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America's Army: The Game (Op-Ed)

By [AmberEyes](#)

Tue May 21st, 2002 at 11:40:36 PM EST

In light of sweeping patriotism, it seems that no stone is left unturned by Uncle Sam -- today, it has officially been announced that [the United States Army has licensed the Unreal engine for use in their upcoming game "America's Army"](#).

This raises some very interesting questions, which stems far back to the likes of [Marine Doom](#).



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While the release of this information may interest the appetites of first-person shooter fans, this raises some interesting questions not addressed by the press release.

First, does the United States Army (and government) realize that computer games and other forms of media can influence someone (in this case, to be a better soldier)?

Secondly, if the above is true, what would be the benefit of trying to encourage people to play this game -- in effect, attempting to create a market segment of influenced people, ready to play the role of soldiers?

I. Prehistory: Marine Doom

Perhaps some of you remember Marine Doom. In short, it was a war simulator, designed by Lt. Scott Barnett of the United States Marine Corps, and intended to train soldiers in techniques to repel and then attack waves of oncoming troops. For those who have not played it, the game actually served quite a realistic simulation for its time, encouraging the use of cooperation through fire team movements, decision-making during the fog of war, and replicating a war-torn battlefield. While sounds and graphics were very basic (for example, the new shotgun reloading brings up old frames of the original Doom shotgun reload animation that the designers never took out), it served its purpose -- so much so that Lt. Barnett recalls Marines fighting in order to play more of it, after the training finished and the computer labs were closed. So were they fighting to play because they were being influenced, or because they liked playing computer games? Either answer will generally yield the same result.

Many of us have heard of the phrase [Operant Conditioning](#). This is a psychological term that, in essence, simply states that by rewarding a subject, you can modify its behavior. Applied to something like Marine Doom, we can easily see the potential for addiction that this causes, especially when we see that Marines were quite literally fighting for access to the simulation. Operant

Related Links

- [the United States Army has licensed the Unreal engine for use in their upcoming game "America's Army"](#).
- [Marine Doom](#)
- [Operant Conditioning](#)
- [Barnett also says](#)
- [propaganda](#)
- [brainwashing](#)
- [CounterStrike](#)
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Conditioning is the same psychological device that games like Diablo take advantage of in order to addict players to the game. Players will constantly click, over and over, in order to achieve a reward (increasing experience levels), even when this repetitive activity goes on for far longer than someone not addicted to the game would reasonably spend. Games like Marine Doom rewarded the players with a sense of fun and camaraderie, and whether the players are enjoying the game simply because they liked playing computer games, or because they were being addicted to play through Operant Conditioning, the end result is the same -- that this allowed for imprinting, slowly and over time. The Marines in training were being influenced by the game's content. [Barnett also says](#) that one of the reasons he chose this medium was "Kids who join the Marines today grew up with TV, videogames, and computers. So we thought, how can we educate them, how can we engage them and make them want to learn?"

Whether this made Marines more apt at battlefield tactics and decision making is a good question, but unnecessary. The imprinting was already done on them -- that playing these games was fun, and that part of that fun was being in an environment of warfare, where you take orders, kill the enemy, and move on. These games, along with other specially tailored simulations, can turn Marines into USMC material.

Does Uncle Sam know something that we don't? It's been long debated over just how influential media can be, and we know that while Pong might not make people want to take up tennis, we also know that media plays a huge role in [propaganda](#) and [brainwashing](#). Can media also create soldiers from citizens?

II. Spotlight: America's Army

*As a DevTeam member and Lead Level Designer for "America's Army" all I can say is that if you have loved ANY action/military themed game such as CS,OF,DF,GR, **[AmberEyes's note: CounterStrike, Operation Flashpoint, Delta Force, Ghost Recon]** etc... get ready for a new girlfriend. This is without doubt technically superior to anything currently available, has 'True' low end hardware support, looks extremely pretty, is simple to understand yet has layers of depth, and is a blast to play! Get ready folks, the Army has done something very special and you are going to love it and the Army like never before.*

*Brian Ball
Lead Level Designer
"America's Army"*

-post on [Blue's News](#) messageboard

This brings us now to the subject of America's Army. The acquisition of the Unreal engine for this project (for the record, there are two licensing options for this engine -- the first is a flat fee of \$500,000 US dollars, the second is \$250,000 US dollars + 5% royalties) says two things: The first, that they're willing to spend more money for an engine which is more attractive to play, and the second, that they are willing to look at this in terms of cash as an

important option for training. However, they have made no indication that they are pursuing this as a simulation for their Marines. Rather, that it is a game being released for the public.

