# Reinventing Call of Duty: Technology and Travel in Historical First Person Shooter Video Games

**Fulton Bryant-Anderson** 

History & Communication

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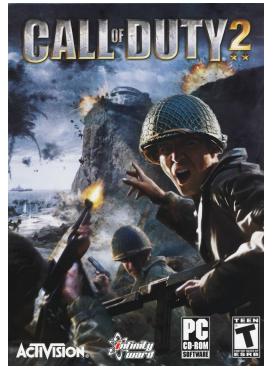
**Pacific Lutheran University** 



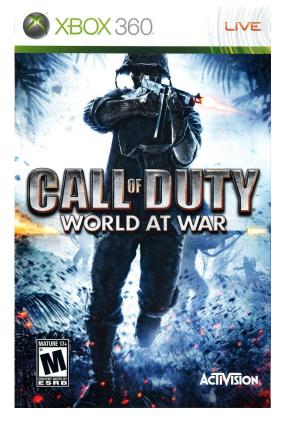
#### Research Questions & Framework

- How do video game landscapes produce meaning?
- What is 9/11's effect on military

video games?



- Environmental History
- Mobility and Game Studies
- Hist. of technology





## Technology & Meaning

- Mutual Exploitation: The Military Entertainment Complex (money!)
- Video Game Production: interviews, tech, mechanics
- Navigability of spaces
- Global gaming ecosystem







### Results & Global Interdependency

- Virtual Nazis are Islamic Extremists
- COD is a top-selling game!
- Historiolucidities
- International stories, American views





#### Potential Solutions

- Entertainment vs. History vs. Profitability
- Changing the genre
- Public memory and genre



