineage of experimental writers, from the 1860s to today. Ultimately, Perlow mounts an important investigation into how electronic media allows us to distinguish poetic thought from rationalism. Posing a necessary challenge to the privilege of information in the digital humanities, *The Poem Electric* develops new ways of reading poetry, alongside and against the electronic equipment that is now ubiquitous in our world.

Every year, the Bibliography catalogues the most important new publications, historiographical monographs, and journal articles throughout the world, extending from prehistory and ancient history to the most recent contemporary historical studies. Within the systematic classification according to epoch, region, and historical discipline, works are also listed according to author's name and characteristic keywords in their title.

The third book in Professor Christian Potholm's war trilogy (which includes *Winning at War* and *War Wisdom*), *Understanding War* provides a most workable bibliography dealing with the vast literature on war and warfare. As such, it provides insights into over 3000 works on this overwhelmingly extensive material. *Understanding War* is thus the most comprehensive annotated bibliography available today. Moreover, by dividing war material into eighteen overarching themes of analysis and fifty seminal topics, and focusing on these, *Understanding War* enables the reader to access and understand the broadest possible array of materials across both time and space, beginning with the earliest forms of warfare and concluding with the contemporary situation. Stimulating and thought-provoking, this volume is essential for an understanding of the breadth and depth of the vast scholarship dealing with war and warfare through human history and across cultures.

Cyberattacks are one of the greatest fears for governments and the private sector. The attacks come without warning and can be extremely costly and embarrassing. Robert Mandel offers a unique and comprehensive strategic vision for how governments, in partnership with the private sector, can deter cyberattacks from both nonstate and state actors. Cyberdeterrence must be different from conventional military or nuclear deterrence, which are mainly based on dissuading an attack by forcing the aggressor to face unacceptable costs. In the cyber realm, where attributing a specific attack to a specific actor is extremely difficult, conventional deterrence principles are not enough. Mandel argues that cyberdeterrence must alter a potential attacker's decision calculus by not only raising costs for the attacker but also by limiting the prospects for gain. Cyberdeterrence must also involve indirect unorthodox restraints, such as exposure to negative blowback and deceptive diversionary measures, and cross-domain measures rather than just retaliation in kind. The book includes twelve twenty-first-century cyberattack case studies to draw insights into cyberdeterrence and determine the conditions under which it works most effectively. Mandel concludes by making recommendations for implementing cyberdeterrence and integrating it into broader national security policy. Cyber policy practitioners and scholars will gain valuable and current knowledge from this excellent study.

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The study of war in all periods of prehistory and recorded history has always commanded the attention of historians, dramatists, poets and artists. The study of peace has, however, not yet gained a comparable readership, and the subject is attracting an increasing amount of scholarly research. This volume presents the first work of academic research to tackle this imbalance head on. It looks at war and peace through the ages, from the Classical world through to the 18th century. It considers the nature and advocacy of war and peace both from an historical perspective but also a philosophical one, particularly looking at how universal peace, which began as a personal philosophy, became over the centuries a political philosophy that underpins much of modern society's attitudes towards warfare and militarism. Roger Manning begins his journey through history by looking at the Greek martial ethos and philosophical concepts of peace and war in the ancient world; moving through the Roman empire's military advances, he explores the concepts of war and peace in the medieval world and the Renaissance, with the writing of Machiavelli and Erasmus; finally, his account of the search for a science of peace in the 17th and 18th centuries brings the book to its conclusion.

What is play? Why do we play? What can play teach us about our life as social beings? In this critical investigation into the significance of play, Henning Eichberg argues that through play we can ask questions about the world, others and ourselves. Playing a game and asking a question are two forms of human practice that are fundamentally connected. This book presents a practice-based philosophical approach to understanding play that begins with empirical study, drawing on historical, sociological and anthropological investigations of play in the real world, from contemporary Danish

soccer to war games and folk dances. Its ten chapters explore topics such as: play as a practice of search playing, learning and progress the light and dark sides of play playing games, sport and display folk sports, popular games, and social identity play under the conditions of alienation. From these explorations emerge a phenomenological approach to understanding play and its value in interrogating ourselves and our social worlds. This book offers a challenging contribution to the interdisciplinary field of the philosophy of play. It will be fascinating reading for any student or researcher interested in social and cultural anthropology, phenomenology, and critical sociology as well as the ethics and philosophy of sport, leisure studies, and the sociology of sport. .