What's the connection? Well, realizing that the lessons the USMC learned in their creation and execution of Marine Doom (as shown above), they've obviously seen that this type of training is a viable method to pursue. So why release a game like this to the public? Personally, I can only see two reasons.

The first is for propaganda's sake. In a time of War of Terrorism and low recruitment numbers, the United States Military needs all the help it can get. The United States Military also knows that one of its larger criticizing parties is the more tech-oriented culture, who sees technology and mass communication as a means to achieve peace, not fuel the war machine. Is this a way to embrace that culture? Does this mean that the military realizes that it still has a battle amongst its own civilians, in order to convince them that the military is right?

The second reason is much more sinister. What good would releasing a game do, when the game is tailor-made to introduce tens of thousands (perhaps hundreds of thousands) of people to war, cleverly dressed up like an innocuous computer game? Remembering our lessons on Operant Conditioning, we certainly don't expect people to become commando fighters overnight, or necessarily to even show an increase in recruitment numbers; we can easily see that a population, saturated with something like the warfare simulation in America's Army, would become desensitized towards violence, and questioning the military's actions. Just as sex and violence is toned down in movies, the release of this game (and others like it) may serve to distance the player from the reality of war.

Because remember, as Brian Ball said above, *...you are going to love it and the Army like never before.*

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[America's Army: The Game](#) | 139 comments (116 topical, 23 editorial, 0 pending)

America's Army website ([none / 0](#)) (#104)

by [timbong](#) on Wed May 22nd, 2002 at 05:36:14 PM EST
 ([tim bong at hot mail dot com](#)) <http://www.cybertronext.com>

There is a website for the game at americasarmy.com. It has a bunch of screenshots and you can sign up to get it in the mail for free.

- [Yeah, and get recruited...](#) by Iesu II, 05/23/2002 10:54:32 AM EST (**none / 0**)
 - [Recruiting is a lousy job](#) by jolly st nick, 05/23/2002 12:07:54 PM EST (**none / 0**)
 - [Oh yeah - he never did get the medal. \[nt\]](#) by Iesu II, 05/23/2002 10:55:23 AM EST (**none / 0**)

More info on America's Army released ([5.00 / 2](#)) (#94)
by [AmberEyes](#) on Wed May 22nd, 2002 at 02:59:34 PM EST
(ambereye@nospamforme.one.net) <http://www.aemaps.com>

An [interview has been done with Michael Capps](#), the executive producer of American Army.

Some choice quotes:

HomeLAN - How did the idea of the Army Operations game come about?

Michael Capps - It started as a twinkle in the eye of LTC Casey Wardynski, to take the Army where the kids are -- online, playing computer games.

HomeLAN - What other gameplay aspects do you consider to be important?

Michael Capps - The Army didn't want to put out a game where people get to play terrorists, but at the same time, we all know that the best multiplayer gameplay comes from human-against-human matches. So what we've done is crafted a game in which you're always the US force, and the OPFOR always looks like an enemy force -- no matter which side you're on.

HomeLAN - You stated that the game will be made available for free. This is a rather unprecedented move. Why was the decision made to give the game away?

Michael Capps - The game was created in order to let the broadest range of people see what the Army is really like -- to virtually play soldier, if you will. By making the game free, we are getting the game to as many people as possible. It's a darned fun game, and we want everyone to take part in the fun, and to learn something about the Army.

HomeLAN - Finally, is there anything else you wish to say about Army Operations?

Michael Capps - We believe that this is the world's most advanced military game, and that it accurately reflects the world's most advanced military.

