What do the Department of Defense and the computer gaming industry have in common? What kinds of strategic alliances is the Pentagon making with Hollywood? How is the American Institute of Architects connecting with the military’s designs for a “new security environment?” Are artists collaborating with, exposing, or resisting the military by deploying technologies of simulation, data surveillance, tracking, and computer vision in their work?

A group of internationally renowned panelists explore these and other questions in a two-day conference that examines the increasingly complex exchanges between the military, the entertainment industry, the computer industry, the media and artists. What impact do these exchanges have on war, technology and related visual cultures in the American public sphere?

The conference looks at war not simply as a utilitarian means to an end but as a cultural process involving particular ways of seeing, narrating, and imagining. The conference will focus on the architectural spaces of war, the cinematic language of Hollywood combat films, online gaming and military simulations, and the computer and installation work of artists.