This is a collection of essays that aims to offer a vertical history of war in the Mediterranean Sea, from the early Middle Ages to early modernity, putting the emphasis on the changing face of several different aspects and contexts of war over time.

Philosophical Perspectives on Play builds on the disciplinary and paradigmatic bridges constructed between the study of philosophy and play in *The Philosophy of Play* (Routledge, 2013) to develop a richer understanding of the concept and nature of play and its relation to human life and value. Made up of contributions from leading international thinkers and inviting readers to explore the presumptions often attached to play and playfulness, the book considers ways that play in 'virtual' and 'real' worlds can inform understandings of each, critiquing established norms and encouraging scepticism about the practice and experience of play. Organised around four central themes -- play(ing) at the limits, aesthetics, metaphysics/ontology and ethics -- the book extends and challenges notions of play by drawing on issues emerging in sport, gaming, literature, space and art, with specific attention paid to disruption and danger. It is intended to provide scholars and practitioners working in the spheres of play, education, games, sport and related subjects with a deeper understanding of philosophical thought and to open dialogue across these disciplines.

Examinations of wargaming for entertainment, education, and military planning, in terms of design, critical analysis, and historical contexts. Games with military themes date back to antiquity, and yet they are curiously neglected in much of the academic and trade literature on games and game history. This volume fills that gap, providing a diverse set of perspectives on wargaming's past, present, and future. In *Zones of Control*, contributors consider wargames played for entertainment, education, and military planning, in terms of design, critical analysis, and historical contexts. They consider both digital and especially tabletop games, most of which cover specific historical conflicts or are grounded in recognizable real-world geopolitics. Game designers and players will find the historical and critical contexts often missing from design and hobby literature; military analysts will find connections to game design and the humanities; and academics will find documentation and critique of a sophisticated body of cultural work in which the complexity of military conflict is represented in ludic systems and procedures. Each section begins with a long anchoring chapter by an established authority, which is followed by a variety of shorter pieces both analytic and anecdotal. Topics include the history of playing at war; operations research and systems design; wargaming and military history; wargaming's ethics and politics; gaming irregular and non-kinetic warfare; and wargames as artistic practice. Contributors Jeremy Antley, Richard Barbrook, Elizabeth M. Bartels, Ed Beach, Larry Bond, Larry Brom, Lee Brimmicombe-Wood, Rex Brynen, Matthew B. Caffrey, Jr., Luke Caldwell, Catherine Cavagnaro, Robert M. Citino, Laurent Closier, Stephen V. Cole, Brian Conley, Greg Costikyan, Patrick Crogan, John Curry, James F. Dunnigan, Robert J. Elder, Lisa Faden, Mary Flanagan, John A. Foley, Alexander R. Galloway, Sharon Ghamari-Tabrizi, Don R. Gilman, A. Scott Glancy, Troy Goodfellow, Jack Greene, Mark Herman, Kacper Kwiatkowski, Tim Lenoir, David Levinthal, Alexander H. Levis, Henry Lowood, Elizabeth Losh, Esther MacCallum-Stewart, Rob MacDougall, Mark Mahaffey, Bill McDonald, Brien J. Miller, Joseph Miranda, Soraya Murray, Tetsuya Nakamura, Michael Peck, Peter P. Perla, Jon Peterson, John Prados, Ted S. Raicer, Volko Ruhnke, Philip Sabin, Thomas C. Schelling, Marcus Schulzke, Miguel Sicart, Rachel Simmons, Ian Sturrock, Jenny Thompson, John Tiller, J. R. Tracy, Brian Train, Russell Vane, Charles Vasey, Andrew Wackerfuss, James Wallis, James Wallman, Yuna Huh Wong

Explores the history and development of wargames, and how they relate to real war and society in general.

"The History and Theory of War Games throughout the United States and Internationally"--Provided by publisher.

In the early sixties, crowds gathered to watch rites of destruction - from the demolition derby where makeshift cars crashed into each other for sport, to concerts where musicians destroyed their instruments, to performances of self-destructing machines staged by contemporary artists. Destruction, in both its playful and fearsome aspects, was ubiquitous in the new Atomic Age. This complicated subjectivity was not just a way for people to find catharsis amid the fears of annihilation and postwar trauma, but also a complex instantiation of ideological crisis-in a time with some seriously conflicted political myths. *Destruction Rites* explores the ephemeral visual culture of destruction in the postwar era and its links to contemporary art. It examines the demolition derby; games and toys based on warfare; playgrounds situated in bomb sites; and the rise of garage sales, where goods designed for obsolescence and destined for the garbage heap are reclaimed and repurposed by local communities. Mona Hadler looks at artists such as Jean Tinguely, Niki de Saint Phalle, Martha Rosler and Vito Acconci to expose how the 1960s saw destruction, construction and the everyday collide as never before. During the Atomic age, whether in the public sphere or art museums, destruction could be transformed into a constructive force and art objects and performances often oscillated between the two.