The goal of this project is simply to show people what the Army is really like, and that's why it's free. You've got to admit, the Army has to be pretty cool to even try this. Come see for your self.

Want to see how the game looks for yourself? Check out [these 19 screenshots from Adrenaline Vault](#).

-AmberEyes

- [OK, so it's propoganda](#) by Eater, 05/22/2002 04:02:26 PM EST (**none / 0**)

Operant conditioning? Hardly. (5.00 / 4) (#55)
by [countzro](#) on Wed May 22nd, 2002 at 02:34:37 AM EST

A quick commentary on a few points brought up the op-ed.

First, the idea that the "America's Army" and "Marine Doom" projects were exercises in operant conditioning is simply laughable. Operant conditioning is dependent upon a tangible reward system, something which a video game can **not** provide; the 'positive reinforcement' of obtaining a high score or surviving a game round is ephemeral at best.

Second, I am a U.S. Army Cavalry Scout. For those who want to doubt me, I went through IET at Fort Knox, KY, from Sep. 98 through Jan. 99. I stayed in the luxurious MG Paul A. Disney billets, fired BRM on Ditto I and Ditto II, and marched up and down misery, agony and heartbreak. My primary MOS is 19D10D3, Armored Reconnaissance Specialist (Bradley Crewmember). In the years since then, I've accumulated my fair share of scars and experiences. I have one of the most dangerous jobs in the Army; I am a dismount scout in a light scout troop. Our job is forward battlefield recon. We're pretty much always outnumbered and outgunned. Speaking from my Army experience, there is **no** way that this is anything other than a FPS, albeit one with a decidedly pro-U.S. bent. Computer games cannot by any stretch of the imagination prepare a person, physically or psychologically, for the stress of actual combat.

Disclaimer: Just my \$0.02

- [Your statement is "simply laughable"](#) by 5150, 05/22/2002 02:24:28 PM EST (5.00 / 1)
 - [Re: Your statement is "simply laughable"](#) by countzro, 05/22/2002 02:41:56 PM EST (4.00 / 1)
 - [Re: Your statement is "simply laughable"](#) by 5150, 05/22/2002 05:00:40 PM EST (none / 0)
 - [combat skills?](#) by IrOnW01f, 05/22/2002 06:46:35 PM EST (none / 0)
 - [Marine](#) by 5150, 05/23/2002 09:04:44 AM EST (none / 0)
 - [Marine / ARMY, yada, yada, yada!](#) by IrOnW01f, 05/23/2002 11:39:07 AM EST (none / 0)
 - [just Pride](#) by 5150, 05/23/2002 01:26:45 PM EST (none / 0)
 - [Just Pride...](#) by IrOnW01f, 05/23/2002 01:59:44 PM EST (none / 0)
 - [Re: just Pride](#) by countzro, 05/23/2002 01:44:08 PM EST (none / 0)
- [Training](#) by mmealman, 05/22/2002 01:10:11 PM EST (none / 0)
 - [There are different types of training](#) by Sir Rastus Bear, 05/22/2002 01:39:41 PM EST (none / 0)
 - [Simulations are good for more than just equipment](#) by Otto Surly, 05/22/2002 05:06:25 PM EST (5.00 / 1)
 - [So ...](#) by Sir Rastus Bear, 05/23/2002 12:57:46 PM EST (none / 0)
 - ["Oh, OK."](#) by Otto Surly, 05/23/2002 04:46:41 PM EST (none / 0)
 - [Yeah but](#) by mmealman, 05/22/2002 02:03:47 PM EST (5.00 / 1)

- [Re: Stripes!!!](#) by countzro, 05/22/2002 12:12:12 PM EST (**none / 0**)

Medal of Honour ([4.00 / 1](#)) ([#53](#))

by [smallstepforman](#) on Wed May 22nd, 2002 at 01:10:39 AM EST

Medal of Honour teaches the importance of operating in a group, laying supressing and covering fire, the danger of snipers etc. A local LAN in 2 rooms (attackers / defenders) can showcase the importance of playing as a unit, so yes, I can see the benefits of using FPS for military training.

