America’s Army Critique

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Background

• First-person shooter
• Released July 2, 2002 on Windows, Mac and Linux
  • Mac and Linux dropped 2005
• Developed and published by the United States Army
  • First large scale use of game technology by U.S. government
Gameplay Overview

• Training Drills
  • Basic player moving, using weapons, medical training, etc
• Online Multiplayer
  • Only team missions: Assault, Demolition, Take and Hold, Extraction
• Ultra realistic gameplay
  • Minimal Hud
  • One life per round
Gameplay Flaws

• Incomplete and unclear training instructions
• Lack of in game performance feedback
  • No hit/miss count in markmen drills
  • Clock in the training course is not in a practical location
Serious Game Aspects

• Recruiting tool
  • Recruitment is up sense the game’s release
• Teaches real life military fighting tactics
• https://www.youtube.com/watch?v=DjlqkmWF4-U
Media Criticism

• Media theorist David B. Neiborg: “careful blend of propaganda, advertising, and education”
Next Step

- The government now uses video games to train soldiers and as treatment for PTSD
- Raytheon is using motion capturing and video game based technology to develop training simulators
  - Patriot Air and Missile Defense System
  - Javelin missile system
  - Sailor training for onboard emergencies
  - There is a multiplayer setting