A duecento anni dalla morte del conquistatore-amministratore, gli autori compiono un tentativo di fotografare la sua storia attraverso cinquanta episodi che cercano non solo di ricostruire uno dei periodi centrali della modernità, ma di restituire un'atmosfera carica di passione, di ambizione e smisurato coraggio fisico. Il Romanticismo avrebbe cercato i suoi eroi nel Medioevo, in realtà ne avrebbe visti nascere di esemplari al tramonto dell'Epoca dei Lumi.

An expanded edition of the leading text on military history and the role of culture on the battlefield Ideas matter in warfare. Guns may kill, but ideas determine when, where, and how they are used. Traditionally, military historians attempted to explain the ideas

behind warfare in strictly rational terms, but over the past few decades, a stronger focus has been placed on how societies conceptualize war, weapons, violence, and military service, to determine how culture informs the battlefield. Warfare and Culture in World History, Second Edition, is a collection of some of the most compelling recent efforts to analyze warfare through a cultural lens. These curated essays draw on, and aggressively expand, traditional scholarship on war and society through sophisticated cultural analysis. Chapters range from an organizational analysis of American Civil War field armies, to an exploration of military culture in late Republican Rome, to debates within Ming Chinese officialdom over extermination versus pacification. In addition to a revised and expanded introduction, the second edition of Warfare and Culture in World History now adds new chapters on the role of herding in shaping Mongol strategies, Spanish military culture and its effects on the conquest of the New World, and the blending of German and East African military cultures among the Africans who served in the German colonial army. This volume provides a full range of case studies of how culture, whether societal, strategic, organizational, or military, could shape not only military institutions but also actual battlefield choices.

Many of today's most commercially successful videogames, from Call of Duty to Company of Heroes, are war-themed titles that play out in what are framed as authentic real-world settings inspired by recent news headlines or drawn from history. While such games are marketed as authentic representations of war, they often provide a selective form of realism that eschews problematic, yet salient aspects of war. In addition, changes in the way Western states wage and frame actual wars makes contemporary conflicts increasingly resemble videogames when perceived from the vantage point of Western audiences. This interdisciplinary volume brings together scholars from games studies, media and cultural studies, politics and international relations, and related fields to examine the complex relationships between military-themed videogames and real-world conflict, and to consider how videogames might deal with history, memory, and conflict in alternative ways. It asks: What is the role of videogames in the formation and negotiation of cultural memory of past wars? How do game narratives and designs position the gaming subject in relation to history, war and militarism? And how far do critical, anti-war/peace games offer an alternative or challenge to mainstream commercial titles?

Brettspiele gehören zu den ältesten kulturellen Praktiken. Sie nehmen mit ihrer spezifischen Form unter den Spielen eine besondere Rolle ein. Zugleich gehört das "Anderssein" im Unterschied zum gewöhnlichen Leben auch zu ihren Grundmerkmalen. In Brettspielen werden Realitäten abgebildet, aber auch neu konstruiert. Sechzehn Beiträge untersuchen, wie sich imperiale Herrschaftsformen unterschiedlicher Epochen auf die Spielkulturen auswirken, wie weit Brettspiele die Mentalität einer Gesellschaft befestigen und welche Reflexionen die Literatur zu ihrer gesellschaftlichen Bedeutung bietet.

Games of History provides an understanding of how games as artefacts, textual and visual sources on games and gaming as a pastime or a "serious" activity can be used as sources for the study of history. From the vast world of games, the book's focus is on board and card games, with reference to physical games, sports and digital games as well. Considering culture, society, politics and metaphysics, the author uses examples from various places around the world and from ancient times to the present to demonstrate how games and gaming can offer the historian an alternative, often very valuable and sometimes unique path to the past. The book offers a thorough discussion of conceptual and material approaches to games as sources, while also providing the reader with a theoretical starting point for further study within specific thematic chapters. The book concludes with three case studies of different types of games and how they can be considered as historical sources: the gladiatorial games, chess and the digital game Civilization. Offering an alternative approach to the study of history through its focus on games and gaming as historical sources, this is the ideal volume for students considering different types of sources and how they can be used for historical study, as well as students who study games as primary or secondary sources in their history projects.