I cant wait to see soldiers attempt rocket jumps ;-)

- [Re: Medal of Honor](#) by countzro, 05/22/2002 11:38:44 AM EST (**5.00 / 1**)
 - [Training...](#) by ucblockhead, 05/22/2002 03:50:53 PM EST (**4.00 / 1**)
 - [Re: Training...](#) by countzro, 05/23/2002 12:22:26 PM EST (**none / 0**)

Conditioning ([1.50 / 2](#)) ([#50](#))

by [askani](#) on Tue May 21st, 2002 at 11:24:44 PM EST

Conditioning of humans starts before we are born. The problem with conditioning is finding out if you are conditioned to respond in a sort of way. The part that really fries your brain is, whenever you respond to something is a conditioned reflex or is it a reflex that orginates with you?

Operant conditioning ([2.50 / 2](#)) ([#48](#))

by [Rainy](#) on Tue May 21st, 2002 at 09:11:27 PM EST
<http://silmarill.org>

So you're saying, if my employer pays me to do my job, and I take the money and do the job, he's operantly conditioning me? Boy, I never thought of it like that. Oh my, that sure changes everything. How am I going to live now that you've uncovered the dark secret of operant conditioning? You've blown my mind. This is like some strange trip on amanita mushrooms combined with salvia divinorum, that friendly envelope with the check in it suddenly develops a set of teeth and leaps at me.

Stop using complicated words, you're scaring people :-).

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[Cymbaline](#): intelligent learning mp3 player - python, linux, console.

Influence (2.00 / 3) (#47)by [inerte](#) on Tue May 21st, 2002 at 08:24:14 PM EST<http://toca.sourceforge.net>

So do games influence people?

Aren't some of these government folks saying exactly this? And how we should ban or restrict access to violent games? Or will they make UnArmy without blood?

More important, who will be the enemies? Historical figures? Vietcongs? Communists? Terrorists? What is a terrorist? Someone with a beard and a bomb? That's what a game can show. Plot? Supposedly games aren't a form of speech (at least "right now").

If a soldier plays it and records the game, or take screenshots of it, will he be able to share it? Is it release of confidential information, since it will show how the army operates, from the inside?

What if they use formation Eagle XYZ to camp a enemy group? What if they don't?

Normal players that put they high scores and trade information on message boards, what will we do with them? If they show an outstanding tactical performance, maybe the game is being released to find who has these kind aptitudes? (now that's paranoid ;-)

If games are ruled to be influent, even if it's not a "law", a "rule", just a commom sense, what will happen when a kid enters a school and someone finds a copy of this game at his house? Can we sue the Army because it's teaching our children a violent behaviour?

Or not? Are we going to allow just the Army, while none else can make these kind of games?

I simply don't like the idea, and maybe I make to many questions ;-)

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Heya! Once I saw a monkey.

Marines are NOT ARMY! (4.00 / 4) (#40)

by [thelizman](#) on Tue May 21st, 2002 at 07:48:44 PM EST
 (thelizman@hotmail.com) <http://www.andrewkrause.org/>

Ignorance is being armed only with a dictionary to define your world. A Marine is a very different animal from a regular "Soldier" (which, properly, is a military combatant in the Army). For starters, all Marines are 0311's, or Rifleman. This comes from the Naval Tradition of using Marines to fire upon other ships when they were still too far away to engage mortal hand to hand combat. After their duties as rifleman, then they are also pilots, tank crewmen, mechanics, etc. There are no non-combatant positions in the Marine Corps - they have the Navy for the sissy stuff.

More importantly, a Marine is more specially trained and equipped than general Army Soldiers, and is roughly comparable in skill to a Green Beret or Airborne Ranger. For this reason, the Marine Corps was exempted from the Nunn-Cohen act which reorganized the military and formed the Special Operations Command. Ironically, the Marines do more with less; While the Army is getting brand new UH-60 Blackhawk variants every year, the Marine Corps newest toy is an updated version of the venerable UH-1 Huey that flew over Viet Nam (four blades, twin engines, but same basic airframe).

