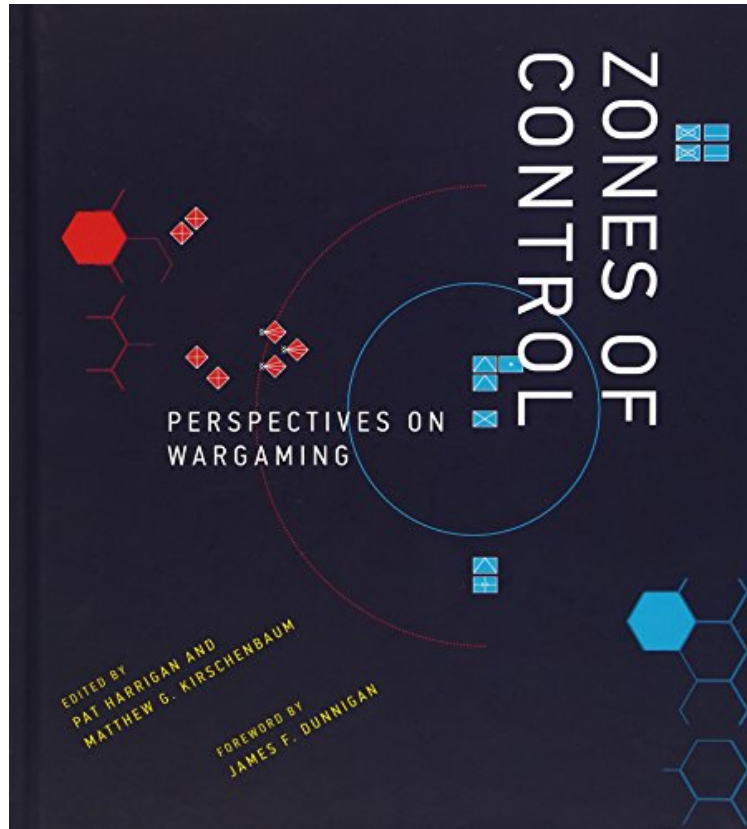


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## Zones of Control: Perspectives on Wargaming (Game Histories)

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**From *imusti* : Zones of Control: Perspectives on Wargaming (Game Histories)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised *Zones of Control: Perspectives on Wargaming (Game Histories)*:

18 of 20 people found the following review helpful. It doesn't get any better than this. By P. Bruneau This is the new bible of gaming: 49 articles by luminaries in the field - yes actual game designers discussing their views on gaming, whether it's paper or computer in 9 separate sections variously titled: Paper Wars, War Engines, Operations, The Bleeding Edge, Systems and Situations, The War Room plus others. 800 pages on acid-free paper, beautifully bound about our collective passion: theory and practice of war games. It doesn't get any better than this. get it while you can. 5 of 7 people found the following review helpful. Five Stars By Paul G. Very interesting essays on a hobby that gets little serious attention such as this. 17 of 18 people found the following review helpful. Important and Essential Work on Wargame Theory and History By J. Sexton It took a long time to finish this massive (over 800 pages and more than 50 chapters) and important work. For people who are involved in wargames, be they hobbyist, professional military, game designer, or merely curious, this is a fascinating look at the theory, history, and design aspects of wargames. It discusses both computer wargames (traditional videogames) and physical (hex and counter) wargames. Both popular (for consumers) and military (pretty much classified) are covered. It touches on reenactment and first person shooter

games as well. The chapters tend to be dense as there is a lot of information presented. Furthermore, that information made me think about it and the ramifications, so it is not a quick read. There are major names in wargame theory and design who have contributed. I wish the table of contents listed the contributors with their chapters, but if you expand the book description, you can find a list. Tetsuya Nakamura, Peter P. Perla, Thomas C. Schelling, Laurent Closier, and Philip Sabin are ones who wrote passages that I particularly enjoyed. While I enjoyed the chapters on traditional wargames (as opposed to video/computer versions) the most, I can easily understand the ones on electronic versions. My friends who play such games tell me that those chapters are pretty standard in outlook. I found the outlook of some of the academics who study the people who play electronic wargames (as opposed to playing the games themselves for pleasure) to be predictable responses. However, the more theoretical chapters about design and theory of wargames more than made up for those less interesting to me. Also interesting were the ideas about using them in classrooms and how to market them to non-wargamers. Who would like it? Anyone who enjoys wargames and the theory behind them. Game designers. Military wargamers. Historians who might be interested in military history. People who are involved in marketing wargames. It is well worth the time and effort to read it. It is a book I will long remember.

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

About the Author Pat Harrigan is a freelance writer and editor, most recently of *Zones of Control: Perspectives on Wargaming*, coedited with Matthew Kirschenbaum (MIT Press). His work has been published widely and he is the author of a novel, *Lost Clusters*, and a collection of short stories, *Thin Times and Thin Places*. Matthew G. Kirschenbaum is Associate Professor in the Department of English at the University of Maryland and the author of the award-winning *Mechanisms: New Media and the Forensic Imagination* (MIT Press).