The long cultural moment that arose in the wake of 9/11 and the conflict in the Middle East has fostered a global wave of surveillance and counterinsurgency. Performance in a Militarized Culture explores the ways in which we experience this new status quo. Addressing the most commonplace of everyday interactions, from mobile phone calls to traffic cameras, this edited collection considers: How militarization appropriates and deploys performance techniques How performing arts practices can confront militarization The long and complex history of militarization How the war on terror has transformed into a values system that prioritizes the military The ways in which performance can be used to secure and maintain power across social strata Performance in a Militarized Culture draws on performances from North, Central, and South America; Europe; the Middle East; and Asia to chronicle a range of experience: from those who live under a daily threat of terrorism, to others who live with a distant, imagined fear of such danger.

Pentru a realiza fascinanta poveste a celei mai secrete, mai puternice ?i mai controversate agen?ii militare de cercetare ?tiin?ific?, Annie Jacobsen se folose?te de surse din interior, de interviuri în exclusivitate, de documente private ?i de memorii declasificate, schi?ând imaginea „Creierului Pentagonului”, de la începuturile sale din plin R?zboi Rece, în 1958, până în prezent. Aceasta este cartea esen?ial? despre DARPA – o relatare impresionant? despre punctul clandestin de intersec?ie între ?tiin?? ?i armata american? ?i rezultatele adesea uimitoare, futuriste ?i însp?imânt?toare. Annie Jacobsen este autoarea bestsellerurilor Zona 51 (carte ap?rut? la Editura Litera în 2012) ?i Operation Paperclip. A fost editor la Los Angeles Times Magazine ?i este absolvent? a Universit??ii Princeton. Locuie?te la Los Angeles, cu so?ul ?i cei doi fii.

No video game genre has been more popular or more lucrative in recent years than the "military shooter." Franchises such as Call of Duty, Battlefield, and those bearing Tom Clancy's name turn over billions of dollars annually by promising to immerse players in historic and near-future battles, converting the reality of contemporary conflicts into playable, experiences. In the aftermath of 9/11, these games transformed a national crisis into fantastic and profitable adventures, where seemingly powerless spectators became solutions to these virtual Wars on Terror. Playing War provides a cultural framework for understanding the popularity of military-themed video games and their significance in the ongoing War on Terror. Matthew Payne examines post-9/11 shooter-style game design as well as gaming strategies to expose how these practices perpetuate and challenge reigning political beliefs about America's military prowess and combat policies. Far from offering simplistic escapist pleasures, these post-9/11 shooters draw on a range of nationalist mythologies, positioning the player as the virtual hero at every level. Through close readings of key games, analyses of marketing materials, and participant observations of the war gaming community, Playing War examines an industry mobilizing anxieties about terrorism and invasion to craft immersive titles that transform international strife into interactive fun.

There are few truths about the modern world that are more self-evident than this: it is flat. We write on flat paper laid atop

flat desks. We look at flat images on flat screens mounted on flat walls, or we press flat icons on flat phones while we navigate flat streets. Everywhere we go it seems the structures around us at one time or another had a level placed upon them to ensure they were perfectly flat. Yet such engineered planar surfaces have become so pervasive and fundamental to our lives that we barely notice their existence. In this highly original study, B. W. Higman employs a wide variety of approaches to better understand flatness, that level platform upon which the dramas of modern life have played out. Higman looks at the ways that humans have perceived the natural world around them, moving from Flat Earth theories to abstract geometric concepts to the flatness problem of modern cosmology. Along the way he shows that we have simultaneously sought flatness in our everyday lives and also disparaged it as a featureless, empty, and monotonous quality. He discusses the ways flatness figures as a metaphor for those things or people who are boring, dull, or lacking energy or inspiration, and he shows how the construction of flat surfaces has contributed to a degradation of visual diversity. At the same time, he also shows how we have pursued flatness as an engineering ideal and how we have used it conceptually in art, music, and literature. Written with wit and wisdom, and splendidly illustrated throughout, this book will appeal to all those who are interested in the topography of the modern world, to anyone who has ever marveled at the feel of its smooth surfaces or felt oppressed by the tyranny of its featurelessness.