In the halls of warriors, there are many braggards. Only the Marine Corps can actually justify their bad-ass attitudes. Quite literally from the Halls of Montezuma to the Hindu Kush Mountain passes, the Marines are the only branch of service who continually justify their existence with results as opposed to defacto necessity.

Finally, please note that in failing to make such a distinction, or in your case continuing to ignore the same, you are both displaying your own severe and willful ignorance, and you are dishonoring the hallowed tradition of those who fought and remain Semper Fi. It's roughly equivalent to saying there are no differences between Windows and Linux.

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Two Rules for K5-ing:

1. Don't Feed The Trolls
2. If someone doesn't get your point now, they won't get it 10 posts later. Say your peace and be done with it

- [Marines Are More Specially Trained And Equipped](#) by thelizman, 05/23/2002 04:12:55 PM EST (1.00 / 1)
- [Fool.](#) by DuckSauce, 05/22/2002 04:44:09 PM EST (none / 0)
 - [Foo](#) by thelizman, 05/23/2002 04:12:16 PM EST (none / 0)
- [This just occured to me...](#) by Skwirl, 05/22/2002 01:18:39 PM EST (none / 0)
- [Re: Marines are NOT ARMY!](#) by countzro, 05/22/2002 12:32:51 PM EST (none / 0)
 - [The Few, The Proud, The Jarheads](#) by thelizman, 05/22/2002 04:48:53 PM EST (none / 0)
 - [Re-posted for your pleasure/ Marine, ARMY...](#) by Ir0nW01f, 05/23/2002 12:18:58 PM EST (none / 0)
 - [Overboard and Emotional](#) by thelizman, 05/23/2002 12:47:48 PM EST (none / 0)
 - [Overboard and Emotional...](#) by Ir0nW01f, 05/23/2002 01:56:53 PM EST (none / 0)
 - [Read What I Wrote Before You Reply](#) by thelizman, 05/23/2002 03:59:27 PM EST (none / 0)

- [You really dont have a clue... do you?](#) by IrOnW01f, 05/23/2002 05:24:33 PM EST (**none / 0**)
 - [The Death of Reading Comprehension](#) by thelizman, 05/23/2002 06:44:24 PM EST (**none / 0**)
 - [Re: The Death of Reading Comprehension](#) by countzro, 05/23/2002 06:58:43 PM EST (**none / 0**)
 - [Do you promise to shut up once and for all?](#) by thelizman, 05/24/2002 04:45:08 PM EST (**none / 0**)
 - [Please read....](#) by IrOnW01f, 05/24/2002 11:20:49 AM EST (**none / 0**)
- [Re: The Few, The Proud, The Jarheads](#) by countzro, 05/23/2002 12:12:33 PM EST (**none / 0**)
 - [Thick Skulls and Missed Points](#) by thelizman, 05/23/2002 12:50:17 PM EST (**none / 0**)
 - [Re: Thick Skulls and Missed Points](#) by countzro, 05/23/2002 01:09:48 PM EST (**none / 0**)
 - [I'm Calling Bullshit](#) by thelizman, 05/23/2002 03:56:31 PM EST (**none / 0**)
 - [Re: I'm Calling Bullshit](#) by countzro, 05/23/2002 05:48:35 PM EST (**none / 0**)
 - [Red 5 standing by...LOL](#) by IrOnW01f, 05/23/2002 06:40:22 PM EST (**none / 0**)
 - [Marines](#) by Bad Harmony, 05/22/2002 12:27:31 AM EST (**none / 0**)
 - [Are you meaning me?](#) by AmberEyes, 05/21/2002 07:53:59 PM EST (**5.00 / 1**)
 - [No, You're Cool](#) by thelizman, 05/21/2002 08:04:20 PM EST (**3.00 / 2**)

Every weakling's fantasy, (3.80 / 5) (#35)

by [demi](#) on Tue May 21st, 2002 at 07:21:36 PM EST
<http://www.ruf.rice.edu/~stewarmp>

made evident by the popularity of *Ender's Game* and about 80% of anime, is to become proficient in combat by virtue of a natural affinity for machine-simulated battles.

