JONNA EAGLE
Fighting in America’s Army: Virtual Enlistment and Embodied Violence

A drone pilot hunkers down in front of a computer console in Arizona, Virginia, New York or Nevada, patrolling the skies many thousands of miles away, in Afghanistan, Pakistan, Yemen, or Somalia; with a throttle and a joystick, he directs lethal violence, rehearsing bodily gestures and responses ritualized through hours of onscreen combat simulation, and – long before that – many more hours of videogame play. This pilot, a foot soldier in the U.S. “war on terror,” represents the changing nature of warfare, in which screens and screen-based experience constitute a new front line of battle. This talk explores the complex interplay of virtual and material bodies engaged in and through this ascendant landscape of violence. Looking to training and recruitment efforts such as the U.S. Army’s first-person shooter game America’s Army and the mobile combat simulator the Virtual Army Experience, the talk asks after the implications of military “enlistment” in these contexts, and suggests the longer history of war, media, and American imperialism which serves to animate them.

Wednesday, October 17
12 noon – 1:15 pm
Burns 3118 (EWC)

All ICSCP events are free and open to the public

Next week’s speaker: Assistant Professor Joseph Tanke, “A Promissory Note on Pain”

For a full schedule of our Fall 2012 Speaker Series, please visit http://manoa.hawaii.edu/internationalculture/