



## Kids, get your killing fun today!

Very strange, but it explains a lot. I'd never before heard of the Military-Entertainment Complex

See Al Jazeera's "[The Pentagon's grip on Hollywood](#), Areport on the film '[Act of Valor](#)' and the growing ties between the film industry and the war industry," that says:

*The military entertainment complex is an old phenomenon that binds Hollywood with the US military. Known as militainment, it serves both parties well. Filmmakers get access to high tech weaponry - helicopters, jet planes and air craft carriers while the Pentagon gets free and positive publicity.*

*The latest offering to come from this relationship is Act of Valor and it takes the collaboration one step further. The producers get more than just equipment – they have cast active-duty military personnel in the lead roles, prompting critics to say the lines have become so blurred that it is hard to see where Hollywood ends and Pentagon propaganda begins.*



Apparently **Act of Valor** takes military propaganda to a new level. There's an 8 minute video at the above [link](#).

I watched the first 30 seconds, that was enough for me, but this does explain why there are so many of those ultra-nationalistic, sychophantic military movies that attempt, it seems, to insert a love for militarism into every aspect of American life, like Baskin-Robbins ever innovative ice cream flavors: pineapple shrapnel, body bag blueberry, and bayonet blood orange.

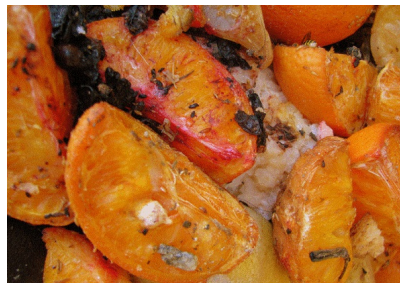
At [Bringing the War Home: The New Military-Industrial-Entertainment Complex at War and Play](#), Nick Turse says:

*The military is now in the midst of a full-scale occupation of the entertainment industry, conducted with far more skill (and enthusiasm on the part of the occupied) than the one in Iraq.*



blueberries

*Perhaps the "front" where the most significant victories have been scored in the military's latest media-entertainment blitz is the one where our most vulnerable population, children – resides.*

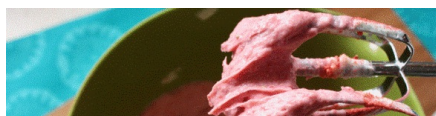


oranges

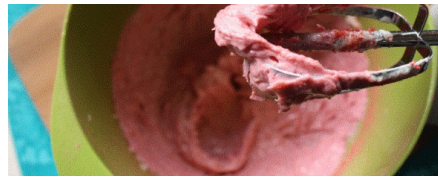
*Through toys, especially videogames, the military and its partners in academia and the entertainment industry have not only blurred the line between entertainment and war, but created a media culture thoroughly capable of preparing America's children for armed conflict.*

*The interconnectedness is confusing, isn't it? So let's recap: ICT's Hollywood team put together the concept for the Army super soldier of the future and its video-game corps developed the military simulator "Full Spectrum Command" that has now spawned "Full Spectrum Warrior," a video game produced by the military-entertainment-videogame complex at ICT for Microsoft's Xbox system.*

*And Microsoft isn't just adapting Army video concepts either. It turns out that this sort of "gaming" is a genuine two-way street, for Microsoft is also the core software provider of*



wearable computers for an Army program now in production, the Land Warrior, a proto-super soldier package to be introduced next year which, just to square the circle, is scheduled to be replaced in the 2010s by the Objective Force Warrior.



LET ME EXPLAIN THIS MATTER IN TERMS THAT YOU MIGHT BETTER UNDERSTAND...



Let me explain this matter in terms that you might better understand

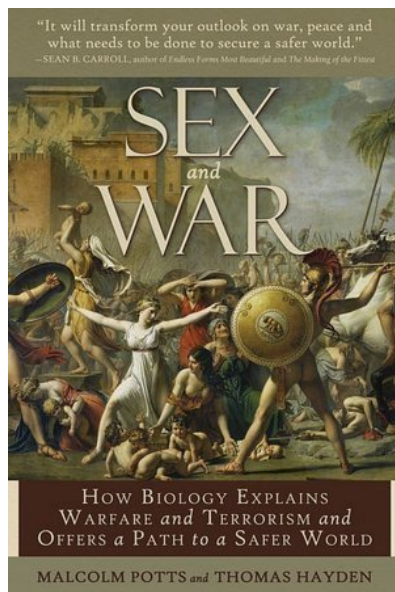
Microsoft also appears to be embracing the OFW concept, because its futuristic combat game "Halo" features soldiers who look strikingly similar to the Army's future super soldiers. Dropping down an age level, Hasbro may also embrace the Objective Force Warrior concept for its toys as they have evidently been given advanced access to the OFW plans. Whew. Got that?

So now from tots to video-playing teens to teen soldiers playing video to soldiers turned into cyborg warriors, we know what "full-spectrum dominance" actually means.



Apress release for James Der Derian's [Virtuous War](#) says that he:

takes the reader on a road trip through the future of war, where cyborg combat technologies, video games, TV news stories, Army training exercises, and Hollywood movies all blur and converge in a new **military-industrial-media-entertainment network**. He shows us a world in which CNN and Disney are as much a part of the battlefield as Lockheed Martin and the Pentagon, where Marine fire-teams train with the video game "Doom", and entertainment executives design Army wargames...



In perhaps a similar vein there is [Sex and War: How Biology Explains Warfare and Terrorism and Offers a Path to a Safer World](#) by Malcolm Potts and Thomas Hayden that's reviewed [here](#).

A key method for conflict reduction is empowering women. For one, women are generally less predisposed to violence, meaning that their social, economic and political equality should on average lead to less violent societies.

The second point on empowering women is much more specific: provide easy access to birth control and reproductive health. When women can control the number of children they have, they invariably choose to do so, which constricts the demographic pyramid away from a bottom bulge of angry young men and towards a more stable and less violent society.

Unfortunately, I don't think this is how Hollywood is going to spin the "empowering women" theme quite this way.



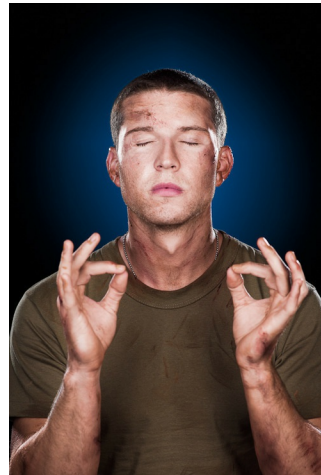
women's liberation, Hollywood style

... and then there's neurofeedback which I know is being actively pursued for the betterment of military operations. Am I right about that Richard? See "[A State of Military Mind](#)" where it says:

*the military has largely ignored the brain as a shapeable muscle that can improve performance on the battlefield and limit the negative effects of what a soldier experiences there....This is changing fast...*

*Using a mixture of new technologies unavailable in past wars like real-time brain scans and neurofeedback that can rewire the brain, and centuries-old techniques like yoga and meditation, the military is trying to hone soldiers' minds, arm them against psychological injury during combat, and even prevent traumatic situations through cognitive training that might, say, allow for an extra fraction of a second in which a soldier discerns that a car approaching a checkpoint isn't a threat.*

What will they think of next?



enlightenment yoga

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