If it will make our soldiers more efficient and less susceptible to shell shock, then great, maybe it will mean reduced loss of life on our side in some situations. I worry, however, that the further pixelation of our adversaries, beyond the point at which they are currently pixelated, will make the issue of collateral damage ever more trivial. I mean, who hasn't played through a FPS without at least once turning on god mode, and killing every living thing that moves?

Get your tin-foil hats out (4.00 / 6) (#34)by [jabber](#) on Tue May 21st, 2002 at 06:49:05 PM EST

Ok, so if the military shows that video games have the potential and capacity for training people for realistic situations rehearsed by playing the game, what's next?

Will we see Microsoft Flight Simulator banned from store shelves, because would-be terrorists could use it to learn how to fly jets into buildings?

/me inserts tongue firmly in cheek

Or will we see this result in a ban on genetic engineering research, because of the potential drawbacks demonstrated by Resident Evil?

/me shifts tongue to other cheek

Or will we see Dojos across the country get shut down left and right to prevent the emergence of Street Fighter and Mortal Kombat-style violent street gangs?

/me sticks tongue out at the establishment

Or, most horrifically, will we see NASA dissolved, because Asteroids teaches that space exploration is inherently dangerous and can not be successful in the long term?

No censorship. Just clowns. -- [opendna](#).

- [What do you mean...](#) by mikey g, 05/21/2002 07:23:05 PM EST (3.50 / 4)

HLA? (4.75 / 4) (#32)by [Sir Rastus Bear](#) on Tue May 21st, 2002 at 06:21:18 PM EST

The armed forces have been aggressively pursuing computer-base simulation and training as a viable alternative to live exercises. I'd be very interested to know what the network architecture is behind the multi-player aspects of the game. The High Level Architecture (HLA) is something that DoD has been advocating as a distributed architecture for simulations (picture CORBA with weapons:). It would be a very interesting stress-test to get an HLA-based simulation into the hands of thousands of interconnected gamers.

As far as the violence goes, I think most gamers are already about as desensitized as they are going to get.

- [HLA](#) by mcgredo, 05/23/2002 04:34:25 PM EST (5.00 / 1)

Operant conditioning isn't the Devil in disguise. (5.00 / 6) (#28)by [Apuleius](#) on Tue May 21st, 2002 at 06:03:32 PM EST<http://www.mit.edu/~ocschwar>

Operant conditioning is the only way to prepare people for situations in which there is no time to think things through. That is why cops undergo it, and firefighters, and soldiers, and athletes, and many other people. But that means nothing. Operant conditioning on the training field does not mean a soldier will not be able to think for himself in his bunk, at the dinner table, or over a cup of coffee. The only form of OC that does that, which I have seen, is what happens when people join politically oriented mutual admiration societies, something several K5ers seem to have undergone.

Now as for this game, how exactly is a war simulation going to be any more desensitizing than run of the mill Quake, or Grand Theft Auto 3, or any other first person shooter? We already have the movies, the television, and other games doing exactly that, and as far as I've seen the military despises that effect.

Tax Dollar At Work? (3.25 / 4) (#26)by [FortKnox](#) on Tue May 21st, 2002 at 05:45:47 PM EST

So the Department of Defense needs a bigger budget so it can make video games?

I think the US Government should do what my father told me when he taught me how to budget my money:

Make two columns on a sheet of paper.

Mark the first column "NEEDS".

Make the second column "WANTS".

Item *Make Sweet Video Game to Recruit Future Soldiers (even though we'll be competing in a difficult industry with tried-by-fire private organizations)* goes under "WANTS."

I can think of about a dozen items (off the top of my head) that deserves to go under "NEEDS."