This book investigates how drone warfare is deeply gendered and how this can be explored through the methodological framework of 'Haunting'. Utilising original interview data from British Reaper drone crews, the book analyses the way killing by drones complicates traditional understandings of masculinity and femininity in warfare. As their role does not include physical risk, drone crews have been critiqued for failing to meet the masculine requirements necessary to be considered 'warriors' and have been derided for feminising war. However, this book argues that drone warfare, and the experiences of the crews, exceeds the traditional masculine/feminine binary and suggests a new approach to explore this issue. The framework of Haunting presented here draws on the insights of Jacques Derrida, Avery Gordon, and others to highlight four key themes – complex personhood, in/(hyper)visibility, disturbed temporality and power – as frames through which the intersection of gender and drone warfare can be examined. This book argues that Haunting provides a framework for both revealing and destabilising gendered binaries of use for feminist security studies and International Relations scholars, as well as shedding light on British drone warfare. This book will be of interest to students of gender studies, sociology, war studies, and critical security studies.

This book presents high-quality original contributions on new software engineering models, approaches, methods, and tools and their evaluation in the context of defence and security applications. In addition, important business and economic aspects are discussed, with a particular focus on cost/benefit analysis, new business models, organizational evolution, and business intelligence systems. The contents are based on presentations delivered at SEDA 2018, the 6th International Conference in Software Engineering for Defence Applications, which was held in Rome, Italy, in June 2018. This conference series represents a targeted response to the growing need for research that reports and debates the practical implications of software engineering within the defence environment and also for software performance evaluation in real settings through controlled experiments as well as case and field studies. The book will appeal to all with an interest in modeling, managing, and implementing defence-related software development products and processes in a structured and supportable way.

This book examines the convergent paths of the Internet and the American military, interweaving a history of the militarized Internet with analysis of a number of popular Hollywood movies in order to track how the introduction of the Internet into the war film has changed the genre, and how the movies often function as one part of the larger Military-Industrial-Media-Entertainment Network and the Total War Machine. The book catalogues and analyzes representations of a militarized Internet in popular Hollywood cinema, arguing that such illustrations of digitally networked technologies promotes an unhealthy transhumanism that weaponizes the relationships between the biological and technological aspects of that audience, while also hierarchically placing the "human" components at the top. Such filmmaking and movie-watching should be replaced with a critical posthumanism that challenges the relationships between the audience and their technologies, in addition to providing critical tools that can be applied to understanding and potentially resist modern warfare.

Acta Periodica Duellatorum (APD) is an independent, international, and peer-reviewed journal dedicated to Historical European Martial Arts studies. This emerging field of research has interdisciplinary dimensions, including notably History, Anthropology, Historical sciences, Art History, History of Science and Technology, Archaeology, Sport Sciences, etc. APD was founded in 2013 and publishes two issues per year from 2016 onwards. APD is a non-profit association, based in Switzerland. It is supported by institutional grants, donators/partners and by its readers. The journal is published electronically (Open Access) and printed for subscribed readers and institutions.

The practices of world politics are now scrutinised in a way that is unprecedented, with even those previously – or conventionally assumed to be – disengaged from international affairs being drawn into world politics by social media. Interactive websites allow users to follow election results in real-time from the other side of the world, and online mapping means that the world 'out there' is now available on your mobile phone. Understanding Popular Culture and World Politics in the Digital Age engages these themes in contemporary world politics, to better understand how digital communication through new media technologies changes our encounters with the world. Whether the focus is digital media, social networking or user-generated content, these sites of political activity and the artefacts they produce have much to tell us about how we engage world politics in the contemporary age. This volume represents the starting point of a dialogue about how digital technologies are beginning to impact the research and practice of scholars and practitioners in the field of International Relations, with the collection of cutting-edge essays dealing specifically with the intertextuality of world politics and digital popular culture. This book will be of use to International Relations research academics (and

critically engaged publics) interested in the core themes of global politics – subjectivity, militarism, humanitarianism, civil society organisation, and governance. The book also employs theories and techniques closely associated with other social science disciplines, including political theory, sociology, cultural studies and media studies.

This book examines how current tools of participation, co-production, and gamification –built on transparency—fit the needs of complex security provision, problem-solving, and policy making and how, through feedback mechanisms, an open security system can be successfully built and sustained even in the face of citizen apathy and state austerity.

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