- [NEEDs/WANTs](#) by bodrius, 05/24/2002 05:04:11 AM EST (**none / 0**)
- [Net Gain](#) by MrAcheson, 05/21/2002 06:21:14 PM EST (**5.00 / 3**)
 - [Profit](#) by mcgredo, 05/23/2002 04:50:40 PM EST (**none / 0**)
 - [You think this game will profit?](#) by FortKnox, 05/22/2002 10:47:20 AM EST (**3.00 / 1**)
 - [Profit](#) by mcgredo, 05/23/2002 04:38:27 PM EST (**none / 0**)
 - [Seductive idea, but dangerous](#) by tudlio, 05/21/2002 07:44:58 PM EST (**3.50 / 2**)
 - [Funding](#) by Bad Harmony, 05/22/2002 12:07:07 AM EST (**5.00 / 3**)

Remember what Reagan said? (4.50 / 2) (#22)by [spacejack](#) on Tue May 21st, 2002 at 04:31:27 PM ESTspacejack@spacejack.org <http://spacejack.org/>

This generation of videogame-playing youths are the next fighter pilots? Or something like that.

- [something like that](#) by lucid, 05/22/2002 10:16:07 AM EST (**none / 0**)

Fundamental Flaw - Video Games Aren't Real (4.75 / 4) (#19)by [thelizman](#) on Tue May 21st, 2002 at 04:24:25 PM EST(thelizman@hotmail.com) <http://www.andrewkrause.org/>

And it's as simple as that. Being a warrior involves alot more than slapping keys, and although the games most certainly help drill in key mental concepts like interlocking fields of fire, cover, and instant target identification, they lack the overall depth of battlefield operations to provide any degree of actual training.

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- [Half-relevant](#) by NFW, 05/22/2002 02:48:36 AM EST (3.50 / 2)
 - [Remember that this isn't anything new](#) by Khendon, 05/22/2002 09:52:52 AM EST (none / 0)
- [Not so much training](#) by AmberEyes, 05/21/2002 04:34:28 PM EST (3.33 / 3)
 - [Real War](#) by thelizman, 05/21/2002 05:33:52 PM EST (5.00 / 2)
 - [You still don't understand](#) by AmberEyes, 05/21/2002 05:49:12 PM EST (4.50 / 2)
 - [I Saw Your Point, I Still Disagreed](#) by thelizman, 05/21/2002 07:31:25 PM EST (5.00 / 2)
 - [True, but:](#) by AmberEyes, 05/21/2002 07:51:52 PM EST (4.50 / 2)
 - [The Trajedy Is...](#) by thelizman, 05/21/2002 08:06:15 PM EST (4.50 / 2)

The Army's behind the pack (4.60 / 5) (#4)by [KilljoyAZ](#) on Tue May 21st, 2002 at 03:20:37 PM EST

Even if the military does release this game, it's going to have a lot of competition from the private sector in the race to desensitize America's youth and glamourize warfare. Mr. Ball admitted as much in his message board posting. id Software's been doing it for over a decade now. My guess is the Army's going to try using it as a recruiting tool. I doubt it will have much impact.

I'm curious whether or not you believe that violent video games was a signifcant cause of incidents like Columbine.

===

"In public policy, it matters less who has the best arguments and more who gets heard - and by whom." - Ralph Reed

- [Recruiting tool?](#) by paxtech, 05/21/2002 03:55:58 PM EST (4.50 / 2)
 - [Do they need to?](#) by physicsgod, 05/22/2002 01:35:11 AM EST (4.00 / 1)
 - [Actually...](#) by Eater, 05/22/2002 10:53:19 PM EST (none / 0)

- [Well](#) by AmberEyes, 05/21/2002 03:26:04 PM EST (4.00 / 3)
 - [I don't think it desensitizes.](#) by GhostfacedFiddlah, 05/21/2002 04:31:11 PM EST (4.80 / 5)

yes they are brainwashing young males to die (2.27 / 11) (#1)

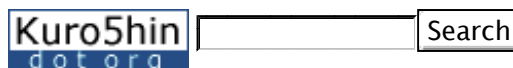
by [turmeric](#) on Tue May 21st, 2002 at 03:14:07 PM EST
(donb--at--freeshell.org) <http://aeoe.freeshell.org>

the patriarchy hurts men too

- [heh](#) by ucblockhead, 05/21/2002 03:18:23 PM EST (3.20 / 5)
 - ["How many lives do I have?"](#) by GhostfacedFiddlah, 05/21/2002 04:28:49 PM EST (3.00 / 4)

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